Usenet Newsgroup Archive: comp.sys.atari.8bit

1993

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Date span: 1993-01-01 through 1993-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,819

Message records with no readable body available in the source text: 9

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-01 01:21:43 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jan1.012143.3080@alw.nih.gov>
Source record: 108413

A further comment about Forth; some it's concepts have been incorporated into commercial software and even printer ROMs. PostScript uses a Forth model, for instance. A PC-based laboratory data capture and manipulation program called Assyst uses a Forth model (RPN and a stack) as well; so does the CyberMate animation system on the ST. The time I spent learning Forth was not wasted...

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd
---

2. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-01 05:22:01 UTC
From: winston@merk.com
Message-ID: <C05tKr.4xz@merk.com>
Source record: 108414

Speaking of --POSTFIX-- versus --INFIX-- notation for the FORTH language... if people didn't like dealing with --POSTFIX-- notation, then surely someone must have written an expression parser that accepted INFIX notation? It would seem like a natural thing to do right from the start. I mean... I have seen examples written in PASCAL, and the PASCAL parser didn't really need any tweaking. While it is true that using an INFIX parser sort of defeats the purpose of FORTH, i.e. saving on speed and space by conforming to the machine's architecture, wouldn't it have helped FORTH gain wider acceptance? (Well, all right, maybe not a parser, but how about maybe a --POSTFIX-- to --INFIX-- "translator" A LA the BASIC "tokenizer".)

3. 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-01 07:47:26 UTC
From: bbs@neb
Message-ID: <1993Jan1.074726.3972@neb>
Source record: 108415

I've recently come into contact with numerous IBM style (old mainframe/teletype) 8" disk drive mechanisms (dual drive cases). Are these usable with the ATR8000 (or MIO)? If so, what software would/could be used to format out those monster disks? I've noticed that the disks themselves are notated as: Double sided, double density. Does that indicate 360k of storage? I've heard rumors of 1.2meg 8" disks/drives.

Any information on this project GREATLY appeciated.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-01 19:05:57 UTC
From: genoa@athena.mit.edu
Message-ID: <1993Jan1.190557.17743@athena.mit.edu>
Source record: 108416

In article <1993Jan1.074726.3972@neb> bbs@neb (BBS System 801-572-4969) writes:
>I've recently come into contact with numerous IBM style (old
>mainframe/teletype) 8" disk drive mechanisms (dual drive cases). Are
>these usable with the ATR8000 (or MIO)? If so, what software would/could
>be used to format out those monster disks? I've noticed that the disks
>themselves are notated as: Double sided, double density. Does that
>indicate 360k of storage? I've heard rumors of 1.2meg 8"
>disks/drives.
>
>Any information on this project GREATLY appeciated.
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa

I used to work on a CP/M system with 8" drives. As I recall, they had
1024 1K sectors, for 1 megabyte of storage. I also vaguely recall the
ATR8000 as being advertised to work with 8" drives, but I have no personal
experience with it.

--Jack

--
Jack Holt 3 Ames St. #93
genoa@athena.mit.edu Cambridge MA 02139

5. Re: Looking for source code from Analog

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-01 19:15:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72748@cup.portal.com>
Source record: 108417

BTW: I meant LEFT margin! I'll see how many byte the current pot
routine takes now
Could be put there or maybe some where in the stack area. There's other
stuff you could do, like monitor the consol keys, steal the disk vectors.
At one time I'd written a routine that would replace the DSKINV & SIOV
vectors with user written ones in ram where the international character
set goes. Bob Wooley had speculated that Flight Simulator was bugging
out when the XF551 was switching to double density during the software
protection test. I was going to have it switch to single after every
call to DSKINV. After I got it running I never bothered to pick up
a copy of FS to check it out <g>.

6. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-01 23:06:57 UTC
From: root@uunet!scarrow
Message-ID: <1993Jan01.230657.8932@uunet!scarrow>
Source record: 108420

In article <1993Jan1.074726.3972@neb> bbs@neb (BBS System 801-572-4969)
(James King) writes:

> I've recently come into contact with numerous IBM style (old
> mainframe/teletype) 8" disk drive mechanisms (dual drive cases). Are
> these usable with the ATR8000 (or MIO)? If so, what software would/could
> be used to format out those monster disks? I've noticed that the disks
> themselves are notated as: Double sided, double density. Does that
> indicate 360k of storage? I've heard rumors of 1.2meg 8"
> disks/drives.

I've had a few 8" disk drives attached to a ATR-8000, but I can't give you any info on the MIO. A single sided drive will yield over 500KB, and a DS/DD one will yield over 1MB. They are formated to 77 tracks, thus you should use MyDos (or one of a few other DOSs that support this configuration). You can format the drive (if you wanted to) to be compatible with DOS 2.0, but you would be stuck with 90K. I prefer MyDos because of sub-directories, as you can easily get to many files in a single directory when you have over 500KB.

There are, however, some things to note: You will need a power supply, one that will go to 24V. (There are other voltages needed also, but this one is the hardest to find). Some 8" drives also require 120VAC to power the main motor. The next thing to note is that the 8" drives use a 50 pin cable, where as the controler provides you with a 34 pin, thus you will need an adapter. I bought mine from SWP (the manufactures of the ATR-8000) for about $15 and modified it to support multiple drives. The last thing to note is the Head Selects. There are some jumpers on your 8" drives that say when to select the heads. If for some reason the heads on both drives get selected simontaniously (sp?), your power supply will turn to smoke (unless it's a good one). I had a good one, but every time the heads kicked in, my lights would dim around the house.

Nowdays, I use a pair of 3 1/2" DS/DD drives on my ATR-8000 with a 1050 as the boot drive. My Shugarts (and the power supply) are in a storage shed, and I visit them regularly for nastalgic reasons. The point is that I would rather loose a few hundred K per disk if I don't have to get a hernia lugging the drives around. 720K 3 1/2" drives go for about $50, and you don't need any strange adapters or power supplys. Also, you can find 3 1/2" disks at the local supermarket vs. a military surplus store.

All the information you would need to hook up any type of drive to the ATR-8000 is included in the manual. I don't know if SWP is still around, so I don't know if you can still get the adapter, but making your own wouldn't be too hard. There is a good description of how to do this in a very old issue of "Micro Cornocopia", or you could rough it out with your local computer science library (just find the pinouts of both types of drives, and play connect the dots). Finding the power supply is a little more difficult nowdays, you might want to

see if you can grab the supply that was used to run the drives initially (the place where you got the drives).

--

+------------------------------+--+
| Have we been here before?... | E-Mail: ...!uunet!scarrow!kirk |
| - Or are we yet to come? +--+
| | DISCLAIMER: My thoghts and views are my own, |
| Dr. Who, 1975 | I subscribe to free will. |
+------------------------------+--+

7. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 03:17:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <72769@cup.portal.com>
Source record: 108419

Winston Smith writes:

>To All 6502 Programmers Out There,
>
> I have been examining the KERMIT-65 source code files that I FTP-ed
>from the Atari Archive with a "get". I don't own a MAC-65 6502 Assembler
>cartridge, and some of the symbols used seem a bit strange. For example,
>what is the meaning of the pseudo-op ".SBTTL" ? Another interesting
>expression is "<byte>!<byte>" (...is that supposed to be a Logical NOT of
>two bytes?). Finally, in the KERMIT-65 "make" file, the "-v" flag is set.
>Is there a version of the UNIX "as6502" cross-assembler utility that even
>--SUPPORTS-- a "v" flag ? What assembler was used to generate object code
>from these sources, does anyone know ? Thank you.

.SBTTL means "Subtitle," and just makes an informative title appear
at the (usually) second line of each page in the assembly listing created
as a result of assembling the code.

<byte>!<byte> usually means "bitwise OR" of two bytes, i.e. "a quan-
tity in which all bits are set which were set in EITHER of the two original
bytes." Example: 2!4 = 6

I don't know about the -v flag or what assembler was used to build
Kermit-65. John Dunning, who last I heard was at least still marginally
associated with this newsgroup in the capacity of manager of new 8-bit
contributions to the Atari Archive, did the port of Kermit-65 from the
Commodore 64, producing the KERMIT.EXE that is in common use today. I'd
say John would be the guy to ask about this. John, are you still out there?
(If you're still unable to post, e-mail me and I'll relay to the newsgroup,
John...)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

8. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 03:19:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <72770@cup.portal.com>
Source record: 108418

For what it's worth (and so I can brag a little :-)) I recently did a
little bit of programming on request for Bob Puff, and the code to which
I made modifications was 100% assembler...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

9. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 04:09:24 UTC
From: bbs@neb
Message-ID: <1993Jan2.040924.15064@neb>
Source record: 108422

jack holt:

do you happen to know if the mio will run an 8" drive? if so, how could this be accomplished? i dont yet own an atr8000 - else i'd probably be able to figure out this installation. right now, though -- i'm running on: 256k mio, 1050 happy, 1meg 130xe, hayes 9600 modem.

i also own a supra hard drive interface, 850 interface and a couple hard drives..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

10. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 06:50:06 UTC
From: winston@merk.com
Message-ID: <C07sBJ.Juv@merk.com>
Source record: 108421

"Just when you thought it was safe to go back in the water...."

Well, the KERMIT-65 saga continues. I was able to locate a 6502 cross-assembler written in C. It is able to generate an ASCII text assembler listing, both with program source, or just with assembled byte values given in ASCII text. This program is able to run on a "Kernighan and Ritchie" C compiler. Unfortunately, the program that accompanies the assembler, that is supposed to turn the text characters into binary code, is written in ANSI C, and the file calls make the K&R C compiler I am using do strange things. <* ARG! *> Why can't this assembler generate UUENCODE output as an option? Why do people --DO-- things like this? Why do they add non-compatible ANSI C programs to programs that are K&R C compliant? This is driving me crazy!

11. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 13:49:57 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0bvv@abcd.Houghton.MI.US>
Source record: 108423

BS> do you happen to know if the mio will run an 8" drive?

The MIO doesn't have any direct support for drive mechanisms. However if you can somehow come up with a generic SCSI controller for the drive, you should be able to run it through the MIO's SCSI port.

The bigger question (other than you probally already have an 8" drive) is why you would *want* to use an 8" drive on your Atari? They are larger and have less capacity than a 5.25 or 3.5 drive, not to mention harder to find replacement parts for.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

12. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 15:23:22 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i4c1aEINNkda@uni-erlangen.de>
Source record: 108424

Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
>I have been reading with interest your comments about Quick - "that great
>new language from Germany" - but since I have just recently begun reading this
>conference, what can you tell me about it? (Where to get it, etc.)

That is a very good question!!!

I am happy to tell you, that QUICK will be available soon including an
english manual.

What is QUICK - in short:

QUICK is a completely software-based compiler language that is almost
as fast as assembler and also almost as easy to use as BASIC.

QUICK comes with some unique features like:
- Build-in Mouse-routines (for ST mouse)
- " player-missile commands
- " routines for playing digitized sounds
- " routines to move and copy high-res graphics
- Automatic use of VBI and DLI!
- Subroutines, local variables, INLINE mc-code
- Libraries

As I'm one of the programmers of QUICK, I can answer to any other
questions you have. There will be an announce, as soon as the english
version in ready.

There are some different places to get QUICK - as soon as the english
version is ready. At the moment you can get the german version from:

PPP
Postfach 1640
7518 Bretten
Germany
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

13. Looking for:

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 20:52:36 UTC
From: bbs@neb
Message-ID: <1993Jan2.205236.23394@neb>
Source record: 108426

Looking for an Adaptec 4000a MFM or RLL scsi card.

Or, a 20meg or larger SCSI hard disk.. Contact me here, the Korner BBS
at 801-969-1938, or call voice after this Tuesday (mon-fri 0700-1600
MST) at 800-678-3440, ask for Jim.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

14. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-02 22:51:24 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan2.225124.12251@news.ysu.edu>
Source record: 108425

The ATR8000 is the set up to control the 8" disks...Sparta X will
format them to 1025024 bytes for 77 tracks double sided.
--
Joe Sabatino-->ab588@yfn.ysu.edu

15. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 00:36:50 UTC
From: root@uunet!scarrow
Message-ID: <1993Jan03.003650.10553@uunet!scarrow>
Source record: 108427

In article <C07sBJ.Juv@merk.com> winston@merk.com (Winston Smith) writes:

> "Just when you thought it was safe to go back in the water...."
>
> Well, the KERMIT-65 saga continues. I was able to locate a 6502
> cross-assembler written in C. It is able to generate an ASCII text
> assembler listing, both with program source, or just with assembled byte
> values given in ASCII text. This program is able to run on a "Kernighan
> and Ritchie" C compiler. Unfortunately, the program that accompanies the
> assembler, that is supposed to turn the text characters into binary
> code, is written in ANSI C, and the file calls make the K&R C compiler I
> am using do strange things. <* ARG! *> Why can't this assembler generate
> UUENCODE output as an option? Why do people --DO-- things like this? Why
> do they add non-compatible ANSI C programs to programs that are K&R C
> compliant? This is driving me crazy!

I am very interested in obtaining such a cross-assembler, where did you get it?
Is it commercial (I assume not, because you've got source) or PD? It really
shouldn't be that hard to get it to write out in any format you want.

I am primarily interested in running it under Unix and converting it to write
Atari executables directly. The reason is that I kind of like having access
to my hard drive, 80 columns, and a fast CPU. I do have a ANSI compiler, but
I am really interested in the assembler itself.

If you could put it on BART or mail it to me (assuming it is PD), I would
greatly appreciate it.

PS: The reason I am posting this message instead of sending mail is that for
some reason my mailer software didn't send correctly. It seems to work OK
most of the time, however.
--

+------------------------------+---+
| Have we been here before?... | E-Mail: ...!uunet!scarrow!kirk |
| - Or are we yet to come? +---+
| | DISCLAIMER: My thoghts and views are my own, |
| Dr. Who, 1975 | I subscribe to free will. |
+------------------------------+---+

16. Re: Need Action! help

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 05:13:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <sDcswB2w165w@cyberden.sf.ca.us>
Source record: 108429

Whine... and I always thought... :)

```
\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

17. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 05:16:56 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XicswB3w165w@cyberden.sf.ca.us>
Source record: 108428

Hey Rick, what did you try to upload those files with? I have trouble uploading to this BBS's editor (using the editor's "upload" command) with BobTerm... hmm! Maybe it's a BobTerm bug!? :)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

18. XE Gato and Antics for trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 05:25:47 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <7231@ucsbcsl.ucsb.edu>
Source record: 108434

I have an Atari XE Gato cartridge (submarine warfare simulation)
that I would like to trade for another XE cartridge. Please
leave me e-mail if interested.

Also, I have a stack of about 30 old Antic magazines that I would
like to trade for something - maybe a cartridge or something?!?
Leave me mail and we can discuss trades...

19. COM_RUN

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 05:26:02 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4XcswB4w165w@cyberden.sf.ca.us>
Source record: 108430

Well, I've figured out how to pass parameters between programs! YAY!
What are you going on about? you ask?? Well, I've been convinced to add
parameter passing abilities to the MyNI_DOS CLI. A fellow C.S.A.8 reader
(damn, sorry! I forgot who you werw! :-( ) said that SpartaDOS uses page
4 of memory, so I finally got off my duff and looked it up in _Mapping_.
Unfortunatley, the only thing on page 4 is the descriptions of addresses
8 through 11.

Ok, it was a bad joke the first time what's-his-name said it, and it
still is now :) ...

Anyways... page 4 of memory is... (drum roll, please), the CASBUF
(cassette buffer), which is only used (guess when!?) when using a program
recorder. (Oh, and also during boot...) Soooooooo . . .
I've made a TurboBASIC XL demo that shows how it's done. I'm lucky
enough now to have a RAMDisk, so running "COMmand" (.COM) files from disk
wasn't a discouraging thought. Anyways, I made a few little TBXL
programs...
COM_RUN.TBS - COMmand file RUNner (in TurboBaSic). It's a VERY simple
CLI. All it can do is load another TBXL program
(passing parameters to it), display a title/info., and
exit back to TurboBASIC.
DIRCOM.TBS - The "DIR" command. It shows a directory... the mask of
which is sent as... a PARAMETER!!...
WDIRCOM.TBS - A wide-directory (two columns) viewer.
VIEWCOM.TBS - A graphics 8, 9, and 15 picture viewer. It uses one or
two parameters!
RUNCOM.TBS - A program runner! HA!
and then, some other ones I made later that day (after I made the first
ARC and uploaded it here & there) were:
TIMECOM.TBS - sets or displays current value of TBXL's TIME$ clock.
READCOM.TBS - ..the most "complex" of the COMmand programs I've made
for this little demonstration. It displays text files,
and knows how to translate ASCII CR/LFs into AtASCII
EOLs, and it can set address 766 to 1 (meaning the
editor characters are displayed, rather than "done"),
and finally it can use the INPUT command rather than
GET to load and display AtASCII files (as long as no
line in the file is greater than 255(?) bytes...).
THIS COMmand file uses up to 4 parameters, the first
being the file name, and the other three being the
display/load settings (described above) >IN ANY ORDER!<

Cool, eh? (well, >I< think it is, as I'm not a SpartaDOS user, and I've
never done anything as way-cool as this! ;))

Well... I could simply UUEncode the ARC and post it here (perish the thought! Too bad it's a VERY small ARC, eh!? I could probably even post a LISTing of the other two COMmand files...)

BTW: Just FYI, this concept is going to be used in MyNI_DOS, and if someone'd be kind enough to explain EXACTLY how SpartaDOS does it, I could even try & make it SD compatible! gasp...

Thanx!

BYE!

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

20. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 10:36:55 UTC
From: winston@merk.com
Message-ID: <C09xHJ.Cxr@merk.com>
Source record: 108431

Where did I get a 6502 cross-assembler? This is supposed to be a secret?

o I noticed that the KERMIT-65 sources on the ATARI archive contained a reference in its "make" file to "as6502".

o I performed an "archie" on the text string "as6502".

o ARCHIE told me that a file called "as6502" lived on the node: "ftp.germany.eu.net" in the directory: "/pub/programming/languages".

o I did an FTP "get" of the file "/pub/programming/languages/as6502".

I just more or less assumed that "as6502" is needed to assemble KERMIT-65, since that is what is listed in the KERMIT-65 "make" file. Perhaps the Sysop of the Atari Archive can incorporate it into the archives, since people who downloaded KERMIT-65 will also be looking for "as6502". This way it would be file requestable via BART (provided that it is releasable, and assuming it is the same "as6502" as is mentioned in the "make" file).

21. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 16:23:51 UTC
From: bbs@neb
Message-ID: <1993Jan3.162351.3097@neb>
Source record: 108432

Do you know of any other way to run an 8" disk drive OTHER than an
ATR8000 or Black Box? Is it somehow possible on an MIO?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

22. Re: My ego VS UUE

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-03 19:02:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <72812@cup.portal.com>
Source record: 108433

I have a clone sitting next to my 8-bit so I just null modem to the
clone ususally to do the translation & either tranfer from the clone or
move a 3.5" disk to the ST. If I use my 8-bit for the U/L I ususally
just load the files into a word processor & print to a disk file vs P:.
I don't know what your node's like, but Portal editor is page orientated
so the only way I can get files up from disk is Xmodem => the thing
has to already be converted to ASCII.
BTW: Could you try & decode the files? I'd like one more check before
I continue.

23. WANTED: Atari 8 bit interface.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-04 09:07:52 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.93Jan4090752@zappa.FtCollins.NCR.com>
Source record: 108435
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.8bit

I'm looking for either a parallel printer interface or a functional 850
interface unit for the Atari 8 bit line of computers. I'd like to buy
one used via the net but if any one has any names of suppliers who sell
new and used Atari 8 bit hardware, I'd like to know that info also!

Please send offers/info via e-mail.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
The Osmonds! You are all Osmonds!! Throwing up on a freeway at dawn!!!

24. Re: Wish List (was: comp.sys.atari.8bit.archive)

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-04 20:47:29 UTC
From: mbarnes@finally.Sun.COM
Message-ID: <1ia7p1INNndf@sixgun.East.Sun.COM>
Source record: 108436

XLEnt Software is still marketing their word processor, The First XLEnt Word Processor. Antic stated that this was the best word processor for the Atari 8 bit in 1987. The product is very fully featured. It has the ability to integrate graphics and text. It has an 80 col. preview mode. The product has very flexible editing commands. I don't know the current price but I believe it is around $20.

XLEnt Software's number is (703) 451-5017.

25. Scott Peterson XE upgrade Fix

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-04 21:14:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan4.211452.27290@news.ysu.edu>
Source record: 108437

I have a 320k XE w/ the Scott Peterson upgrade... a few others
here have it also. Ever since I installed it I can't run certain
programs that access the antic chip in a certain way like the Atari
Writer cart and a few more programs.
When a read the docs to Ed Bachman's WEDGE2.1 program I discovered the
answer and easy fix to this problem.
Here is the text file that tells of the problem and the fix:

```
----------------------------
** Peterson XE Upgrade Errata **
(Getting the ANTIC to see your extra ram.)

E.Bachman 1990.

=========================================================================

** Should I be reading this?? **

If you are using a stock 130XE or a Rambo'ed 800XL you have no
need to read any further, (other than for informational purposes).
Also, CSS modified XE's are built in accordance with the modification
listed below. This text concerns you if you are using an XE of
greater than 128k, OR (more specifically), if the Wedge's FORMAT
command results in an apparent system crash.

Onward..

In the process of developing the current revision of the Wedge, I
stumbled across an interesting bit of information. It seems that the
320k Peterson XE upgrades don't allow for the ANTIC chip to access
extended ram. Anyone familiar with this upgrade knows that the antic
enable pin of the PIA chip gets lifted from the motherboard to
provide for the extended addressing needed to access the extra ram.
Thus leaving the ANTIC's extended bank addressing capability
untapped. This can be overcome by tying the antic and cpu's enable
lines together (much the same way as it's done in the rambo'ed XL's).
Correcting this is simplicity itself, simply tie pins 14 and 15 of
the socket for the PIA, together, (you know, that socket that you
hopefully installed when you did your upgrade?), If not, simply run a
short jumper from the pad on the motherboard that pin 15 used to
occupy, to pin 14 on the same chip, (the PIA).

NOTE: From the docs I've seen, the larger Peterson XE upgrades look
as if they also neglect the antic enable line. This minor mod should
work just as well on them as it has on the 320k XE's.

** So what does this mean to me? **
```

Well hopefully you're reading this before you've run the wedge
and found out that the format command bombs out in a major way. Why?
because the format command uses a custom screen and display list, run
out of the extended ram. Thus ANTIC, being unable to access extended
ram will attempt to generate a screen from whatever data is in the
main bank at those particular locations. The resultant display will
usually be a blank screen, or some unreadable garbage. To address
this, I've included a specially written format program,
"P_FORMAT.COM". In order to demonstrate the format function to those
whose machines are unable to use the Wedge's internal format command.
AND, to hopefully coerce you to perform this simple mod to your XE.

I realize, it is not normally the place of the software developer
to tell users, "well, just modify your machine to use my software".
However I feel most strongly, that this feature will enhance the use
of your expanded XE, as well as make it compatible with future
programs that may use the extended antic access. As well as with the
Wedge and future Wedge Disk Accessories.

In closing I wish to thank Scott Peterson for his series of XE
upgrades and in no way intend for this text to berate his fine work
on the Atari 8-bit.
Ed Bachman 1-3-90.
###
--
Joe Sabatino-->ab588@yfn.ysu.edu

26. help needed with pinouts from 800xl to 25pin rs232 modem

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-04 21:54:48 UTC
From: vuarien@cullion.incendiary.edu
Message-ID: <vuarien.2@cullion.incendiary.edu>
Source record: 108438

Need to hook up oldfashioned 25pin modem to the round-type modem jack on back of 800xl. Anyone got the pinouts? Are there technical papers online at the ftp site ? is 'the' ftp site the one at archive.umich?

post replies to group. email to this addr. will be lost.

eschew
obfuscation

27. Re: help needed with pinouts from 800xl to 25pin rs232 modem

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-04 22:33:31 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan4.223331.6235@mtu.edu>
Source record: 108439

In article <vuarien.2@cullion.incendiary.edu> vuarien@cullion.incendiary.edu (Jonathan Wild) writes:
>Need to hook up oldfashioned 25pin modem to the round-type modem jack on
>back of 800xl. Anyone got the pinouts? Are there technical papers online
>at the ftp site ? is 'the' ftp site the one at archive.umich?
>
>post replies to group. email to this addr. will be lost.
>
> eschew
> obfuscation

Jonathan,

Well, it's not as simple as playing connect the dots between the SIO port connector's pins and the pins on a DB25 connector on the back of your modem. You need some sort of interface or cable that converts the signals your Atari uses, into the signals the Modem uses, which adhere to a standard called RS232.

There are several devices that can do this, none that I've seen are do it-your self kits... yet. They are all commercial products. Here is a low down on most of the ones I am aware of, and what exactly they provide:

P:R: Connection, a little box that plugs into your SIO port, and gives you two RS232 (modem) ports, and a printer port.
This device was put out by ICD, Inc, but they no longer have them in stock. best to check with one of the Mail Order houses.

850 Interface, this one from Atari, it gave one printer and 4 RS232 ports. Same as above, check with mail order houses supporting the 8 bit.

Supra R-Verter--- a cable that plugs into the SIO port, and was a cable with a modem port on the other end. Same as above, look for a used one somewhere. this will be the least expensive of them all.

MIO - a box FROM ICD Inc, that plugs into the Parallel Bus connector on the back of your 800XL, giving you Printer and Modem ports, and a SCSI/SASI hard drive connector. in addition, the box has RAM memory inside, which can be used as a print spooler and/or a RAMDISK.
The box cost from $150-$300 depending on the RAM configuration.
I think ICD might have one left... maybe not.

Black BOX - from Computer Software Services...Plugs into the Parallel Bus port like the MIO, and has Modem, Printer, and SCSI Hard disk ports. Also has some extra goodies, like a 6502 debugger, Screen dump utility, and an add on card that allows connection of IBM type

floppy drives, either 5.25" or 3.5", from 360K on up to 1.44 meg.
The plane jane Black Box runs $199.95 I think, with enhanced
printer dump routine, disk sector editor being one add-on extra, and
the Floppy Controller being another extra. This one is still being
sold, and continually supported, with frequent improvements to the
product.

Hope this helps.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

28. AC Article

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 00:23:52 UTC
From: bbs@neb
Message-ID: <1993Jan5.002352.18711@neb>
Source record: 108440

Jeff Potter:

Seeing as how you are the AC graphics and entertainment editor; how would it be if I submitted to you a complete review of Alternate Reality, the Dungeon - to include full drawn out maps, documentation, hints, tips, etc..?

I could send this to you via GEnie or US Mail, you can edit the file - and determine whether or not its worth submission.

Sound good?
James King aka Kamaro Kid, SysOp of the Korner BBS @ 801-969-1938.
GEnie: J.King73, Internet: neb!bbs!1fa@uplherc.upl.com

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

29. Re: help needed with pinouts from 800xl to 25pin rs232 modem

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 00:45:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <72881@cup.portal.com>
Source record: 108441

Jonathan Wild (vuarien@cullion.incendiary.edu) writes:

> Need to hook up oldfashioned 25pin modem to the round-type modem jack on
> back of 800xl. Anyone got the pinouts?

Huh? WHAT "round-type modem jack on back of 800xl?" The only "round" jacks
on the back of any 800XL -I'VE- ever seen, are the power input socket and the
composite-video (monitor) socket. Which of the following is true?
a) you misspoke
b) you're confused
c) you're using an 800XL modified in some means I've never previously heard
d) you're not using an 800XL but something else entirely (see (a) and (b)).

> Is 'the' ftp site the one at archive.umich ?

Yes. Other sites may happen to have an Atari program or two, but 'the'
FTP site almost certainly means the umich.edu archive.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

30. Re: WANTED: Atari 8 bit interface.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 01:49:26 UTC
From: wookie@terapin.com
Message-ID: <wookie.339w@terapin.com>
Source record: 108442

```
In article <KENTD.93Jan4090752@zappa.FtCollins.NCR.com>,
kentd@FtCollins.NCR.com (Kent Dalton) writes:
>
>I'm looking for either a parallel printer interface or a functional 850
>interface unit for the Atari 8 bit line of computers. I'd like to buy
>one used via the net but if any one has any names of suppliers who sell
>new and used Atari 8 bit hardware, I'd like to know that info also!
>
>Please send offers/info via e-mail.
>
>--
>/*************************************************************************/
>/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
>/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
>/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
>/* Fort Collins, Colorado 80525 * */
>/*************************************************************************/
>The Osmonds! You are all Osmonds!! Throwing up on a freeway at dawn!!!

I have an extra one. Make me an offer. (include your city,state pls)

Wild Wookie

Wookie@Terapin.com
```

31. 8-bit Atari Frequently-Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 02:42:17 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1iasi9INN6ba@usenet.INS.CWRU.Edu>
Source record: 108443

I haven't worked on this recently, but I figured I better post it..

The 8-bit Atari
Frequently-Asked Questions List
for Usenet/Internet

Posted on or about the first of the month, simultaneously to:

comp.sys.atari.8bit and the Info-Atari8 Digest
------------------ ------------------
(the Usenet newsgroup) (the Internet mail-list)

which are, in fact, one and the same group.

Revised 17-Nov-92

additions/corrections/comments to Michael Current (currentm@carleton.edu)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the Usenet newsgroup dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All postings to comp.sys.atari.8bit automatically appear in the
Internet's Info-Atari8 Digest.
Users of Atari TT, STe, or ST computers refer to comp.sys.atari.st.
Users of Atari Portfolio computers refer to comp.sys.palmtops.
Users of Atari Lynx, 7800, 2600, or 5200 game systems see rec.games.video.

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the Internet mail-list dedicated to the free
exchange of information pertaining to the 8-bit 800/XL/XE series of Atari
computers. All contributions to the Info-Atari8 Digest automatically appear
on Usenet's comp.sys.atari.8bit.
To subscribe or unsubscribe to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
To contribute to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@ucbvax.berkeley.edu.
Please note: there is NEVER a good reason to send anything to the address
Info-Atari8@naucse.cse.nau.edu.

What is the atari.archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. The 8-bit Atari Archive Moderator is John Dunning,
jrd@atari.archive.umich.edu.

How do I download files from the archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu

(141.211.182.23 or 141.211.165.41), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragraph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

help
send 8bit/-read-.-me-
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), include this line:

path {your mail address here}

This allows you to tell BART exactly where to mail the files requested. This can be useful for UUCP and other addresses that BART may not be able to figure out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other files of interest are 8-bit.cat, containing 1-line descriptions of the files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.182.23 or 141.211.165.41), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/New". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you. Note that long binaries should only be posted to the discussion group as a last resort.

What is Z*Magazine?
Z*Magazine ("Z*Mag") is the International Atari 8-Bit Magazine, published monthly. It covers the 8-bit Atari computers exclusively.
To have Z*Mag delivered "right to your own mail box," send a message to Ryan 'Gozar' Collins at rlcollins@miavx1.acs.muohio.edu, asking him to add

your address to his Z*Magazine Distribution List. Back issues of Z*Mag are available at the atari.archive in the /atari/8bit/Zmag directory, in filenames such as zmag204.arc.
To reach the publishers of Z*Magazine, contact Ron Kovacs at 75300.1642@compuserve.com, or Jon Clarke at jonc@status.gen.nz.

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network.
The Atari SIG carries Z*Magazine and the Info-Atari8 Digest, as well as many product reviews and all sorts of other information related to Atari products, all online. Its mission for 8-bit users is as a depository for any and all information in ASCII format related to the 8-bit Atari computers. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA 19355
USA: $25/1 yr (6 issues)
Canada: $30/1 yr
Foreign: $32/1 yr
8-bit disk: add $9/1 yr (3 disks)
71450.1050@compuserve.com

Atari Interface ATARImagazin (exclusively 8-bit)
Unicorn Publications Power per Post
3487 Braeburn Circle Postfach 1640

Ann Arbor, MI 48108 W-7518 Bretten
$18/1 yr (12 issues) GERMANY
Canadian: $42/1 yr 30DM + 4DM p&p/6 months (3 issues)
Foreign: $48/1 yr abroad: 30DM + 10DM p&p/6 months
8-bit disk: add $50/1 yr (12 disks)8-bit disk & membership: add 60DM
70007.4640@compuserve.com

AtariUser Current Notes
Quill Publishing Co. CN Subscriptions
113 W. College St. 122 N. Johnson Rd.
Covina, CA 91723-2008 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.

820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ list.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

32. Looking for Robotron 2084...

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 02:50:14 UTC
From: hemstree@lamar.acns.colostate.edu
Message-ID: <HEMSTREE.93Jan4215014@lamar.lamar.acns.colostate.edu>
Source record: 108445

Sorry if this isn't the best place to post this...

I used to have an Atari 400 that had a plug-in cartridge for Robotron 2084. I am interested in creating a shareware version of this game but barely remember how it played? Does anyone know if this already exists in software? Does anyone know where I can get an Atari 400 and the Robotron 2084 cartridge?

Any help is appreciated,

Charles
--
!===!
! Charles H. Hemstreet IV !internet: hemstree@cs.Colostate.Edu !
! Colorado State University ! or hemstree@lamar.Colostate.Edu !
!===!

33. Posting from the Internet: We have a problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 02:52:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1iat5sINN6qv@usenet.INS.CWRU.Edu>
Source record: 108444

I usually posted the FAQ List by mailing to
comp-sys-atari-8bit@ucbvax.berkeley.edu, the way those on the IA8 Digest
have had to do it, just because I found it more convenient. However, my
attempted postings had bounced the last two months, so I e-mailed
postmaster@ucbvax.berkeley.edu to see what I could learn. I received this:

>There are very few mail address for news groups any longer.....Here is the
>standard reply as to why.
>
>ucbvax does have some selected news groups set up for posting to via mail.
>This is intended for local use and not as a General Service...
>We don't have the facilities in either Disk Space or CPU power to provide
>this as a public service. Please post news through you own local news
>server.

This effectly means that subscribers of the Info-Atari8 Digest, who do not
have Usenet access, are presently unable to participate in this discussion
group.

We to either a) Find another address that functions the way
comp-sys-atari-8bit@ucbvax.berkeley.edu used to, or b) Get that Digest
software to automatically cross-post to Usenet, like it should have been
doing all along.

Does anyone have any suggestions? Remember that it's John Dunning,
jrd@stony-brook.scrc.symbolics.com that maintains the Digestifier.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

34. Re: FORTH-83 for Atari 8-bit; anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 04:55:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan5.045507.22247@csi.uottawa.ca>
Source record: 108446

It is most certainly possible to create an infix parser for FORTH; in the days when BYTE Magazine occasionally covered the competition between Atari, Amiga and Apple for the pre-eminent 68000-based computer (interesting... All three names start with an "A"), there was actually a column by Dick Pountain that typically presented FORTH stuff.

One issue presented an infix converter for mathematical expressions. I seem to remember the "total converter" weighing in at under 1 screen of code.

The problem is that what you REALLY want is to be able to arbitrarily move between POST and IN-FIX entry of information.

It's easy to make a parser that will read in NUMBERS, and perform operations using the operators (,), +, -, *, /. It's probably nearly trivial to extend this to allow the use of CONSTANT values, and perhaps the "IMMEDIATE VARIABLES" that are often called QUANS.

To extend it to regular variables (for which you'd get the value by: MYVARIABLE @) is extremely nontrivial.

If you want to get more information, you might want to head over to the newsgroup Comp.lang.forth.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

35. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 06:45:46 UTC
From: bmarcum@world.std.com
Message-ID: <C0DC4A.28B@world.std.com>
Source record: 108447

In article <1993Jan2.040924.15064@neb> bbs@neb (BBS System 801-572-4969) writes:
>jack holt:
>
>do you happen to know if the mio will run an 8" drive? if so, how could
>this be accomplished? i dont yet own an atr8000 - else i'd probably be
>able to figure out this installation. right now, though -- i'm running
>on: 256k mio, 1050 happy, 1meg 130xe, hayes 9600 modem.

The MIO does not interface to floppy drives, only hard drives.
(and, of course, printers and modems.)

Bill Marcum bmarcum@world.std.com

36. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 09:34:34 UTC
From: winston@merk.com
Message-ID: <C0DJxn.7MI@merk.com>
Source record: 108448

> "Just when you thought it was safe to go back in the water...."
>
> ...Unfortunately, the program that accompanies the
> assembler, that is supposed to turn the text characters into binary
> code, is written in ANSI C, and the file calls make the K&R C compiler I
> am using do strange things. <* ARG! *>

"The saga of 'makebinary.c'...."

Well, I had been trying to compile the program "makebin.c" so that the executible could turn the hexadecimal text from the 6502 cross-assembler "as6502" into actual hexadecimal code (also known as binary executible). At first I thought that the problem was that the program was written in ANSI C, so I edited all of the file calls and subroutine header statements to be K&R compliant. Nothing happened. After toying with it for a while, convinced that I didn't understand how ANSI C properly worked, I finally fell back on the classic desperation move of putting a print statement (well, in this case a PRINTF statement) in place where anything significant happens: before subroutine calls, at the top of procedures, around calculations -- before and after, etc. I then compiled again and watched the execution trace. It was at this point that I suddenly came to the realization that the reason the program didn't --DO-- anything was not because the file calls were wrong, but because --THAT WAS THE WAY THE PROGRAM WAS WRITTEN-- !?!! The program read in the input file, but generated no output because --NO OUTPUT PROCEDURES ARE CALLED-- ! Apparently, the programmer abandoned work on the program when only half-way through writing it (but posted it to an FTP archive? I had always assumed that only --WORKING-- programs existed in FTP directories, but perhaps no one ever bothered to complain... since it was supposed to be creating executibles for the ATARI 6502 8-BIT).

This leads me to the situation I am in now. I can generate a hexadecimal text assembly listing, but what is the best or most accepted method for generating an executible binary image from an "as6502" listing? Apparently AMAC, and ASMED do not allow for "inline hex code". I don't have MAC-65 or "ACTION!". Is there some type of program that can add a checksum to the end of a hexadecimal text line so that it can be read by a decoder? Will FORTH accept straight hexadecimal text, or does it need to be broken up into "screens" of data first? Perhaps I can modify a "machine language entry" program from one of the old ATARI 8-BIT magazines (at least that is my first thought...)? Is there a better program called "as6502", one with a "-v" flag? Perhaps I am using the wrong "as6502"? I don't want to reinvent the wheel if a simple solution exists already. I suppose if worse comes to worse I can always enter the entire source code suite by hand, but if there is a short-cut... I would rather take it. I guess that resorting

to some kind of hex code loader program using BASIC pokes wouldn't be
--TOO-- awful, but why was the work on "makebin.c" abandoned? Obviously
a simpler solution must exist already! Hmm....

37. 1050 Stepper.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 14:12:20 UTC
From: detobin@unix2.tcd.ie
Message-ID: <detobin.726243140@unix2.tcd.ie>
Source record: 108449

Has anyone had problems with the stepper motor in the 1050
drive. The one in our drive at home died, the magnet on the
spindle cracked and came off, however we fixed it with
superglue. So what I want to Know is if this is a common problem
and if it can be prevented, or what caused the problem at all
(it is possible that the drive was dropped from a height,
younger brothers you know). More importantly can this stepper or
an equivalent be purchased (N.B. I live in Ireland).

Donal.

--
o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o=- -=o
detobin@cs.tcd.ie	
+353-01-702-1797	'Sucess is a Hockey player'
	Cryptic would be saying life is obivious

38. For author of classic cartridge list

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 15:25:06 UTC
From: jeep@tc.fluke.COM
Message-ID: <1993Jan5.152506.12839@tc.fluke.COM>
Source record: 108450

```
Sesame Street
Letter-Go-Round
CBS Software
4L-0365 No. 75370
Copyright 1984

Sesame Street
Astro-Grover
CBS Software
4L-0502 No. 75350
Copyright 1984
--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/|_\_. P.O. Box 9090, M/S 239E
'o~~~o` Everett, WA 98206 USA
```

39. Classic Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-05 18:29:19 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jan.5.13.29.18.1993.21474@electron.rutgers.edu>
Source record: 108451

Here is a new edition of the Classic Atari Cartridge list.

There were a few responses to my last posting of this list, so I hold out hope that I can make some more progress completing the list. Additions, corrections, and words of encouragement can be deposited in my mailbox. I am especially interested in finding out the serial numbers of some of these carts, especially Activision, Sega, CBS Software and Parker Brothers carts, since they should be fairly common.

I'd like to thank the dozens of people on the net who have contributed to this list. Without their help this project would have never gotten anywhere.

Activision CZ-001-04 83 River Raid
Activision CZ-002-04 83 Kaboom!
Activision CZ-003-04 83 Mega Mania
Activision CZ-004-04 84 Pitfall
Activision CZ-007-04 84 H.E.R.O.
Activision CA-011-04 84 Pitfall II
Activision CA-012-04 83 Space Shuttle
Activision CC-101-04 84 Zone Ranger
Activision 84 Keystone Kapers
Activision 84 Zenji
Activision Beamrider
Activision Decathalon
Activision Designer's Pencil, The
Activision Dreadnought Factor, The
Activision Pastfinder
AdventIntl Rally Speedway
Atari CXL4001 79 Educational System Master Cartridge
Atari CXL4002 79 BASIC Computing Language (version A and C)
Atari CXL4003 79 Assembler Editor Computing Language
Atari CXL4004 79 Basketball
Atari CXL4005 ?79 Video Easel
Atari CXL4006 79 Super Breakout
Atari CXL4007 79 Music Composer
Atari CXL4008 81 Space Invaders
Atari CXL4009 79 Computer Chess
Atari CXL4010 ?79 3-D Tic-Tac-Toe
Atari CXL4011 79 Star Raiders
Atari CXL4012 81 Missile Command
Atari CXL4013 81 Asteroids
Atari CXL4014 Mailing List
Atari CXL4015 80 Telelink I
Atari CXL4016 Telelink II
Atari CXL4018 80 Pilot Computing Language

Atari CXL4019 Store Demo
Atari CXL4020 82 Centipede
Atari RX8021 82 Caverns of Mars (by APX)
Atari CXL4022 82 Pac Man
Atari CXL4024 82 Galaxian
Atari CXL4025 82 Defender
Atari RX8026 83 Dig Dug
Atari CXL4027 82 Qix
Atari RX8028 ?83 Soccer (very rare???)
Atari RX8029 83 Real Sports Football
Atari RX8030 ?83 E.T. Phone Home
Atari RX8031 83 Donkey Kong
Atari RX8032 83 LOGO Computing Language
Atari RX8033 83 Robotron:2084
Atari RX8034 83 Pole Position
Atari RX8035 ?83 Microsoft BASIC II Computing Language (w/ Disk)
Atari RX8036 82 AtariWriter
Atari RX8037 Star Trux (never released, may exist though)
Atari RX8039 83 Eastern Front (from APX)
Atari RX8040 83 Donkey Kong Jr.
Atari RX8042 83 Tennis
Atari RX8043 83 Ms. Pac Man
Atari RX8044 83 Joust
Atari RX8045 Pengo
Atari RX8048 Millipede
Atari RX8049 Jungle Hunt
Atari RX8052 85 Moon Patrol
Atari RX8053 83 Atari Artist (packaged with CX77 Touch Tablet)
Atari RX8054 Atari Graphics (packaged with CX75 Light Pen)
Atari RX8057 Typo Attack (from APX)
Atari RX8059 Skywriter (Educational cartridge)
Atari RX8063 Rescue on Fractalus (by Lucasfilm, from Epyx)
Atari RX8064 Ball Blazer (by Lucasfilm, from Epyx)
Atari RX8067 Final Legacy
Atari RX8069 Track and Field
Atari RX8077 Battlezone
Atari RX8078 Star Raiders II
Atari RX8079 87 Food Fight
Atari RX8080 85 PLATO Learning Phone
Atari RX8081 ?87 Blue Max (by Synapse)
Atari RX8082 87 Lode Runner (by Broderbund)
Atari RX8083 87 David's Midnight Magic (by Broderbund)
Atari RX8084 87 Hardball (by Accolade)
Atari RX8085 ?87 Fight Night (by Accolade)
Atari RX8086 ?87 Barnyard Blaster (Lightgun game)
Atari RX8087 87 Bug Hunt (Lightgun game)
Atari RX8088 Crossbow (Lightgun game)
Atari RX8089 Desert Falcon
Atari RX8090 Gato
Atari RX8091 Flight Simulator II (by subLogic)

Atari RX8092 Archon (by ElectArts, (c) 1983)
Atari RX8093 One-on-One Basketball (by ElectArts)
Atari RX8094 Commando
Atari RX8095 Karateka (by Broderbund)
Atari RX8096 Choplifter (by Broderbund)
Atari RX8098 Summer Games (by Epyx)
Atari RX8099 88 Ace of Aces (by Accolade)
Atari RX8101 ?88 Dark Chambers
Atari RX8102 ?88 Crystal Castles
Atari RX8103 88 Mario Brothers
Atari RX8104 Crime Busters (Lightgun game)
Atari RX8108 Necromancer (by Synapse)
Atari RX8109 Airball (Marble Madness style game)
Atari RX8111 Tower Toppler
Atari RX8113 Thunder Fox
Atari RX8114 Into the Eagles Nest (by Pandora Software)
Atari RX8118 ?89 Xenophobe
Atari RX8120 Super Football
Atari RX8124 MidiMaze
Atari Deflektor
Atari SuperPILOT (never released, but does exist)
Atari AtariLab: Light Module
Atari AtariLab: Temperature Module
Atari (???) Blast 'Em (???)
Atari (???) Superman III (???)
Atari (???) Kangaroo (???)
Atari (???) Macro Assembler (???)
Atari CB101931 Super Pac-Man (prototype)
Atari CA400201 XE Demo Cartridge (four games, prototype)
Beaumont PUP (Primary Utility Pack)
Big Five n/a 83 Miner 2049er
Big Five n/a Scraper Caper (???)
Big Five n/a Bounty Bob Strikes Back
Broderbund Choplifter!
Broderbund Sea Fox
Broderbund Serpentine
CBS Soft 22100 82 K-razy Shoot-Out
CBS Soft M8786 82 K-razy Antiks
CBS Soft M8788 82 K-razy Kritters
CBS Soft M8790 82 K-star Patrol
CBS Soft 4L2541 83 Mountain King
CBS Soft Boulders & Bombs
CBS Soft 75010 84 Math Mileage
CBS Soft 75350 84 Sesame Street Astro-Grover
CBS Soft 75370 84 Sesame Street Letter-Go-Round
CBS Soft Big Bird's Funhouse
CBS Soft Big Bird's Special Delivery
CBS Soft Ernie's Magic Shapes
CBS Soft Webster Word Game
CBS Soft Sesame

CBS Soft Duck's Ahoy!
CBS Soft Movie Musical Madness
CBS Soft Timebound
CBS Soft Time Trials
CBS Soft Co-Co notes
CBS Soft S.H. Hide-n-Seek
CBS Soft Solar Fox
CBS Soft Blue Print
CBS Soft Wings
CBS Soft Omega Race
CBS Soft Domino Man
CBS Soft Satan's Hollow
CBS Soft Madden's Football
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 83 Monkey Wrench II (right slot only cart)
Epyx n/a 83 Jumpman Jr.
Epyx n/a 83 Gateway to Apshai
Epyx n/a 83 Pitstop
Epyx n/a Lunar Outpost
Epyx n/a Swat Rescue
Epyx n/a Silicon Warrior
Epyx n/a Fun with Music
Epyx n/a Fun with Art
Epyx n/a Monster Maze
Epyx n/a Alien Garden
Epyx n/a Platter Mania
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star Boulder Dash
First Star Flip and Flop (???)
First Star Bristles (???)
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
GeminiSoft Magic Dump (Screen dump, 800 right cartridge slot)
HES 83 Gridrunner
ICD SpartaDOS X
ICD R-Time 8
Imagic 720125-1A 83 Atlantis
Imagic 720149-1A 82 Demon Attack
InHome Baseball
IDSI 81 Pool 400
IDSI Speedway Blast

IDSI Survival of the Fittest
Koala AT00315-1 83 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 85 Supercharger (BBS software)
OrionMicro Express!
O.S.S. n/a 84 Mac/65
O.S.S. n/a Basic XL
O.S.S. n/a 84 Action!
O.S.S. n/a 85 Basic XE
O.S.S. n/a The Writer's Tool
Pandora Powerstar
ParkerBros PB101689 83 Frogger
ParkerBros PB101303 Star Wars: Return of the Jedi
ParkerBros 84 Gyruss
ParkerBros Q*Bert
ParkerBros 83 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 84 Star Wars: The Arcade Game
ParkerBros 84 James Bond
ParkerBros Star Wars: Death Star
ParkerBros Mr. Do's Castle (???)
ParkerBros Montezuma's Revenge (???)
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 83 Gorf
Roklan 81 Wizard of Wor
Roklan 83 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Flapper
Romox Princess and the Frog
Romox Fortune Hunter
Romox Ant Eater
Romox Typo
Romox Sea Chase
Romox Spark Bugs
Romox Starion

Romox Attack at EP-CYG-4 (by BRAM)
Romox Whiz Kid
Scarborough MasterType
Sega 004-03 83 Star Trek
Sega 005-03 83 Buck Rogers: Planet of Zoom
Sega 006-03 83 Congo Bongo
Sega 008-03 84 Zaxxon
Sega Tac Scan
Sega 83 Spy Hunter
Sega Tapper
Sega Up N Down
Sega Frogger II
Sega Super Zaxxon
SierraOnLin 83 BC Quest for Tires
SierraOnLin 81 Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot
SierraOnLin 83 Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil (by 20th Century Fox)
Sirius 82 Fantastic Voyage (by 20th Century Fox)
Sirius 83 Final Orbit
Sirius Squish 'Em
Sirius Capture the Flag
Softmark 86 ESP Mindlock BBS
SoftToolwor Chessmaster 2000
Spinnaker 84 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color caves
Synapse File Manager
Synapse 82 Chicken
Synapse 82 Claim Jumper
Synapse Drelbs

Synapse Encounter
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 82 Picnic Paranoia
Synapse 82 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse Synassembler
Synapse Zeppelin
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
TigerVision 83 Springer
TigerVision 84 MatterHorn
TG Software n/a 83 Abracadabra
TG Software n/a 83 Droids
TG Software n/a 83 Nightstrike
Thorn EMI THA12001 82 Submarine Commander
Thorn EMI THA12002 82 Jumbo Jet Pilot
Thorn EMI THB12003 82 Soccer
Thorn EMI THB12004 82 Kick Back
Thorn EMI THB12005 83 River Rescue
Thorn EMI THA12010 83 Computer War
Thorn EMI 83 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (???)
Thorn EMI 81 Darts (???)
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. AProm XL
Alien Ambush
Bumper Bash
Math Encounter

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gateway to Apshai
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-=-

40. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 01:04:20 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan6.010420.9900@mtu.edu>
Source record: 108452

In article <C0DJxn.7MI@merk.com> winston@merk.com (Winston Smith) writes:
>
>
>
>"The saga of 'makebinary.c'...."
>
{ lots of stuff deleted.... }

Okay, let me get this straight, as6502 works, it assembles the
assembly language, and produces something like:

FF FF 1B 3C 4A A2 A3

Written as a text file... where the above would be 20 bytes long, and
if you read it as numbers, you would read the following:

70 70 32 70 70 32 49 66 32 51 67 32 52 65 32 65 50 32 65 51

Makebin.c was supposed to take the text file, and turn it into
an actual binary file. But it didn't, and now you want to make
a program that does.... is this correct?

Jeff

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

41. 800XL expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 05:58:49 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C0F4M1.609@usenet.ucs.indiana.edu>
Source record: 108453

What is that parallel port on the back of 800XL's for? I was told when I
bought mine (1984) that it was "for future use".
How would one send information to that port?

Let me tell you what I want to do:
I want to transfer text files created in AtariWriter over to IBM. I know you
have the files at the archive for reading Atari disks on IBM's, but can you do
it another way? For one, I don't have beyond DOS 3.0 on Atari, but I've got
MS-DOS 5.0 for IBM.
Could I send ascii characters out of that port or the printer/all-purpose
port and into some IBM port? I just want to put these files onto my hard drive
as text files.
Or is the easiest way to do something like this to use those files?
But you have to hook up your Atari disk drive to your IBM or something?
I have a 1050 Atari disk drive.

42. Re: 800XL expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 07:33:16 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan6.073316.10538@mtu.edu>
Source record: 108454

In article <C0F4M1.609@usenet.ucs.indiana.edu> jbmorris@bronze.ucs.indiana.edu (Jeff Morris) writes:
>What is that parallel port on the back of 800XL's for? I was told when I
>bought mine (1984) that it was "for future use".
>How would one send information to that port?
>
>Let me tell you what I want to do:
>I want to transfer text files created in AtariWriter over to IBM. I know you
>have the files at the archive for reading Atari disks on IBM's, but can you do
>it another way? For one, I don't have beyond DOS 3.0 on Atari, but I've got
>MS-DOS 5.0 for IBM.
>Could I send ascii characters out of that port or the printer/all-purpose
>port and into some IBM port? I just want to put these files onto my hard drive
>as text files.
>Or is the easiest way to do something like this to use those files?
>But you have to hook up your Atari disk drive to your IBM or something?
>I have a 1050 Atari disk drive.
>

Jeff,

Okay, the Parallel Bus Interface can allow you to plug in several
devices, the K-Products (formerly Supra) Interface, an ICD MIO,
or the Computer Software Services Black Box.

The K-Products interface, from what I know of it, is a SCSI hard disk
drive interface.

The MIO is a SCSI/SASI hard disk interface, printer interface,
modem interface, and has RAM which can be used as a printer spooler and/or
a RAMDISK.

The Black box has a SCSI/SASI hard disk interface, modem interface,
printer interface, optional 64K RAM for a printer spooler, optional
floppy disk drive interface, and has a 6502 monitor/debugger, and an
optional disk editor/fixer.

BEST Electronics sells an MPP Microport Experimenter's kit that has a
Peripheral Interface Adaptor chip on it, so that you can experiment
with all sorts of electronics projects with it. The book shows how
to biuld an LED Clock, and a simply EPROM burner. You could also use
it to experiment with Analog to Digital conversion, Digital to
Analog conversion, sound digitization, or a do it yourself printer
interface. It's only limited by your imagination.

Bob Woolley of the San Leandro Computer Club also did a Parallel Bus hack called the PIO interface, which took your expanded 256K computer, and created two 90K disk drives out of it. You could then copy, say, an Infocom game into the Ramdisk, and boot and run the Infocom game totally out of RAM. I didn't do this hack, but it sounds really neat. Infocom games were notorious for always accessing the disk drive all the time. These games would be blazingly fast with the PIO device.

As far as trasferring files between your 8 bit and your IBM PC. Well, you COULD build something yourself on the PBI, and write your own software, to communicate with the IBM, and put the IBM's printer port in INPUT mode... but geeze... it would be just as easy to bild the SIO2PC interface, which plugs into your IBM and your Atari, and lets you create Atari floppy disk "partitions" on your IBM hard drive.. then you simply write to the IBm hard drive from your Atari, as if it were a floppy disk.

Another alternative would be to get a modem interface, and run a null-modem cable between your Atari modem port and your IBM modem port. Then use something like Kermit to transfer files at 9600 baud.

Those are pretty much THE alternatives. Hope this helps.

Jeff

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

43. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 10:27:17 UTC
From: winston@merk.com
Message-ID: <C0FH1I.6I7@merk.com>
Source record: 108355

On January 6, 1993 at 01:04:20 GMT
jjmcwill@mtu.edu (Jeff McWilliams) says:

> Makebin.c was supposed to take the text file, and turn it into
> an actual binary file. But it didn't, and now you want to make
> a program that does.... is this correct?

Essentially, but not exactly. There are several solutions to this problem. I am just wondering what a "best case" scenario would be: using a UNIX system to create executible (fast with lots of space but not available to all 8-bitters) ? Loading the hex code "inline" on the 8-bit by using some programming language such as a PD version of FORTH that allows for inline code modules? Using a "BASIC POKEr loader" on the ATARI 6502 8-BIT (slow but universal) so that other hex code output can be loaded and saved? Programs to do such things exist already and need only be modified. I am just wondering what the accepted methodology is, not being an assembly language programmer by trade. Since "makebin.c" appears to have been abandoned I presume that a better method had been found?

My question is: What is the programming path to go from the 6502 assembler source code of KERMIT-65 that was posted on the ATARI archive to a working image of the binary executible? The cardinal rule is to usually "follow the MAKE file", but the final step in the "make" appears to have been abandoned only half-way completed (emphasis on "appears to be"... I suppose I am overlooking something that is entirely obvious, which is usually what is happening in cases like this).

44. easy-to-manipulate joystick?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 14:36:19 UTC
From: sharrington@mpgs.enet.dec.com
Message-ID: <1993Jan6.144512.27165@engage.pko.dec.com>
Source record: 108358

My wife has recently gotten quite hot on the idea of
getting our 4-year-old daughter comfortable with computers. So,
since I still had my Atari system, I started setting it up for
my daughter. The only problem we foresee at present is with the
joystick: I'm not sure which one I have, exactly - it's a tall
red one, with a white fire button on top of the stick, as well
as a button on the base - but my daughter finds it very hard
to manipulate, because her left hand is not strong enough to
hold the base down hard enough so she can effectively manipu-
late the stick.

At one time, I had a nice little joystick: a cube-like
base, with a small stick that could be manipulated with liter-
ally just two fingers while you rested your wrist on the base.
The stick moved so easily, you didn't need to hold the base
down at all. Something like this would have been perfect for
my daughter, but - unfortunately - that particular joystick
broke some years ago.

Anyway, what I was wondering is: can anyone point me to
a source for some easy-to-manipulate joystick appropriate for
my daughter? Or, if anyone happens to have a joystick like the
one I described in my 2nd paragraph... would you consider sell-
ing it?

Thanks for any help.

--- Shawn Harrington, DEC, Shrewsbury, MA

sharrington@mpgs.enet.dec.com
OR
sharrington%mpgs.enet.dec.com
OR
sharrington%mpgs.enet.dec.com@decwrl.dec.com
OR
!decwrl!mpgs.enet!sharrington
(Use whichever seems to work; *I* can't figure this crap out!)

****
* Disclaimer: The opinions expressed are my own, and they *
* may not reflect, nor should they be taken as reflecting, in *
* any way, the opinions of Digital Equipment Corporation. *
****

45. Re: 800XL expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 17:40:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <73019@cup.portal.com>
Source record: 108356

There is one other alternative. You can hack a joystick cable for about $2 & use it to tie into the IBM's serial port. There's a couple of handlers that will work with this set-up. Chilcott (SP?) is one. You're limited to 300 baud for Xmodem transfers though.

46. Re: Kermit-65 source code

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 18:27:52 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan6.182752.11531@mtu.edu>
Source record: 108357

In article <C0FH1I.6I7@merk.com> winston@merk.com (Winston Smith) writes:
>
>
> Essentially, but not exactly. There are several solutions to this
>problem. I am just wondering what a "best case" scenario would be: using
>a UNIX system to create executible (fast with lots of space but not
>available to all 8-bitters) ? Loading the hex code "inline" on the 8-bit
>by using some programming language such as a PD version of FORTH that
>allows for inline code modules? Using a "BASIC POKEr loader" on the ATARI
>6502 8-BIT (slow but universal) so that other hex code output can be loaded
>and saved? Programs to do such things exist already and need only be
>modified. I am just wondering what the accepted methodology is, not being
>an assembly language programmer by trade. Since "makebin.c" appears to
>have been abandoned I presume that a better method had been found?
>
> My question is: What is the programming path to go from the 6502
>assembler source code of KERMIT-65 that was posted on the ATARI archive to
>a working image of the binary executible? The cardinal rule is to usually
>"follow the MAKE file", but the final step in the "make" appears to have
>been abandoned only half-way completed (emphasis on "appears to be"... I
>suppose I am overlooking something that is entirely obvious, which is
>usually what is happening in cases like this).
>
>

Well, I would say some sort of program that loads in the file, and writes out
a binary using the 8 bit would seem to be the best way. On the other hand,
since this problem only crops up with you are using a cross assembler on a
unix machine, perhaps you should just write the executable maker in
unix and put it with as6502.

jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

47. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 19:05:20 UTC
From: bbs@neb
Message-ID: <1993Jan6.190520.15391@neb>
Source record: 108360

I'm well aware of what the MIO can handle. What I'm curious about is if there were some form of adapter I could use to convert the floppy connector (on this 8" drive, its a *50* pin connector) to the hard drive port on my MIO. I'm sure there HAS to be a way. 50 pin is 50 pin!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

48. multiplayer, multi-computer game

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-06 23:16:50 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan6.231650.12320@news.ysu.edu>
Source record: 108359

I just downloaded Jeff Potter's and Chuck Steinmen's AGDADEMO.ARC
GEnie last night and its a demo of the multiplayer, multi-computer
game they were writing...pretty interesting! Its only a one player
demo but the real thing can use 8 computers hooked together. Its a
fast maze game where you can have 8 other people in the maze at the
same time along with granades.
Its only a preview to the soon to be released real thing. Looks real
interesting.
--
Joe Sabatino-->ab588@yfn.ysu.edu

49. Re: multiplayer, multi-computer game

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 00:11:25 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan7.001125.12448@mtu.edu>
Source record: 108361

In article <1993Jan6.231650.12320@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino)
writes:
>
>I just downloaded Jeff Potter's and Chuck Steinmen's AGDADEMO.ARC
>GEnie last night and its a demo of the multiplayer, multi-computer
>game they were writing...pretty interesting! Its only a one player
>demo but the real thing can use 8 computers hooked together. Its a
>fast maze game where you can have 8 other people in the maze at the
>same time along with granades.
>Its only a preview to the soon to be released real thing. Looks real
>interesting.
>--
>Joe Sabatino-->ab588@yfn.ysu.edu

Well, Hey! Don't hoard it all to yourself, if you can, upload it
to the Atari archive so that rest of us can get our greasy claws on it.

(grin!)

jeff mcWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

50. Re: Wish List

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 02:03:11 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0bz3@abcd.Houghton.MI.US>
Source record: 108363

An earlier message discussed the availability of XLent's word processor. I never used their word processor, but XLent's database application, MegaFiler was quite nice for a low end product. In many ways it was much better than SynFile+ - AND MegaFiler would run under SpartaDOS, which also meant it could run from a hard drive.

As for word processors I used three: AtariWriter Plus (AW+), TextPro Plus (TP+), and PaperClip 3.0 (PC). The best and the worst was PC. The built-in DOS was a royal pain in the behind, but it was the most powerful of the three. I did figure out a way to make it run like streaked lightning tho'.

I DiskCom'ed the program and dictionary disks and kept the files on my hard drive which ran under SpartaDOS X. I also had a one meg MIO with several standard floppy size ramdrives. I wrote a SDX batch file which
1. ran a utility to "format" my MIO ramdrives as AtariDOS directory structure drives.
2. "Unpacked" my PC disks from the hard drive into the MIO ramdrives.
3. ran a utility to renumber the system drives with the "PC" drives as 1&2.
4. rebooted the system.

PaperClip loaded almost instantaneously from the MIO ramdrive. I then requested to look up a word in the spellchecker. Because my 130XE had 320K of RAM, the entire dictionary was then loaded at high speed from the MIO into the extra memory on the 130XE. I then manually popped up the MIO drive configuration menu and put my real floppy drive as 2.

The system performed a reset as I returned to PaperClip, but the spelling dictionary was already loaded into the 130XE's ram.

The above process took a total of 20-30 seconds and the result was a very high speed word processor with NO disk shuffling.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

51. Bbs software..

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 03:53:49 UTC
From: bbs.maddox@tsoft.net
Message-ID: <ecNZwB5w165w@tsoft.net>
Source record: 108362

I'm looking for Bbs software for my good old Atari 800.

If you have anything send me some mail.

Otto Maddox
[bbs.maddox@tsoft.net] [maddox@west.darkside.com]

52. BART mailer at atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 04:33:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <726429766.AA03673@tdkt.kksys.com>
Source record: 108373

Arggh... this is frustrating for me, but could anyone REMIND me of the correct address for file requests (not FTP, but the mailer) at atari.archive? I just moved and can't find the info.

Thanks.
-Dag-

53. 4SALE: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 04:36:18 UTC
From: "Manuel M. Flores" <U15803@uicvm.uic.edu>
Message-ID: <93006.223618U15803@uicvm.uic.edu>
Source record: 108364

Got it for $50 and want to sell it for $40 and you pay postage.

Email if interested:

U15803@UICVM.UIC.EDU
Manuel M. Flores

54. Where can I get 8Bit disk drives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 07:20:03 UTC
From: eba@ccwf.cc.utexas.edu
Message-ID: <86275@ut-emx.uucp>
Source record: 108365

Does anyone know where I can get ahold of at minimum a working
1050 disk drive? I have recently fell into a fit of
nostalgia and have made it my goal to get my old 8bit machine
working again.

Any addresses, offers of sale over the net, or additional miscellany
will be greatly appreciated.

Thanks!

erik
eba@happy.cc.utexas.edu

55. Awesome demo - Won't work!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 15:18:27 UTC
From: svhowardm@npe.isnet.inmos.co.uk
Message-ID: <1993Jan7.151827.1@npe.isnet.inmos.co.uk>
Source record: 108366

Hello there-

Can any helpful soul out there tell me how to get a working copy of
the Awesome demo.

What I have done so far is :-

1) Ftp'd awesome.arc to my home account.
2) Copied onto a floppy and taken it home.
3) Uudecoded it
4) Unarchived awesome.dcm
5) Run Diskcomm (V3.2 12/87) and generated a disk image.
6) Rebooted with the newly generated disk and....

Nothing else - The Atari loads 3 sectors (I think) and then hangs.

So what did I do wrong???.

Thanks in advance..

Mark.

56. Misc. Stuff for sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 15:38:39 UTC
From: bbs@neb
Message-ID: <1993Jan7.153839.2923@neb>
Source record: 108372

I have the following hardware items for sale:

KPI Hard drive interface (formerly Supra), connected to a 70meg Micropolis hard drive, case, power supply & Adaptec 4000a scsi card (ready to run) -- $350.00 or best offer

Atari 800xl w/256k newell upgrade & freezer switch -- $80.00 or best offer

Atari 800xl stock 64k -- $35.00 or best offer

Indus GT disk drive -- $45.00

P:R: Connection (serial/printer interface) -- $50.00 or best offer

1200xl cpu --- $25.00 or best offer

13" mono monitor (no sound/green screen, great for WP) -- $40.00

Okimate 10 color thermal/regular mode printer w/ribbons & paper -- $50.00

Also have TONS of original software (disk & carts) -- contact for specifics.

YOU pay shipping on any items requested.

Contact me here, the Korner BBS @ 801-969-1938, home @ 801-969-5988, work (*TOLL FREE* @ 800-678-3440), GEnie @ J.KING73, GEnie via Internet @ J.KING73@ge.com (is that right?), Internet at uplherc.upl.com!neb!bbs!1fa

James King aka Kamaro Kid, SysOp of the Korner BBS!

Oh yeah, have *virtually* every Analog magazine published and several ANTIC also..inquire for specific issues.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

57. Screen Aided Management

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 16:19:42 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1993Jan7.161942.4075@cs.tu-berlin.de>
Source record: 108367

Hi there !

Have you ever heard of a software package named S.A.M. ?

You are thinking of a speech synthesizer ?
Hmm, you're right and you are not right, too.

There is another software package out there. It is called

SCREEN AIDED MANAGEMENT (S.A.M.) .

What is S.A.M. ?

S.A.M. is a disk-based desktop for the ATARI XL/XE, but it is much more
than this...

* S.A.M. uses windows.

* you can work with 80 columns per row

* you have pull-down menues

* S.A.M. can be controlled by keyboard,joystick AND mouse

* You are able to lock/unlock/delete/rename files

* You can choose your woking disk drive (1-8)

* You can copy/format disks, read/write sectors

* You can show directories and create/edit/show a text of 80x16 bytes
without reduce the capacity of your DOS 2.5 disk

* You can start some utilities (I will describe them later in this text)

* You are able to start accessories.

* You can exit this program to DOS or boot system.

* This program is documented in a way which makes it easy to program your
own accessories and programs for S.A.M. (It's an open system).
This is because all your programs written for S.A.M have the chance to
use windows,pull-down-menues, 80 columns per row and all the other features
of S.A.M. .

Utilities :

There is a number of 6 utilities coming with S.A.M. which make it a
powerful software package for everyone.

a) Character Set Editor mono
b) Character Set Editor color
c) Memobox
d) Memory Monitor
e) S.A.M. Texter
f) painting program S.A.M. Painter

a) CHAREDITOR MONO

easy way to edit 8x8 fonts for GRAPHICS 0 or 8 (all mono).
Features:
LOAD - load a set with DOS fileheader or without
SAVE - save the edited set without a file header (DOS format)
OLD - copies the ATARI char set into the editor
CLS - zeroes the character set buffer
CLM - zeroes the actual selected character
COPY - copies a character to another
EXIT - leave CHAREDITOR and branch to S.A.M.'s main menu (without loading)

There five sections on the screen :
1. name of the program and EXIT icon
2. the 8x8 matrix of the selected character
3. all characters in order of their code
4. 4 (maybe 3 or 5 -can't remember) lines where you can combine
characters and see how the text will lokk (or the graphic made by the
font)
5. a menu line where you can choose what you want to do

b) CHAREDITOR COLOR

nearly the same as (a) with few exceptions.
You can create four-color fonts (for GRAPHICS 12,13,15...) on a 4x8 matrix.
There are three fields where you can choose the colors of your font (not
the backgroud color).
OLD doesn't produce the ATARI font (useless) but a ready-to-use four-
color font to the editor.

c) MEMOBOX

this is a powerful file manager.
You can manage up to 96 cards/files per disk side, each 32x16(=512)
bytes large. You have 4 cards in memory at one time. For each disk side
exists a catalog file where you can specify your files.

The menu line :

EDIT CREATE SPECIAL SHOW EXIT

Edit file# Create MEMOBOXdisk SEARCH IN PAGE SHOW PAGE DOS
SEARCH IN CAT. SHOW CATALOG S.A.M.
NEW WORKDISK
CHOOSE MASK
PRINT ON/OFF

It would be too much to say something to all these features and the special key combinations. You can work with input masks and you can copy cards and part of files to others and much more...

d) MONITOR

It's a memory monitor. Here it's features :

FILL - choose a part of the memory and fill it with a certain code.
CHANGE - direct change of memory (like POKE in BASIC but more comfortable)
FILE :
LOAD - loads a machine language program in DOS foramt
SAVE - saves such a program
DUMP :
ASC-DUMP- dump memory in hex- and in ascii-code
SCREEN-DUMP - shows memory in hex- and in screen-code
BINARY-DUMP - shows memory in hex- and in binary code
EXIT :
JMP ADDRESS - goes to a machine language program which mustn't end with an RTS
JSR ADDRESS - jumps to a machine language routine which has to end with an RTS command

e) S.A.M. TEXTER

This is one of the best text processing programs ever made...

The menu line :

STANDARDS OPTIONS FILE PRINT EXIT
---
left margin Clear directory preview DOS
right margin blank text save print S.A.M.
colours insert load -font
keyboard (german) delete format -parameter
keyboard (internat.) swap text
wordwrap move text
copy text
centre
grouped style
ungroupe
format text
(undo)

There are are lot of features not mentioned here (interrupt printings,set marks,write modi etc.).
Text will not be deleted if you exit to DOS or to S.A.M. .

f) S.A.M. PAINTER

128 color painting program, works like KoalaPad (but with joystick/mouse)

Icons :
-Draw -Line -Lines -Rays -Box
-Frame -Disk -Circle -Fill -Zoom

-Cut -Paste -Flip -Flap -Modify
-Text -Undo -Clear -Setcol -Graphics
-Choose Brushes -Choose Colours

menu line :
SAVE LOAD PRINT MENU S.A.M. Choose Pattern

function keys :

OPTION - loads the four colors of the selected row into the PATTERN line
START - saves picture to security memory
SELECT - changes color of the arrow
HELP - switches arrow between menu line and picture
RESET - return to ICON menu and UNDO
cursor keys - move arrow with tabulator steps

Most of the features are really great to handle.
You can produce pictures with overall 128 colors (4 in each line)
and there is a way to load those pictures to your own programs.
You also can load/save micropainter pictures (62 sector format).

Accessories :

The most amazing feature of S.A.M. (for me) is that you can load (and
write them for yourself) accessories from the main menu...
There are several ready-to-use accessories for S.A.M. :

g) multifile copier
h) S.A.M. text converter
i) tabular calculating program BUDGET (don't know if this is correct English)
j) S.A.M. Painter upgrader
k) Fireball (game)
l) S.A.M. Designer
m) S.A.M. Patcher V 1.0

g) MULTIFILE COPY

WYSIWYG. It works with icons for each file of the disk (like ATARI ST).
It knows three kind of icons :
- source codes (.SCR,.ASM,.BAS,.TUR)
- object files (.OBJ,.SYS,.COM)
- data files (all other endings)

It supports up to 4 disks and up to for RAMdisks (partitions).
24 icons are shown at once, you can scroll the window.
To copy a file just click it.
The program knows when you put a disk into a drive automatically.

A great utility (graphic-based one).
Get it!

h) S.A.M. TEXT CONVERTER

S.A.M. Texter uses it's own format to save files on disk.
This program converts this format to others an other formats to
the S.A.M. Texter format, so you can use YOUR texts with other programs
too.
SAM > ASCII
ASCII > SAM
ATARI Writer > SAM
Startexter > SAM
Austro.Text > SAM

(Startexter & Austro.Text are European (German and Austrian) products
with a high quality standard)

i) BUDGET

do calculation and tabular workings of all kinds...

You work with a worksheet of 16x64 fields (9x17 fields on the screen every-
time). Only move the arrow in the direction you want to scroll the screen.
You can work with number- operation- and text fields.

The menu line :
FILE EDIT CALC PRINT EXIT
---
save worksheet goto position calculate print all S.A.M.
load worksheet erase pos. clear results print columns a - h boot
save area clear all down column print columns i - p
load area clear row across row show printer info
format drive clear column left aligned
current drive move row right aligned
move column integer
copy row 2 dec. places
copy column
insert row
delete row
kill block

You work with a fileselector box (Greetings to ATARI ST).
To edit a field, just move the arrow on it and push mouse/joystick trigger.
You can work with operators (+ - * /) and functions.
SQ - square root
LO - ld(x)
LN - ln(x)
EX - exponential function (???)
AB - |x|
SU - adds fields
AV - average of fields
MI - minimum
MA - maximum

There is a keyboard buffer installed (whether or not your DOS uses one).

j) S.A.M. PAINTER UPGRADE ACCESSORY

features :

LOAD SECTORS - loads 62 sectors of a disk (not a file)
after this you can load others or leave this feature
LOAD FILE - loads a picture in micro painter format
WRITE SECTORS - saves 62 sectors on a disk
INIT DISK - formats disk in medium density (I guess)
DIRECTORY - shows directory, if you move the arrow on a file name
and push the trigger the file will be loaded
VERIFY ON/OFF - guess what this means
I/O SOUND ON/OFF- like POKE 65,0 or POKE 65,255
DRIVE 1/2 - you can choose your working drive between drive 1 and 2
MICROPAINTER - chooses the micro painter format (4 colors will be saved)
SAM-PAINTER - guess what this means
ENTER S.A.M. - go to main menu
ENTER DOS - go to DOS menu
COLDSTART - boot system

k) FIREBALL

you are working with S.A.M. desktop for hours and hours and now want to
relax a bit and play something to get new energy for coming tasks ?
But you don't want to leave S.A.M. at all and reboot it after playing a
while ?
Okay, here is a nice game for you using some S.A.M. features and using
the S.A.M. desktop.

Fireball is a breakout-like game with four different levels.
You can choose in the difficulty box between Beginner,Novice, Expert and
Special.
Special is like Expert level plus all the stones of the wall are invisible.

l) S.A.M. DESIGNER

High-Resolution-Drawing program (CAD)

it is one of the diamonds in this package...

only some of its features :

- all draw functions are gum band functions

- very fast FILL and UNFILL routines

- textfunctions with using different types of fonts, cursive and propor-
tional writing ...

- text created with S.A.M. texter can be loaded and placed on the screen
(with all their text attributes)

- Icon libraries (electronic elements, circuit database)

- CUT & PASTE

- as many printer driver as you want

- easy self producing of own printer driver

- all the 'normal' functions every good quality program for the XL/XE has

- and more...

- fast and easy to control

m) S.A.M. PATCHER V 1.0

a simple to use patch compiler for S.A.M.
write with S.A.M. texter your own patch listing and the compiler changes
S.A.M. like you want to...

- Memobox compatible to your printer

- texter compatible with other printers as the epson-compatible's
(like ATARI 1029 or ALL the pseudy epsons)

- make multifile copier compatible to floppy drive XF551

- patch the color combination of S.A.M.s main menu

...

Still there ?
You're missing a program for your special problem ?
If you (or someone you know) know assembly language and have time to
solve the problem you can easily program your own accessories for S.A.M.
(and maybe give them to the community of S.A.M. users)

And here is how it goes :

ATARI 800 XL memory (when S.A.M. is installed)

```
$0000-----------------------------------------------
OS variables and vectors
$0600-----------------------------------------------
S.A.M. variables
$0700-----------------------------------------------
DOS
$1F00-----------------------------------------------
free memory
$2400-----------------------------------------------
S.A.M.
$2600-----------------------------------------------
free memory (but is temporary used by S.A.M.)
$3000-----------------------------------------------
font
$3400-----------------------------------------------
player graphics
$3800-----------------------------------------------
S.A.M. vector list
$3900-----------------------------------------------
S.A.M.
$6010-----------------------------------------------
```

```
Screen
$8000-----------------------------------------------
S.A.M. utility
$xxxx----(depends on length of utility)-------------
free memory
$C000-----------------------------------------------
.
.
.
```

The utility which loads the accessories and controls them uses
the memory from $8000 to $83FF.So, S.A.M. accessories are machine
language programs executable at address $8400.
There are three kinds of accessories :
1) 'free' accessories; they don't use any S.A.M. routines/variables
and they don't return to S.A.M. Those accessories may allocate the
whole memory of the XL.

2) 'semi-free' accessories; they don't use any of S.A.M.'s routines/
vaiables and return to S.A.M. . Those accessories must not touch the
memory which S.A.M. needs.

3) S.A.M. accessories; they use S.A.M.'s routines/variables and return to
S.A.M. . See 2).

The menu screen of S.A.M. is still active when the accessory starts.

There is a list of S.A.M. system variables and routines (quite nice and
quite a lot of stuff).
Please gimme a hint if you want further details.
If no one answers, I take your disinterest for granted.

--==rossi==--
rossi@cs.tu-berlin.de
Oliver Rosenkranz

58. Re: 800XL expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 16:23:00 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C0Hs6D.90H@usenet.ucs.indiana.edu>
Source record: 108368

Hack a joystick cable?
How do you send information out of the joystick port?
Or did you mean to wire it up between the all-purpose jack in the back on
the right and a serial port on the IBM? So would I hook it up to my modem
port and use my communications software to capture text coming in, then dowload
it?

59. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 16:39:26 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1993Jan7.163926.10024@ultb.isc.rit.edu>
Source record: 108370

In article <1993Jan6.190520.15391@neb> bbs@neb (BBS System 801-572-4969) writes:
>I'm well aware of what the MIO can handle. What I'm curious about is if
>there were some form of adapter I could use to convert the floppy
>connector (on this 8" drive, its a *50* pin connector) to the hard drive
>port on my MIO. I'm sure there HAS to be a way. 50 pin is 50 pin!

Floppy drives and hard drives are VERY different creatures. You would
NEVER be able to run that 8 inch floppy off of a SCSI port.

There are two ways you can run that 8 inch floppy on your 8-bit:

1) With an ATR-8000
2) With a CSS Black Box that has the Floppy Board upgrade. The Floppy
Board will let you run pretty much any floppy drive on the 8-bit,
including 1.44MB and 1.2MB high density.

	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	"A professional college student" :^) In front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	
----

60. ANALOG magazines wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 16:44:23 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1993Jan7.164423.4920@cs.tu-berlin.de>
Source record: 108369

Hi !

This time I want to ask if some of you want to sell their old
A.N.A.L.O.G. computing magazines.

I'm looking for all issues which are in good shape with the following
exceptions (which I own for myself) :

Dez 85
July 86
April - May 88
July 88
Oct 88 - June 89
Sept 89 - Oct 89

I request NOT the issues listed above, but all other issues published.
Thank you for your answer via email (to rossi@cs.tu-berlin.de).
I will pay a fair price and the postage.
PLEASE, I NEED THEM...
Contact me via email, so we can talk to another and do the detail work.
THANK YOU IN ADVANCE...

--==rossi==--
rossi@cs.tu-berlin
Oliver Rosenkranz

61. Re: Screen Aided Management

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-07 19:24:40 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan7.192440.14419@mtu.edu>
Source record: 108371

Okay, I got some questions about this program:

Is the documentation in German, or has it been translated to English?
Are the messages and menus and stuff that S.A.M. shows on the screen
in English?
This CAD program, what sort of screen resolution is it?
Is it basically a drawing package where you put things on one graphics
8 screen, or can you create a page that is 4 screens wide by
6 screens long, draw on it, and then print it out on a printer at a
high resolution?
How much does it cost, and is it available to us U.S. users?

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

62. FAQ vs C.S.A.8.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 02:30:28 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan8.023028.16193@mtu.edu>
Source record: 108374

```
From @MTUS5.cts.mtu.edu:poehland%phvax.dnet@smithkline.com Thu Jan 7 19:44:12 1993
Return-Path: <@MTUS5.cts.mtu.edu:poehland%phvax.dnet@smithkline.com>
Received: from MTUS5.cts.mtu.edu by mtu.edu (4.1/SMI-4.1)
id AA17219; Thu, 7 Jan 93 19:44:10 EST
Received: from MTUS5.cts.mtu.edu by MTUS5.cts.mtu.edu (IBM VM SMTP V2R1)
with BSMTP id 8218; Thu, 07 Jan 93 19:43:45 EST
Received: from MTUS5 by MTUS5.cts.mtu.edu (Mailer R2.08) with BSMTP id 5004;
Thu, 07 Jan 93 19:43:45 EST
Received: from MTUS5 by MTUS5.cts.mtu.edu (Mailer R2.08) with BSMTP id 5003;
Thu, 07 Jan 93 19:43:44 EST
Received: from smithkline.com by MTUS5.cts.mtu.edu (IBM VM SMTP V2R1) with TCP;
Thu, 07 Jan 93 19:43:38 EST
Received: from PHVAX.DECnet MAIL11D_V3 by smithkline.com (5.57/Ultrix2.4-C)
id AA13954; Thu, 7 Jan 93 19:01:29 -0500
Date: Thu, 7 Jan 93 19:01:28 -0500
Message-Id: <9301080001.AA13954@smithkline.com>
From: poehland%phvax.dnet@smithkline.com
To: "jjmcwill@mtus5.mtu.edu"%INET.dnet@smithkline.com
Subject: FAQ vs. CSA8/Berkeley Com Problems
Status: O

[Jeff, please forward to the csa8 newsgroup, thanks!]

This one is for Michael Current.

In the recently posted FAQ list you state:

"To contribute to the Info-Atari8 Digest, send your posting to comp-sys-atari-
8bit@....
Please note: there is NEVER a good reason to to send anything to the address
Info-Atari8@naucse.... "

Well Michael I must take exception to that. It was good advice up until the
first week of November. After 2 years of active participation in this news-
group, during the first week of Nov. all my postings to csa8 suddenly started
bouncing. Notice I don't put in much appearance here lately? A few folks
have even wondered where I've been lately, & guys like Jeff McWilliams have
sorta been standing in for me.

When the problems began I wasted a lot of time with sysadmins at my end, as I
thought the sudden disruption had something to do with yet another of the
endless rounds of "upgrades" these people are always doing here (sometimes
with disastrous results). Eventually I found someone here who was halfway
competent who demonstrated to my satisfaction the problem wasn't at my site.
```

I sent an e-mail inquiry to the Postmaster at Berkeley about the problem. Those bums took like 2 weeks to reply. There story was that they had taken some disk drives offline & reallocated them to other use which had apparently been employed in retransmitting Internet messages sent to csa8 back out onto USENET. They informed me in a kind of terse, cryptic style that c-s-a-8 was for "local" users only. I'm in Pennsylvania, 3,000 miles away, I guess that's not "local". So outside of a certain geographical radius, Berkeley has cut off all the non-locals like me. I'm reduced to being able to read the Digest on Internet without being able to respond. The frustration has given way to depression.

So, if we aren't to send messages to IA8 (only the Internet people see them if you do), just WHERE should we now send our responses if Berkely isn't going to forward stuff to USENET any more?

Thus my exception to the statement "there"s NEVER a good reason to send to Info-Atari8...". Well, *I* have a good reason: Berkeley has cut me off & now bounces everything I send to c-s-a-8. I'm sure I'm not the only person affected by this. Any hope of someone setting those Berkely people straight & letting us "non-locals" post again? Or, is there some other address we can use that will cross-post to USENET like Berkeley did?

I really HATE this feeling of isolation.

- BEN POEHLAND
The Alchemist
Managing Editor, ATARI CLASSICS Magazine
poehland%phvax.dnet@smithkline.com

****

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

63. Re: BART mailer at atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 04:02:45 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1iiud5INNn5a@usenet.INS.CWRU.Edu>
Source record: 108375

In a previous article, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) says:

>Arggh... this is frustrating for me, but could anyone REMIND me of the correct
>address for file requests (not FTP, but the mailer) at atari.archive? I just
>moved and can't find the info.

BART is atari@atari.archive.umich.edu
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

64. Re: FAQ vs C.S.A.8.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 04:16:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1iiv7cINNnk2@usenet.INS.CWRU.Edu>
Source record: 108376

By now Ben has seen my posting "Posting from the Internet: we have a problem." I gather they probably sent you the same little message they sent me.

I completely understand your frustration, as apparently ucbvax.berkeley.edu is not going to be available to any of us anymore.

All I can do about it is what I've just done tonight: I've updated the FAQ List , indicating that indeed Info-Atari8 Digest subscribers pretty much are unable to participate in this group now. And I've e-mailed John Dunning about the situation, thinking that as the maintainer of the Digest he might have some concern.

I still consider the primary problem, which has been the case ever since the Info-Atari8 Digest moved to naucse.cse.nau.edu oh, say, 3 years ago, to be that mail sent to info-atari8@naucse.cse.nau.edu is not cross-posted to comp.sys.atari.8bit as it is supposed to be.

Again, if anyone has any ideas on how to fix the Digest to do this, please post here (on Usenet!) and/or e-mail John Dunning. We really need to get this thing solved.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

65. Re: Screen Aided Management

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 10:36:51 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1993Jan8.103651.4908@cs.tu-berlin.de>
Source record: 108378

jjmcwill@mtu.edu (Jeff McWilliams) writes:

>Okay, I got some questions about this program:
>
>Is the documentation in German, or has it been translated to English?
There is a good German documentation for SAM. But one of the authors
told me someweeks ago that they work on an English version of it.
I can't say, if the English documentation has been published already.
If you want to have detailed info about that fact write a mail to
hs@cnve.rrze.uni-erlangen.dbp.de .

>Are the messages and menus and stuff that S.A.M. shows on the screen
>in English?
Oh yes. I can't speak for accessories I didn't describe in my posting
but I'm quite sure, that all pull-down commands are in English (and I
guess that the rest is in English, too - mail me, if you want to know it
for sure and I will take a look at it at home).

>This CAD program, what sort of screen resolution is it?
Well, 320x192 (It may be that it is 320x190 or similar, haven't worked with
it for a long time - xl abstinence)

>Is it basically a drawing package where you put things on one graphics
>8 screen, or can you create a page that is 4 screens wide by
>6 screens long, draw on it, and then print it out on a printer at a
>high resolution?
I'm not sure. This is because I only have the full description of SAM and its
utilities (plus some accessories). I have a copy of the CAD program at home
but no description of it because at the time I got it there was no description
for it. But now there is one. It may be that this is only a one-screen-picture
CAD program but if you're able to program in ml you can do it for yourself.
I have all the details how to program SAM accessories.
Wanna have them...gimme a hint.

>How much does it cost, and is it available to us U.S. users?
Okay, there is a company here in Germany selling this stuff.
SAM (Main program and all utilities) 49 DM ca. $31 +shipping
SAM accesories (without Designer) 24 DM ca. $15 +shipping
SAM Designer 19 DM ca. $12 +shipping
SAM Patcher 12 DM ca. $08 +shipping
---
104 DM ca. $66 +shipping

If you buy all in one it will be only 79 DM ca. $50 +shipping

If this company has plans to give the distributing rights to an US company
is not sure but you can ask them for yourself ...

Power per Post (PPP)
Postfach 1640
7518 Bretten
Germany
(and tell them you have been told by Oliver Rosenkranz)

>Jeff McWilliams
Thank you for your reaction. You're the second one ...
How many will it be ????

--==rossi==--
Oliver Rosenkranz
rossi@cs.tu-berlin.de

66. Re: Where can I get 8Bit carts or disks?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 15:46:59 UTC
From: bellas@soldev.TTI.COM
Message-ID: <1993Jan8.154659.10178@ttinews.tti.com>
Source record: 108379

I too just dug out my old Atari 1200XL. Are there any sources for software/
game cartridges or disks (I have a 1050). I don't think I can download
software as all our hardware here is Spark (although I could get access to
a PC or Mac if there is a way to write Atari disks on them). Any pointers
would be appreciated. Thanks.

-Pete-

* Pete Bellas "Cogito ergo spud" *
* Citicorp/TTI I think therefore I yam. *
* Santa Monica, CA *
* bellas@gamma.tti.com *

67. Re: 800XL expansion port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 18:16:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <73185@cup.portal.com>
Source record: 108380

Actually, the joystick ports use a 6520 PIA chip so with software they can do I/O. Do you remember the MPP Modems that hooked up to joystick port #2? A few handles were written to give them the "Hayes" command set & a few other features. I mostly did the hack for people that didn't want to spend $50 to $200 to get an interface so it's not like I did a real great job<grin>. I got it working with a couple of RS232 devices then took a break. I've already U/L'd it in the message base so if you're interested I could send it E-mail. There's some stuff you'll need to find like the handlers which should let you run your own basic progam/Amodem or get a copy of Express.MPP. I don't want top bother with UEE'ing the binaries if at all possible. It's cheap, but it works.

68. Genealogy prog.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-08 21:45:44 UTC
From: withers_n@kosmos.wcc.govt.nz
Message-ID: <1993Jan8.214544.1@kosmos.wcc.govt.nz>
Source record: 108377

Does anyone here know if there was a Commodore version (64 or 128) of
the genealogy
program 'Compute your Roots'? Iused it quite a lot when I had an
800XL but then defected to Commodore and I can't find a genealogy
program I liked as much as the Atari one.
If anyone knows the answer I would be grateful if they could let
me know.
Thanks,

Nick Withers.

69. Looking for.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-09 01:37:54 UTC
From: bbs@neb
Message-ID: <1993Jan9.013754.19773@neb>
Source record: 108381

I have for sale a 155meg Seagate 4182N SCSI hard disk (512k bytes).

I would like to get around $250.00 for it or best offer.

At the same time, I am looking for a 128 or approximate MFM or RLL or
256k byte SCSI hard disk. If you have such for sale or are interested in
mine, please contact me at:

this network at: uplherc.upl.com!neb!bbs!1fa or voice at: 801-969-5988
(jim King) or via this network to Genie (last resort) at:
j.king73@genie.geis.com

Tried to hook the 155meg SCSI to my 8bit MIO, but since it only works in
512k byte mode, its useless to me! ARGH! Money wasted, I suppose!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

70. Re: 8" disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-09 01:42:47 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0c0y@abcd.Houghton.MI.US>
Source record: 108382

In a message dated Wed 6 Jan 93 22:23, Bbs@neb (bbs System 801-572-4969)
wrote:

BS> I'm well aware of what the MIO can handle. What I'm curious about is
BS> if
BS> there were some form of adapter I could use to convert the floppy
BS> connector (on this 8" drive, its a *50* pin connector) to the hard
BS> drive
BS> port on my MIO. I'm sure there HAS to be a way. 50 pin is 50 pin!

I agree with you that 50 pin is 50 pin, but 50 pin can be SASI, SCSI, or a
proprietary array of signals. *maybe* there is a way, but be prepared to
hack a long time and to write your own handler.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

71. First Xlent WP (Was Re: Wish List)

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-09 02:17:53 UTC
From: niceswangern@bvc.edu
Message-ID: <1993Jan8.201753.3144@peanut>
Source record: 108384

In article <Jim_Johnson.0bz3@abcd.Houghton.MI.US>, Jim_Johnson@abcd.Houghton.MI.US (Jim Johnson) writes:
> An earlier message discussed the availability of XLent's word processor. I
> never used their word processor, but XLent's database application,
> MegaFiler was quite nice for a low end product. In many ways it was much
> better than SynFile+ - AND MegaFiler would run under SpartaDOS, which also
> meant it could run from a hard drive.
>
The First Xlent Word Processor is just that - excellent. I have used it for about five years and it has served all of my needs just fine. It has some unique features in: joystick control, double column option, graphics capabilities, and a screen that will print your document in 80 columns - without an XEP80!

It will also work with most of Xlent's other programs I believe. There's probably some other options on it too, but I mostly just use it for simple letters or assignments.

If you're wondering about cost, I think I bought it for $22 in 1987.

\ | \ |
|\| |\|
| \ATE | \ICESWANGER
Somers, Iowa

72. Re: Where can I get 8Bit carts or disks?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-09 05:23:38 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan9.052338.529@mtu.edu>
Source record: 108383

In article <1993Jan8.154659.10178@ttinews.tti.com> bellas@soldev.TTI.COM (Pete Bellas) writes:
>I too just dug out my old Atari 1200XL. Are there any sources for software/
>game cartridges or disks (I have a 1050). I don't think I can download
>software as all our hardware here is Spark (although I could get access to
>a PC or Mac if there is a way to write Atari disks on them). Any pointers
>would be appreciated. Thanks.
>
> -Pete-
>
>
>* Pete Bellas "Cogito ergo spud" *
>* Citicorp/TTI I think therefore I yam. *
>* Santa Monica, CA *
>* bellas@gamma.tti.com *

Pete,

If you have a modem connected to your 1200XL, you could use Kermit-65
to transfer files from your Sparc to your computer.

I finally found an ARCing utility that I successfully compiled on
our Sparcs in the EE department.. funny, the NeXT machines choke on the
same set of code.. some compatibility! Anyway, that way, you could
FTP directly to atari.archive.umich.edu, use binary mode to get the stuff,
and de-arc it on your sparc to look at it if you want. THen, uuencode
the arced file, and use Kermit-65 to transfer it to your 8 bit computer.
Then you uudecode it and use SuperUnarc from Bob Puff, and you're ready
to go.

Of course, this all assumes you have a modem.

If not, there are programs that will write true double density Atari disks
on an IBM PC compatible. You would need a true double density drive
though. Stock 1050's only do single or 1 1/2 density.

By the way, folks. If you have trouble getting hooked up to
atari.archive.umich.edu.. you can also try wuarchive.wustl.edu,
in mirrors/atari.archive.umich/atari/8bit/ as it is the same stuff.
I think maybe atari archive tells you this when you try to connect
for anonymous FTP and there are already too many users.
Bart seems to be working again, which is good news if you don't have
FTP access.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

73. AGDADEMO.UUE (arc) multi-machine game

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-09 23:21:49 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan9.232149.3664@news.ysu.edu>
Source record: 108385

I just uploaded (bart style) the new multi-machine, multi-player
game AGDADEMO.ARC to the archive. I don't know when he will put it
up but it in his mail box right now....the following is the blurb
from GEnie:

```
*********************************
AGDADEMO.ARC
Address: JDPOTTER Date: 921230
Approximate # of bytes: 13184

Description:
This is a demo version of the soon to be released "Maze of Agdagon" multi-
player real-time graphics maze game. This lets you get a taste of how the
game dynamics work. Please leave feedback here in the "computer games" forum
(section 4) until a section is set up in the AGDA forum (section 11).
Enjoy!
*********************************
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

74. Atari ST system 4 sale...

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-10 05:34:59 UTC
From: aj743@cleveland.Freenet.Edu
Message-ID: <1ioci3INN375@usenet.INS.CWRU.Edu>
Source record: 108386

I have an Atari 520ST system for sale. Every thing is in great condition and has been treated with loving care. I have recently moved on to a new system and would like to find a home for my Atari. I am asking $400.00 or best offer for everything plus shipping. If you have any questions please send E-mail...

HARDWARE:

Atari 520ST
- 68000 16bit CPU at 8MHz
- 512k RAM
- RF modulator for connecting to your TV
- Atari two button mouse
- TOS operating system with GEM graphical user interface
- Two joysticks
- Connector to add two joysticks for four players

Two Atari SF354
- Single sided disk drives
- Uses 3.5" disks
- Will format to 360k

Master 3S
- Double sided disk drive
- Will format to 720k
- Teac mechanism

Rio Datel Disk Drive
- Double sided disk drive
- Will format to 720k
- Teac mechanism

Atari SMM804
- 9 pin printer
- Cable
- Paper

SOFTWARE:

All software is like new and includes manuals...

-APPLICATIONS-

Flash
Shadow
WordPerfect

-GAMES-

Advanced Dungeons & Dragons: Heroes of the Lance
Better Dead Than Alien
Alien Syndrome
Barbarian
Batman: The Caped Crusader
Dungeon Master
Chessmaster 2000
Exolon
Falcon: The F-16 Fighter Simulation
Formula 1 Grand Prix
Gauntlet
Gauntlet II
Hitchhiker's Guide to the Galaxy
King's Quest III
Leader Board
Leather Goddesses of Phobos
Leatherneck
Outrun
Hyperdome
Moon Patrol
The Pawn
Phantasie
Phantasie II
Phantasie III
Test Drive
Star Fleet I: The War Begins
Sundog
Thrust
Starglider
Star Wars
Space Quest
Star Trek: The Rebel Universe
Thunder Blade
Time Bandit
Ultima II
Exodus: Ultima III
Ultima IV: Quest of the Avatar
Plutos
Vectorball
Xevious
Uridium
Robotron: 2084
Warhawk
Wizard's Crown

OTHER:

Lots and lots of Atari ST specific magazines...

--
//////// / TAYLOR 23 / //
6820 N.W. 31st InterNet: aj743@cleveland.Freenet.Edu

Bethany, Oklahoma Compu$erve: 70233,3101
73008-4006 GEnie: S.HARDY3

75. Atari 8-bit systems for sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-10 05:45:02 UTC
From: gaia@stein.u.washington.edu
Message-ID: <1iod4uINNk77@shelley.u.washington.edu>
Source record: 108387
Cross-posted to: comp.sys.atari.8bit,uw.forsale,seattle.forsale,misc.forsale,misc.forsale.computers,pnw.forsale

Atari 8-bit Computer System for Sale, and materials..

I have the following equipment for sale..
.....
Atari 130XE, Stock no modifications, hardly used, original
packaging..
$50.00 obo

Atari 600XL, 256k upgrade/compatible with 130xe standard, no
power supply..
$40.00 obo

Atari 1050 Disk Drive, US Doubler Mod to double density,
higher transfer rate..
$50.00 obo

Atari XM301 300 Baud Modem
$10.00 obo

Atari Touchtablet, w/original cartridge software, and
packaging, hardly used.
$20.00 obo

Atari Trackball, and 6 assorted brand joysticks for atari
computers, and game system.
$10.00 obo

The following 7 cartridges w/original docs if applicable,
$5.00 each, or $20.00 for all.

Atari Assembler/Editor #CXL4003 (w/docs)
Basic XE Programming language (w/docs)
Pilot Programming langauge (w/docs)
Star Raiders (Always a favorite, and a classic, w/docs)
Missle Command (Comparable to the Arcade version, w/docs)
Centipede (Comparable to the Arcade version, w/docs)
Star Trek (w/docs)

The following book copies available, for system and software
programming..
Take all for $5.00 obo or free if you buy system..

De Re Atari
Mapping the Atari
Kids and the Atari by Edward H. Carlson
Atari 400/800 Basic Reference Manual

Atari 400/800 Operating System User's Manual
Atari 400/800 Hardware Manual
Basic 8 utilities
Getting to know your Atari
Compute's Second Book of Atari
Master Memory Map by Robin Alan Sherer
Antic Magazine Sept 1984 through Dec 1988
PSAN (local magazine) Jan 1986 through Jan 1989

All books are very informative in programming the atari 8-bit computer, most reference the older 400/800, but all have universal information for programming the 8-bit atari computer.

The following software is available free when you buy systems.
Sparta Dos Construction Set V3.2
SynFile +
Atari Writer +
Print Shop
Print Shop Companion
Disks full of pictures for the print shop program.
Also a Disk Box containing about 50-80 disks with various software apps, and games, and utilities. I haven't looked in a long time, and really can't take time to list all here..

I also have various hard copy printouts of modem programs, games, apps, which you are welcome to..

I had a lot of good times with this system, and I am sure someone else can get many hours of enjoyment out of it, but as all things happen, we move on, now I need money for my new system, which is why I am selling this one.. All prices are fairly firm, but make me an offer, I just may take it. If anyone is interested I would be willing to let it all go for around $180, but you get everything, any takers?? Buyer pays shipping.. If you are interested please reply e-mail..

Gaia@carson.u.washington.edu

76. S.A.M. Part II (Accessory and address)

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-10 18:01:04 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1993Jan10.180104.16978@cs.tu-berlin.de>
Source record: 108388

Hi there !

Last week I posted an article covering the program Screen Aided Management
for the ATARI XL/XE computers.
I have been asked several times where you can get it and some other
things. So I decided to write it down and post it here :

Screen Aided Management (S.A.M.) is powerful software package. It gives the
XL/XEs a desktop with windows/icons pull-down-menues and 80 columns per row
(and many other great features I described before - If you wanna have the
first text send me a mail (rossi@cs.tu-berlin.de).).

S.A.M. is a commercial product. Its basic parts had been published in 1988/89
in the German computer magazine ATARImagazin .
Now it is distributed by a German company. Here is its address :

Power per Post (PPP)
Postfach 1640
7518 Bretten
Germany

You may also get there other products for the 8 bit ATARIs, so be clever
and order a catalog first.

The newest version of S.A.M. is V1.25 and it seems that this is the last
update. The authors of S.A.M. are working on an English version (the software
itself/commands/... are in English but the manual is written in German) of
it which will be distributed in the US. But I can't say when.

Some people wrote me that they want to hear more about how to program
accessories which are compatible to S.A.M. . Okay, here it is. There
may be some lines of my first posting of it but this is for those who
didn't catch it.

S.A.M. has the ability to start accesories to give the progammer a chance to
use all the features S.A.M. is providing.
There are still some accessories out there. They were mentioned and described
in my first posting. I'm actually working on an accessory (a Filelist utility).

Okay here, again, is the memory map of the 800 XL having S.A.M. installed :

```
$0000-----------------------------------------------
OS variables and vectors
$0600-----------------------------------------------
S.A.M. variables
$0700-----------------------------------------------
DOS
```

```
$1F00-----------------------------------------------
free memory
$2400-----------------------------------------------
S.A.M.
$2600-----------------------------------------------
free memory (but is temporary used by S.A.M.)
$3000-----------------------------------------------
font
$3400-----------------------------------------------
player graphics
$3800-----------------------------------------------
S.A.M. vector list
$3900-----------------------------------------------
S.A.M.
$6010-----------------------------------------------
Screen
$8000-----------------------------------------------
S.A.M. utility
$xxxx----(depends on length of utility)-------------
free memory
$C000-----------------------------------------------
.
.
.
```
The utility which loads the accessories and controls them uses
the memory from $8000 to $83FF.So, S.A.M. accessories are machine
language programs executable at address $8400.
S.A.M.s title screen is still active when an accessry starts.

There is a number of system variables an accessory can work with :

XPOS Byte $0601 horizontal position for PRINT routine (00 - 79)
YPOS Byte $0602 vertical position for PRINT routine (00 - 23)
VALIN Word $0603 univarsial variable, mostly used to carry parameters
VALOUT Word $0605 as VALIN ; if routine gives back a parameter it is this
PULLF Byte $0607 0 - no Pull Down Window (PDW) open
1 - there is a PDW open
STORE Byte $0609 intermittent memory for flags and registers
PULLX Byte $060A x position of PDW (00 - 79)
PULLY Byte $060B y position of PDW (00 -23)
PULLH Byte $060C length of PDW
RMARG Byte $0611 right margin for CPRINT routine
BMARG Byte $0612 bottom margin for CPRINT routine
LMARG Byte $0613 left margin for CPRINT routine
XARR Byte $0614 x position of joystick/mouse arrow (00 - 159)
YARR Byte $0615 y position of joystick/mouse arrow (00 - 191)
PULLN Byte $0616 number of choosen desktop menu item (doubled)
COLL Byte $0617 0 - arrow outside PDW
1 - arrow inside PDW
BOXX1 Word $0622 x positon of the top/left corner of the box made by the
BOX routine (00 - 319)

BOXY1 Byte $0624 y position of the top/left corner of a boxmade by the
BOX routine (00 - 191)
BOXX2 Word $0625 x position (bottom/right); for BOX routine
BOXY2 Byte $0627 y position (bootom/right); for BOX routine
BOXSL Byte $062C X position for BOX slider (00 - 207,
>200 --> disabled)
TEXT Word $062D address of the string given back by the GETHEX routine
DIRFL Byte $0634 0 - show the "FREE SECTORS" message with the directory
in the SHOWDIR routine
1 - don't show this message
ILEN Byte $0635 maximum length of the input in the INPUT routine
(up to 45 !)
FILE String $5555 cotains choosen file after SHOWDIR routine
DRIVE Byte $507C actual drive number (ASC code)
IBUF String $5568 contains input after INPUT routine
MMU Byte $00EC 0 - memory (from $8200 to $BFFF) changed or used
This byte has to be set to ZERO in each accesory !!!

The zero page variables $CB to $F0 are also used by S.A.M. but can be also
used by an accessory.

There is also a number of system routines you can work with :

name adr job

PULLDOWN $4039 opens PDW (latitude is 16 characters)
Input :
X register - x position
Y register - y position
A register - length
Output :
PULLX,PULLY,PULLH,PULLF
PULLUP $40E1 closes PDW
INPUT $4F83 reads a text string from keyboard
IMPORTANT: You have to save PULLF before use the INPUT
routine and you have to restore it after
returning from it.
Input : ILEN - maximum string length
Output: IBUF and following - text string
A register - ESC pressed (1)
or not (0)
GETHEX $4BE0 writes text string to status row and reads hex value
from keyboard
Input :
TEXT - pointer to text string
Output :
VALIN - hex value
A register - ESC pressed (1) or not (0)
PRINT $43E1 writes text to screen or in PDW if open
Input :
XPOS - x position

YPOS - y position
X register - Highbyte of the text string address
Y register - Lowbyte
A register - length of the text string
CPRINT $43FF writes text in screen chapter
Input :
XPOS - x position
YPOS - y position
$CC - Highbyte of text string address
$CB - Lowbyte of text string address
X register - length of the string
LMARG,RMARG,BMARG - see description
ARROW $40F6 controlles joystick/mouse and moves the arrow
returns when trigger is pressed
Output : XARR, YARR - joystick/mouse position
GETDIR $4F2B loads directory in the buffer at $2B00
Input : DRIVE - drive number
SHOWDIR $4D85 shows directory, returns when file is chosen or button
pressed in the MENU line
IMPORTANT : Before you start SHOWDIR you have to
call GETDIR and open a PDW (x=32,y=2,
length=17)
Input :
DIRFL
Output :
A register - 0: file chosen
1: exit (button in menu line pressed)
FILE - Filename
BOX $4CFB draws rectangle and sets slider
Input :
BOXX1,BOXX2,BOXY1,BOXY2 - see description
CLRSTAT $5031 clears status lines (row 22 and 23)
IMPORTANT: save PULLF before and restore it after using
this routine.
PUSHBS $4489 copies screen to screen buffer
PULLBS $44D3 copies screen buffer to the screen
MULT $453D multiplies two integers
Input :
VALIN - integer #1
VALIN +1 - integer #2
Output :
VALOUT - result
CHAROUT $4376 prints character on the screen
Input :
XPOS,YPOS - position
A register - character code
ARRSET $417A sets arrow to a certain position
Input :
XPOS,YPOS - position
SAM $401F Return to S.A.M.

the S.A.M. graphic and menu line will be rebuilt

The menu line stuff :

This is a bit more complex, so be sure that you are really willing to follow through...

S.A.M. wasn't originally created to be an 'open' system. So there are no administration routines for the menu line and the pull down menues suitable in accessories.
You have to write your own (and I show you in this text how it goes).

To create a menu line you have to print 80 characters in line 0.

```
...
LDA #0
STA XPOS
STA YPOS
LDY #DATAFIELD
LDX /DATAFIELD
LDA #$50
JSR PRINT
...
```

DATAFIELD has to be a data field as this :

```
DATAFIELD .AT "FILE OPTIONS EXIT "
.AT " "
```

To let the user choose a PDW from the menu line you have to do this loop

```
...
LOOP JSR ARROW
LDA PULLF
BNE WOPEN
JSR CHOOSE
LMP LOOP
WOPEN JSR WCHOOSE
JMP LOOP
```

If you want be let things happen while waiting for the user to choose a PDW it must happen in this loop (or in an interrupt routine).

As you see there have to be two routines : CHOOSE and WCHOOSE.
But there have to be also another three data fields :

1) DTAB (for the menu line) :

Byte 0: number of entries
Byte 1: left margin for first entry (00 -79) in the 80 character string DATAFIELD
Byte 2: right margin for first entry
Byte 3: left margin for second entry
Byte 4: right margin for second entry
...

```
or with the data field mentioned before

DTAB .HX 03000311171D20

2) TXTAB (to control the menu lines' PDWs) :2) TXTAB (to control the menu lines' PDWs) :

In this field 4 bytes are reserved for each menu line entry. So the length
of this field is /number of entries/ * 4 .

Byte 0 : number of entries in pull down window (PDW) #1 (*16)
Byte 1/2: adress of the string where all PDW#1 entries are specified
Byte 3 : ZERO (0)
Byte 4 : number of entries in PDW #2 (*16)
Byte 5/6: adress of the string where PDW#2 entries are specified
Byte 7 : zero
...

or in our example :

TXTAB .HX 40
.DA PDW1
.HX 00
.HX 10
.DA PDW2
.HX 00
.HX 20
.DA PDW3
.HX 00
PDW1 .AT "Load Save Directory Format "
PDW2 .AT "Destroy ATARI "
PDW3 .AT "Exit to S.A.M. Boot system "

3) VECTOR (32 bytes for each PDW) :

This field contains the start addresses for all the routines represented by
a PDW entry.
You can put 16 entries together in one PDW routine and there are two bytes
reserved for each entry, so this field must have a length of 32*(number of
PDWs) bytes.

Byte 0/1 : start address for routine represented by entry #1
Byte 2/3 : start address for routine represented by entry #2
.
.
.
Byte 30/31 : start address for routine represented by entry #16

or in our example :

VECTOR .DA LOAD,SAVE,DIR,FORMAT,0,0,0,0
.DA 0,0,0,0,0,0,0,0
.DA DESTROY,0,0,0,0,0,0,0
.DA 0,0,0,0,0,0,0,0
.DA GOBACK,BOOT,0,0,0,0,0,0
.DA 0,0,0,0,0,0,0,0
```

LOAD,SAVE,DIR,FORMAT,DESTRY,GOBACK and BOOT are labels and say where all those routines are located in memory.

Okay, and here are both routines (CHOOSE and WCHOOSE). Those routines were published in ATARImagazin 11/88 and were written by Andreas Binner and Harald Schoenfeld.
The same is to say about most of the other info in this text.
But they wrote it to be public so I hope there is no problem in reprinting it.

```
CHOOSE LDA XARR
LSR
STA XPOS
LDA YARR
LSR
LSR
LSR
STA YPOS
LDA DTAB
TAX
LDY #0
LOOP1 LDA DTAB+1,Y
CMP XPOS
BCS NOTHING
LDA DTAB+2,Y
CMP XPOS
BCC NOTHING
JMP FOUND
NOTHING INY
INY
DEX
BNE LOOP1
CLOSE JSR PULLUP
BACK RTS
FOUND LDA YPOS
BNE CLOSE
LDA DTAB+1,Y
TAX
STY PULLN
STY STORE
ASL STORE
LDY STORE
LDA TXTAB,Y
LSR
LSR
LSR
LSR
CLC
ADC #1
LDY #1
JSR PULLDOWN
LDA STORE
```

```
TAY
LDA TXTAB,Y
PHA
LDA TXTAB+2,Y
TAX
LDA TXTAB+1,Y
TAY
LDA #1
STA XPOS
STA YPOS
PLA
JSR PRINT
RTS
```

This routine looks if there you chose an entry in the menu line and opens it.
Please email me for further explanation.

```
WCHOOSE LDA COLL
BNE INPDW
LDA YARR
LSR
LSR
LSR
BEQ WCBACK
JSR PULLUP
WCBACK RTS
LDA YARR
LSR
LSR
LSR
CMP PULLY
BEQ WCBACK
BCC WCBACK
SEC
SBC PULLY
SEC
SBC #1
ASL
STA STORE
LDA PULLN
ASL
ASL
ASL
ASL
CLC
ADC STORE
TAY
LDA VECTOR,Y
STA $CB
LDA VECTOR+1,Y
STA $CC
```

JMP ($CB)

This routine looks if you choose an entry of the open PDW and executes the correlated routine.

Here is another short routine (to go back to S.A.M.) :

```
GOBACK JSR PULLUP
LDA #1
STA DIRFL
PLA
PLA
JMP SAM
```

All other routines should end with an RTS command.

I hope this was not too hard to understand...
Questions and suggestions via email to me...

--==rossi==--
Oliver Rosenkranz
rossi@cs.tu-berlin.de

77. Re: Awesome demo - Won't work!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-10 20:33:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4mH7wB6w165w@cyberden.sf.ca.us>
Source record: 108391

You're holding down [OPTION] right? I have no way of knowing what
programs care about having BASIC on or off since I don't have it built
in. My problem had always simply been that Atari Base BBS had a bad DCM
of it...!

grr!!$$

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

78. Atari 800 Expansion Port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-10 21:06:52 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93010.160652SML108@psuvm.psu.edu>
Source record: 108389

Does anyone know why Atari decided to hide the Atari 800's full expansion port (Take yours apart and be really amazed) inside the Atari 800 rather than leaving it on the outside? It seems like it was a really stupid move on their part...

Scott

79. Re: Atari 800 Expansion Port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-10 22:05:33 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.726703533@pv0a27.vincent.iastate.edu>
Source record: 108390

In <93010.160652SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:

>Does anyone know why Atari decided to hide the Atari 800's full expansion
>port (Take yours apart and be really amazed) inside the Atari 800 rather
>than leaving it on the outside? It seems like it was a really stupid
>move on their part...

just a guess, but it was probably only for internal testing -
not intended to be a real expansion port. Now a question:
anybody use this to make a xl compatible pbi on an 800?
(would xl OS also, wouldn't it?)?

Todd
--
Todd Greenfield
tgreen@iastate.edu

80. Re: Atari 800 Expansion Port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-11 05:40:25 UTC
From: andrewh@panix.com
Message-ID: <C0oD3D.MDG@panix.com>
Source record: 108393

In article <93010.160652SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>Does anyone know why Atari decided to hide the Atari 800's full expansion
>port (Take yours apart and be really amazed) inside the Atari 800 rather
>than leaving it on the outside? It seems like it was a really stupid
>move on their part...
>
>Scott

What expansion port? You mean the slots under the grill for the 10K ROM
and RAM cards?

81. Qwk Readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-11 05:48:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jan11.054835.11603@cs.tulane.edu>
Source record: 108392

With the talk of Qwk readers for the 8bit, I've sent two to the archive, PabQwk 1.1 and QwkSilver 0.2 Beta.

PabQwk Ver 1.1:

Written by Pab Sungenis
Written in TurboBasic (Compiled)
ShareWare: $25

Qwk reader for the 8bit system with expanded memory. Version 1.1 now saves its indexes to the disk for faster loading. PabQwk offers an AtariWriter like 80 column display (one uses the shift and arrow keys to move left and right), as well as the ability to translate hi ASCII (ANSI) graphics into compatable AtASCII graphics.
PabQwk allows for the steeling of taglines, both standard and BlueWave style and now offers the ability to dump the current message to your printer. Registered versions allow for the reading of extra files often included in Qwk packets (Newsletters, newfile list and bullitins). PabQwk will run under SDX, MyDos and AtariDos 2.5, but was found to run best under SpartaDos (SDX or 3.2d).
WBUG tested PabQwk 1.1 for 2 weeks on a standard 130xe attached to a 256k mio with a 10meg hard drive running SpartaDos X 4.20. We downloaded Qwk packets from all Major Qwk tossers and have had no troubles. This program does require at least 3 banks of free memory to run and you need to run the configure program to make sure Antic is turned off...PabQwk requires all available memory.

QwkSilver Ver 0.2 Beta:

Written by Bobby Clark
Written in TurboBasic (Compiled)
ShareWare $5

Qwk reader for the 8bit system. QwkSilver can not be run under any version of SpartaDos due to a VBI conflict with QwkSilvers on screen clock display.
QwkSilver displays messages in a standard Atari 40 col screen and does not translate hi Ascii (ANSI) to AtACII graphics. QwkSilver saves it indexes to disk for faster booting as well as converting the CONTROL.DAT file for its own use. Features of QwkSilver include, the ability to page forward and backward, dump messages to printer or disk, will display extra files included in QWK packet provided they are listed in CONTROL.DAT (normaly WELCOME, NewFile, BLT-x and GOODBYE), view only message titles (5 at a time) and choose only the message lines you want to quote. QwkSilver does send out a nonstandard BlueWave style tagline.
WBUG tested QwkSilver 0.2 Beta for three weeks on a stock 130xe running

AtariDos 2.5 on two 1050 drives. We downloaded Qwk packets from all major Qwk tossers and have only had problems with packets generated using the JetMail door for SpitFire.

As always, if you are unable to get these files from the archive, just drop me a note e-mail and I'll send you a copy.

Mike Todd
Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

82. Re: Qwk Readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-11 08:06:08 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan11.080608.4011@mtu.edu>
Source record: 108394

Okay, now that there are two QWK readers out there, what in whe world
are these used for? I gather frm bits and pieces that there are some
BBS systems out there that allow downloading of e=mail, and offline
reading, and then responding to these messages, the new mail then
being uploaded back to the BBS system, thus saving online time and money.
Okay, so what BBS systems use this? Does anyone have a list that would be
of particular interest to us 8 bit users?
Are there QWK supporting BBSes that are also linked to the Internet,
allowing sending/receiving of Internet e-mail and possibly access to
USENET groups such as comp.sys.atari.8bit?

I'm an enquiring mind, and I guess i want to know.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

83. Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-11 16:06:01 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.726768361@garbod26>
Source record: 108395

I've been thinking of putting an Atari XL computer in my car with a portable TV (LCD colour display type) installed on the dashboard.

With this equipment in the car it would be possible to have many important messages such as "low on fuel", "door not properly closed", "fasten seat belts" etc available with flashy graphics. Not that this would make it any better, replacing the car's own simple but reliable indicators wouldn't improve anything, but a computer in the car would be pretty cool.

I believe that the XL computer only needs a +5V power source, and I could use an 8 KB EPROM for the software (written in assembler).

Has anyone tried this or a similar project? I've heard that computers tend to lock up quite often when used in cars, because of bad glitches in the power source. (If supplied with an adapter from the car battery voltage.)

Btw, there's a 12V battery in this car, I assume a 12V-to-5V adapter is relatively cheap.

Thanks for any information,
Anders Skelander

84. patched as6502 on archive (was Re: Kermit-65 source code)

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-11 20:45:50 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.726785150@pv0a27.vincent.iastate.edu>
Source record: 108397

>In article <C07sBJ.Juv@merk.com> winston@merk.com (Winston Smith) writes:

>> "Just when you thought it was safe to go back in the water...."
>>
>> Well, the KERMIT-65 saga continues. I was able to locate a 6502
>> cross-assembler written in C. It is able to generate an ASCII text
>> assembler listing, both with program source, or just with assembled byte
>> values given in ASCII text. This program is able to run on a "Kernighan
>> and Ritchie" C compiler. Unfortunately, the program that accompanies the
>> assembler, that is supposed to turn the text characters into binary
>> code, is written in ANSI C, and the file calls make the K&R C compiler I
>> am using do strange things. <* ARG! *> Why can't this assembler generate
>> UUENCODE output as an option? Why do people --DO-- things like this? Why
>> do they add non-compatible ANSI C programs to programs that are K&R C
>> compliant? This is driving me crazy!

well, I decided to fix as6502 to output the object file
in atari format. I just put it up on the archive,
in 8bit\New\as6502_atari.tar.Z (use uncompress then tar xf
on unix to unarchive). I included a msdos exe.

I'm thinking about hacking it a bit more - to make it more
like MAC65 - would there be any interest in this? Probably
won't have time though.

todd
--
Todd Greenfield
tgreen@iastate.edu

85. Re: Atari 800 Expansion Port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-11 20:56:40 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan11.205640.22583@news.ysu.edu>
Source record: 108396

Scott...ah, that "expansion port" inside the 800 is not what you
think it is....that was only a pig-tail for line testing when
it was manufactured.
--
Joe Sabatino-->ab588@yfn.ysu.edu

86. composite color monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 03:09:28 UTC
From: Jim_Johnson@abcd.Houghton.MI.US
Message-ID: <Jim_Johnson.0c23@abcd.Houghton.MI.US>
Source record: 108398

I'm looking for a used composite (NTSC) color monitor, good condition, used
- $50 or less plus actual UPS shipping charges within continental U.S.

Jim Johnson - voice# (906)337-5610 evenings eastern time zone
voice# (906)482-2580 days

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

87. Re: Where can I get 8Bit carts or disks?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 06:29:11 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <73410@cup.portal.com>
Source record: 108399

You could also FTP to the Sparc machine, use mtools on the Sparc to write a 3.5" floppy in MS-DOS format, then carry that floppy to a PC that had a 3.5" floppy AND a 360K (?) 5.25" floppy drive and use UTIL.EXE on the PC to copy the files from the 3.5" floppy-in-MSDOS-format to the 5.25" floppy in double-density AtariDOS / MyDOS format... That's a lot of specialized pieces, but if you can get 'em all in the same place at the same time, data throughput is higher than UUencoding and null-modeming...

Just my $.02

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

88. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 07:06:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <4964@wet.UUCP>
Source record: 108400

In article <etxansk.726768361@garbod26> etxansk@garbo.ericsson.se writes:
>
> Has anyone tried this or a similar project? I've heard that computers

Dave Small, of Gadgets by Small, Spectre GCR, SST, Megatalk fame, wrote about this in one of the Current Notes issues right before I let my subscription run out. :^) It was one of his long-winded articles and I'm sure it could help you out. If you don't find the mag over your way, perhaps you could coax someone into copying the article for you.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

89. Test

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 09:52:46 UTC
From: b.marcum@genie.geis.com
Message-ID: <9301120955.AA03233@relay1.geis.com>
Source record: 108401

This message was posted by mailing to comp-sys-atari-8bit@cs.utexas.edu .

Bill Marcum bmarcum@world.std.com bmarcum@delphi.com b.marcum@genie.geis.com

90. Need pinout for 850 parallel port please...

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 10:14:02 UTC
From: troyer@nynexst.com
Message-ID: <TROYER.93Jan12101402@finmark.nynexst.com>
Source record: 108306

Hello,

Could someone please mail me the pinout for the parallel port on the 850 interface?

Thanks much,

-Tom Royer
troyer@nynexst.com

91. Anyone added memory to a 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 10:17:14 UTC
From: troyer@nynexst.com
Message-ID: <TROYER.93Jan12101714@finmark.nynexst.com>
Source record: 108305

Hello,

I am interested in adding some ram to my 65XE. Has anyone done this? I assume that it would be a pretty easy "piggy-back" style hack. There is ADDMEM[AB].ARC in the archive, but it doesn't mention the 65XE in the abstract (it does mention the 130XE). If anyone could explain
exactly how bank switched memory works on these machines, it would be greatly appreciated.

-Tom Royer
troyer@nynexst.com

92. 65XE memory hack...

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 11:44:54 UTC
From: troyer@nynexst.com
Message-ID: <TROYER.93Jan12114454@finmark.nynexst.com>
Source record: 108309

Ah ha!

I found a 65XE memory upgrade project. It's a two part article in the Zmags. The first part is in issue 67 and part two in in #70. Unfortuneatly, zmag67 is not in the archive (well, not
on wuarchive's mirror of atari.archive.umich.edu, which I assume is more or less complete). Does anyone have the first part of this article. Also, are there indicies for the newer zmags? There seems to be a bounty of information in these mags, but I'd hate to download all of
them.

-Tom Royer
troyer@nynexst.com

93. S.A.M

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 13:22:47 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jan12.132247.11026@aber.ac.uk>
Source record: 108403

The SAM manual is currently 75% in English, with the rest being translated now. I am responsible for the editing of the manual, which I am doing at the moment. The programs are also being changed to have messages etc. in English. I will also be responsible for SAM's UK distribution.

Dean Garraghty. djg0@aber.ac.uk

94. Re: Qwk Readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 13:26:31 UTC
From: winston@merk.com
Message-ID: <C0qtC8.LME@merk.com>
Source record: 108308

The purpose of ".QWK" message readers are to capture a message base. Well, that is not entirely true. A ".QWK" packet is the product of an offline mailer on IBM bulletin boards called Qwik-Mail. Normally, if you wanted to grab an entire message base, you would have to do a "continuous display" of messages while in a message area. The only problem with this is that it is a waste of bandwidth to only send a single character per byte, as any user of SUPER-ARC will tell you. Why not capture the message area in a pre-compressed state? The length of your long distance telephone call will be shorter, as you will be sending multiple characters per byte. About the time that this idea was running around IBM boards, PC-BOARD host software got the idea of archiving all of the mail in a particular conference / message base, and allowing you to download the entire message base as an .ARC file. Then, someone asked themselves, "Why bother logging onto the BBS and dancing through all of those logon / welcome bulletins, menus, and message area changes? Why not have all of that overhead archived and stuffed into the offline mailer packet so you don't have to waste all of this time moving back and forth from one area to another, from one menu to another? Ta-Da! We now have the modern IBM offline mail reader. Essentially, everything is stuffed into a mailer packet archive and fed to you without you having to waltz around online. You can do all of your reading offline, at your own leisure. The funny thing about it was that this major "breakthrough development" of the offline message reader that was put into practice on IBM BBSes in the 1990's had been in use for years on CP/M BBSes such as CITADEL before the first IBM had even rolled off of the assembly line! It only took IBM people a decade to discover this "new" concept!

QWK-Mail offline message readers are mainly used to retrieve mail packets off of IBM BBS systems that carry the FidoNET "Atari" National Echomail Message Base (as opposed to the "Atari ST" Echomail Base). Such systems are: PCBOARD, MAXIMUS, OPUS, TBBS, possibly TELEGARD (if the Blue-Wave offline message reader is ".QWK" compatible. I don't remember...), FIDO v12. There are ".QWK" offline message readers for many IBM BBS hosts.

I have failed to get either PABQWK or QWK-SILVER to work on my stock ATARI 800XL yet (I'm not sure that it is even possible), but when playing with QWK-Silver I made an interesting discovery, namely the ".QWK" message structure for the database appears to be an --ASCII-- format... with high-ASCII characters used as special characters and delimeters. Thus, it should be entirely possible to write a ".QWK" message packet reader using TEXTPRO macros, for example! Of course, the real trick would be in being able to create a "reply" packet via TEXTPRO that a QWK-Mailer would accept as a valid format. I don't think it would be difficult if anyone wanted to try it. The ".QWK" message structure looks fairly straightforward. The

QWK-SILVER doc.s come with a description of the QWK message packet structure. If anyone has a stock ATARI 800XL and is running QWK-SILVER successfully, please post your configuration information so that I can try and duplicate your setup. Thank you.

95. Re: Awesome demo - Won't work!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 13:35:17 UTC
From: svhowardm@npe.isnet.inmos.co.uk
Message-ID: <1993Jan12.133517.1@npe.isnet.inmos.co.uk>
Source record: 108402

Well back again...

As for holding option down (or not), the Atari
still hangs after 3 blocks, but:-

After looking at the disk created by diskcomm with a sector
editor, I found that EVERY sector had its 3rd byte set to $82.
Looks as if my copy of diskcomm is corrupted.

Thanx for the help,
Mark

96. wacked 1050 and what about RS232?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 15:14:43 UTC
From: wipeout+@CMU.EDU
Message-ID: <MfIqo3a00ioW4arsJd@andrew.cmu.edu>
Source record: 108319

Ok, I've finally dug out my old 800 and am trying to get it running again.

My 1050's a little screwy and I'm wondering if anyone has any experience with them. Basically, it will never stop spinning. I stick a disk in and shut it and try to boot and everything and it won't stop. Maybe I'm missing something.

Also, how do I hook up standard RS232-type peripherals to it? I've got a modem I want to use.....I think there's some kind of interface?

Thanks,
Sean.
wipeout+@cmu.edu

97. Looking for Atari Artist Tablet and Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 15:31:17 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1993Jan12.153117.10041@infonode.ingr.com>
Source record: 108404

Some time back, there were two different people offering the Atari Artist tablet and cartridge for sale on the net. If anyone has a tablet and cart still for sale, please contact me.

Thanks,

- Ted Drude (drudetb@infonode.ingr.com)

98. Re: Test

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 15:38:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1iuolmINN7oq@usenet.INS.CWRU.Edu>
Source record: 108307

In a previous article, b.marcum@genie.geis.com () says:

>This message was posted by mailing to comp-sys-atari-8bit@cs.utexas.edu .
>
>Bill Marcum bmarcum@world.std.com bmarcum@delphi.com b.marcum@genie.geis.com
>

And it appeared on comp.sys.atari.8bit!! Let's have a round of applause
for Bill!! comp.sys.atari.8bit/Info-Atari8 Digest lives!!

I'm happy now.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

99. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 18:09:09 UTC
From: dunham@mpd.tandem.com
Message-ID: <3305@devnull.mpd.tandem.com>
Source record: 108312

In article <etxansk.726768361@garbod26] etxansk@garbo.ericsson.se writes:
]
] I've been thinking of putting an Atari XL computer in my car with a
]portable TV (LCD colour display type) installed on the dashboard.
]
] With this equipment in the car it would be possible to have many
]important messages such as "low on fuel", "door not properly closed",
]"fasten seat belts" etc available with flashy graphics. Not that this
]would make it any better, replacing the car's own simple but reliable
]indicators wouldn't improve anything, but a computer in the car would
]be pretty cool.
]
] Has anyone tried this or a similar project? I've heard that computers
]tend to lock up quite often when used in cars, because of bad glitches
]in the power source. (If supplied with an adapter from the car battery
]voltage.)

It seems I heard somewhere that Dave Small had done or was doing a simi-
lar project, not as a Gadgets by Small product, but just for himself.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

100. Re: Anyone added memory to a 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 18:10:03 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan12.181003.8144@mtu.edu>
Source record: 108311

In article <TROYER.93Jan12101714@finmark.nynexst.com> troyer@nynexst.com (Tom Royer) writes:
>Hello,
>
> I am interested in adding some ram to my 65XE. Has anyone done this? I assume that it would
>be a pretty easy "piggy-back" style hack. There is ADDMEM[AB].ARC in the archive, but it
>doesn't mention the 65XE in the abstract (it does mention the 130XE). If anyone could explain
>exactly how bank switched memory works on these machines, it would be greatly appreciated.
>
>-Tom Royer
> troyer@nynexst.com

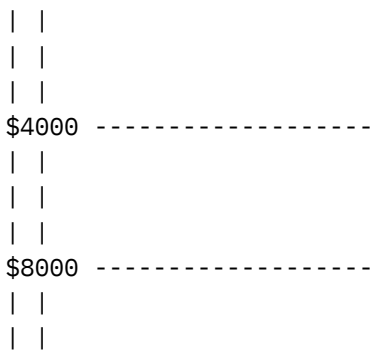
How the XE's do banking.

In the 130XE, there and all the XL/XE series, there is a register
located at $D301 which is part of the internal Peripheral Interface
Adapter chip. This register is 8 bits wide, and on the 130XE, the
bits are laid out as follows:

0 BASIC ROM enable
1 OS ROM enable
2 XE bank bit
3 CPU bank enable
4 ANTIC bank enable
5 XE bank bit
6 unused
7 diagnostic ROM enable

Well, that's the gist of it anyway, I might have got the bit numbers wrong,
but the labels are pretty much correct.

The Atari memory map can be divided into four chunks, labelled like this:



```
| |
$C000 -------------------
| |
| |
| |
$FFFF -------------------
```

That's the 64K memory space of the 6502 chip.

When divided into 4 pieces, each piece is 16K in length.
The banked RAM, of which there is another 64K of this in the 130XE,
is also divided into 4 pieces, each 16K in length.

When you set, say, bit 3 high, the CPU will now see banked memory.
Where does the CPU see it? The area of main RAM, between $4000 and
$8000 gets swapped out, and one of the banks gets swapped in.
Thus, any reads or writes to the $4000 to $7FFF area now writes to
BANKED RAM, and doesn't touch the main memory.
You tell which of the 4 banks are available in this memory "WINDOW"
by the values of bits 5 and 2.

So, it you could number the banks like this:

bit 5 bit 2 bank number

0 0 0
0 1 1
1 0 2
1 1 3

ANTIC BANKING

There is another microprocessor inside your Atari, besides the main CPU,
called the 6502. The other processor is called the Antic chip.
Antic is contstantly telling the 6502 to stop what it's doing, so that
the Antic can take over the computer, and handle the graphics display.
That's what Antic is designed for, graphics. The Antic has its own
programming language, and a program written in it is called the display list.
A display list tells the Antic CPU what sort of graphics mode is to be
displayed on the screen, and where in memory the screen data is to be found.

What if you did the following?

Set the banking bits, #s 5 and 2, to zero, to access bank zero.
Set bit 3 to 1, allowing the CPU to see the banked RAM.
load a graphics 8 picture into the $4000-$7FFF area.
clear bit 3 (set it to 0), and set bit 4, allowing the Antic to see the
bank. Now tell Antic's to look for display data at $4000, and
that it's a graphics 8 mode.

What have you done? Well, now, Antic sees the picture that is stored in
BANKED RAM, but the CPU which looks in the same area, still sees main RAM!
That's one of the things I think is really neat about 130XE banking.
Usually, a graphics 8 screen consumes 8K of memory. In a computer

without extended RAM, like a stock 65XE, if you set up a graphics 8
display for a game or an application or something, that's 8K less room
you have to store your program.
With the 130XE, you could "hide" the 8K of display in a bank of extended
memory, and thus freeing 8K of memory in main memory to store your program
code. Of course, when you want to make changes to the display, you would
have to allow the CPU to see the memory bank as well, modify the display
data, and then switch off the CPU bank enable.

Concersely, you could do the just opposite, and have only the CPU see banked
RAM, and the Antic sees main RAM. That way you could load in an extra 64K
of code, in modules each 16k long, and as your program needs to access
the different modules, you would just switch in the appropriate bank.

How is this possible? Because the extended RAM circuitry knows how to
differentiate between when the Antic is in control of the computer, and
when the 6502 CPU is in control. Depending on which is in control,
and trying to read/write to the $4000-$7FFF area, the extended memory
controller can look at the settings of $D301, and allow the CPU or Antic
chip "see" the RAM they are supposed to see.

How is a 256K upgrade set up? Look again at the table just below.

0 BASIC ROM enable
1 OS ROM enable
2 XE bank bit
3 CPU bank enable
4 ANTIC bank enable
5 XE bank bit
6 unused
7 diagnostic ROM enable

And now we'll modify it so it looks like this.

1 OS ROM enable
2 XE bank bit
3 CPU bank enable
4 bank bit
5 XE bank bit
6 bank bit
7 diagnostic ROM enable

As you see, bit 4 is no longer an Antic enable bit, it's used for
banking. Likewise, bit 6, which was previously unused, it now used for
banking as well.

This gives you 2^4, or 16 possible banks. Of those, only 12 are used
in a 256K upgrade, giving 192K of banked RAM available.
Well, what happens to the Antic access to banked RAM.
Well, depending on which 256K upgrade you've done, on some, Antic will
always see just main memory, it will never see banked RAM.
On others, if the CPU sees banked RAM, then so does the Antic chip.
This can be somewhat limiting, but it's about the only way to

make bigger memory modifications, without say, disabling the BASIC
ROM enable bit, and using it as a banking bit instead.
320K upgrades actually use all 16 possible combinations of the 4
banking bits... anything beyond that will start using bit 0
and maybe even bit 7. The Newell 1088K memory upgrade disables
BASIC on/off switching, and uses bit 0 for banking. It also
uses bit 7. When bit 3 is set, bit 7 is a banking bit.
WHen bit 3 is clear, bit 7 is a diagnositic ROM enable bit.

Well, I hope that helps you to understand a little more about memory
banking. I think I've covered everything, and haven't made any
mistakes. If I have, I'm sure somebody will point them out in a following
post. :)

As far as 65XE upgrades go, I think Innovative Concepts might have
one. I'm not sure they're still in business though, and I don't have
the address handy.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

101. FOR SALE: Atari 800XL System

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 18:41:10 UTC
From: robby@brahms.udel.edu
Message-ID: <C0r7wn.5ws@news.udel.edu>
Source record: 108310
Cross-posted to: comp.sys.atari.8bit,misc.forsale

HARDWARE

Atari 800XL 64K
Atari 1050 Disk Drive (light use)
Atari 1030 Modem (300 baud)
Atari 410 Program Recorder
2 Atari Joysticks
Dust covers for the 800XL, 1050, & the 1030

SOFTWARE

Cartridges:
Assembler Editor (Origial Documentation)
Buck Rogers Plant of Zoom
Centipede
Defender
Dig Dug
Donkey Kong
Pole Position
Major League Hockey (Thorn EMI Video)
Soccer (Thorn EMI Video)

Diskette
Atari Home Filing Manager Atari Piant
HardBall (Accolade) Slime (Synapse)
Crossfire (On-line Systems) Axis Assassin(Electronic Arts)
F15 Strike Eagle Hard Hat Mack(Electronic Arts)
The Tail of Beta Lyrae (Datamost) Sleazy Adventure(APX)
Nightraiders (Datamost)
The Cosmic Tunnels (Datamost)
Magneto Bugs (Gentry)
Gauntlet (Mindscape)
Music Construction Set (Electronic Arts)

Cassette BlackJack Tutor (APX)
BlackJack Casino (APX)
Space Chase (APX)
Shooting Gallery (Analog Software)
Protector (Synapse)
Shamus (Synapse)
Chicken (Synapse)
Ghost Hunter (arcade Plus)

Other Software

Rainbow, Encounter, Starfire, Fireone, Bruce lee, Pitfall 2
Mario Brothers, Caverns of Mars, Stellar Shuttle, Repton,
Joust, Cobra, Draper Pascal, Baseball, Football, Worm War 2, Chess
Breakout, Pitstop 2, RiverRaid, Canyon Climber, Nite Mission Pinball
Canyon Climber 2, Ms Pacman, Moon Patrol, Kangaroo, Astroids,
Milliped, Space Invaders, Donkey Kong Jr, Up Up & Away, Jungle Hunt
Vangaurd, Hi Low Same
AND some PD software...

I like to sell the above as a package deal. Best Offer...

--
Rob Spotts E-Mail: robby@brahms.udel.edu
CNS User Services a.k.a ACS robert.spotts@mvs.udel.edu
University of Delaware Home: 410-392-5623
Newark, DE 19716 Office: 302-831-4204

102. HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 19:54:43 UTC
From: jt2n+@andrew.cmu.edu
Message-ID: <4fIuuX200WB91CKUNr@andrew.cmu.edu>
Source record: 108321

question: is it alright to leave an atari 800 on all the time?

the reason i'm asking is that i'm going to be using an atari 800
in an art piece to be displayed in a gallery situation. The piece
will be up for one month. ideally, i'd like to be able to leave the
atari and monitor on all the time... no shut-downs at all for the month.
is this prudent? will i screw the computer? crash it? cause a fire?

PLEASE! if you know about this stuff, Email me... jt2n@andrew.cmu.edu
the opening is friday.... i gotta know soon!
Thank you!

J
T

103. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 21:32:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C0rFqx.CD5@acsu.buffalo.edu>
Source record: 108313

>In article <etxansk.726768361@garbod26] etxansk@garbo.ericsson.se writes:
>]
>] I've been thinking of putting an Atari XL computer in my car with a
>]portable TV (LCD colour display type) installed on the dashboard.

There was an article in Antic or Analog several years ago about a police agency that did just that with 800XLs. Can't recall where or to what extent they did it (or why) but I do recall a picture of the inside of the car with the computer and a monitor.

As an aside, it's illegal in most states to operate a television in the front seat. I don't think the cops are going to make a distinction between tv and your use as a monitor. They'd probably consider it a hazard to driving. Proceed at your own risk.

David Anderson

104. Help fix the Info-Atari8/16 Digests

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 22:43:05 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1ivhhpINNoik@usenet.INS.CWRU.Edu>
Source record: 108314
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

As many of you should already know, Usenet's comp.sys.atari.8bit and comp.sys.atari.st have alternate identities as the Internet mailing-lists Info-Atari8 Digest and Info-Atari16 Digest. Every posting on the Usenet side appears on the Internet side. Problem: Any posting sent to the Internet mail-list is NOT cross-posted to the Usenet side.

John Dunning, jrd@stony-brook.scrc.symbolics.com, and maintainer of the Info-Atari8/16 Digests, would like to fix the digestifer software to cross-post in both directions. The following is from him:

>
[The digestifier is] a C program and a bunch of shell scripts. Most of the interesting work is done in the program, the shell scripts are mostly there to decide when to run the program, and shovel things from the news directories into mail format, which the digestifier wants. There are a couple of stupid little programs that I wrote to aid in the process.

There are two big problems in all this: When news messages are received, they need to be sent through something that will mail them to the digestifier program. That happens completely parasitically now, and it's a kludge. The other thing that's necessary (which I've never been able to figure out how to do) is to go the other way, ie mail received *from outside* for the digestifier gets sent to the news sender. You need to be careful in a couple of places to prevent loops.

If you can scare up some folks who know enough about this kind thing to get it working, I (and the rest of the list, I suspect) will be eternally grateful.
>
End quoting from John Dunning.

Again, contact jrd@stony-brook.scrc.symbolics.com if you can help. I would imagine the participants of comp.sys.atari.8bit, comp.sys.atari.st, the Info-Atari8 Digest and the Info-Atari16 Digest would be very grateful indeed.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

105. Re: Qwk Readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-12 23:36:53 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jan12.233653.1072@cs.tulane.edu>
Source record: 108315

Almost every major IBM BBS system supprots some form of offline reading. There are two major types, MegaPackets (used with the MegaMail offline reader) and QWK packets. QWK's seem to have become the defacto standard for the off line reader in the IBM world. I have not loged on to a major or for that matter, many minor systems that didn't have Qwk's available.

To run either PabQwk or QwkSilver, you need 128k of memory or better, neither will run on stock 800xl systems. At this time, QwkSilver will not run under any form of SpartaDos as there is a VBI conflict in it's on screen timer. I have spoken to Bobby Clark about this and it looks like he may be planing to the Time$ function in TurboBasic for the next release.

I've use both programs to read packets for FidoNet, WWIVnet, Fnet (through ZnetOnline) and Rime. I've used packets from all major Qwk tossers, SFQwk (SpitFire), JetMail (SpitFire), Qmal4 (PcBoard), Maxis (ST), and Synchronet. All arc'd packets unarced with Bob Puff's SuperUnarc have worked just fine.

If there is anything I can do to help anyone get started with these programs, let me know. I talk to both authors from time to time, so can pass on any ideas, problems, and addition.

Mike Todd
WBUG Atari Archive
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

106. Test Message from Ben

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 00:14:50 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9301130007.AA09948@smithkline.com>
Source record: 108316

Hello, I'm just sending this to see if it will get thru to the Digest. If it works, my thanks to Bill Marcum!!!

- BEN POEHLAND
The Alchemist
Mging. Ed., ATARI CLASSICS

****

107. Qwk Readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 02:25:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <726938453.AA05396@tdkt.kksys.com>
Source record: 108317

On <11 Jan, 08:06>, Jeff McWilliams wrote to All :

JM> Okay, now that there are two QWK readers out there, what in whe world
JM> are these used for? I gather frm bits and pieces that there are some
JM> BBS systems out there that allow downloading of e=mail, and offline
JM> reading, and then responding to these messages, the new mail then
JM> being uploaded back to the BBS system, thus saving online time and money.
JM> Okay, so what BBS systems use this? Does anyone have a list that would be
JM> of particular interest to us 8 bit users?

There are two QWK mail readers, PabQwk (v1.1?) and QwkSilver(v.2b). The
QWK mail door was originally developed on IBM BBS'es, but it is also used
on others (ST's, Mac's, etc.). You are only limited by storage space as to how
many messages you can receive, read and reply to offline.

JM> Are there QWK supporting BBSes that are also linked to the Internet,
JM> allowing sending/receiving of Internet e-mail and possibly access to
JM> USENET groups such as comp.sys.atari.8bit?

I am currently on an IBM Fidonet board reading this Usenet group. I also
have access to Internet e-mail. The only thing I wish I had access to is ftp!
Lot quicker than the BART mailer! :)

108. Qwk's

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 04:09:29 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jan13.040929.1118@cs.tulane.edu>
Source record: 108318

Rather than answer this in E-mail, i decided to just make it easy and send
a standard Qwk packet to the archives as a sample to be used with either
PabQwk or QwkSilver. This packet was made 01/12/93 from ZnetOnline.

Enjoy

Mike Todd
Atari Archives
Louisiana

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu dt01mws@music.tcs.tulane.edu

109. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 06:33:43 UTC
From: etxansk@garbo
Message-ID: <etxansk.726906823@garbod26>
Source record: 108320

v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:

>>In article <etxansk.726768361@garbod26] etxansk@garbo.ericsson.se writes:
>>]
>>] I've been thinking of putting an Atari XL computer in my car with a
>>]portable TV (LCD colour display type) installed on the dashboard.

>There was an article in Antic or Analog several years ago about a police agency
>that did just that with 800XLs. Can't recall where or to what extent they did
>it (or why) but I do recall a picture of the inside of the car with
>the computer and a monitor.

>As an aside, it's illegal in most states to operate a television in the front
>seat. I don't think the cops are going to make a distinction between tv and
>your use as a monitor. They'd probably consider it a hazard to driving.
>Proceed at your own risk.

I almost agree with them, it could be a hazard to driving even if the
screen won't display anything but helpful graphic symbols in colour. I
could well end up looking at the screen every now and then just to see
if there's a bug in the software or anything.

Perhaps I should stick to sound, but then an 8-bit Atari with an simple
8K or 16K cartridge just isn't good enough. I would need synthesized
speech.

Anders Skelander

110. Re: HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 12:43:03 UTC
From: wbdst+@pitt.edu
Message-ID: <1791@blue.cis.pitt.edu>
Source record: 108322

I have 2 questions:
1. Can a double-density drive (lie like a Pers Percom) read "dual" density diskettes (from the infamous 104xxx 1050)?
2/
2. What sort of incompataibilities exist between the Atari 800 and the Atari 800XL?

111. Re: HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 15:19:16 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan13.151916.11862@mtu.edu>
Source record: 108323

In article <1791@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I have 2 questions:
>1. Can a double-density drive (lie like a Pers Percom) read "dual" density
>diskettes (from the infamous 104xxx 1050)?
>2/
>2. What sort of incompatibilities exist between the Atari 800 and
>the Atari 800XL?

Forward incompatibilities:

some vectors in the Operating System have been changed, and the BASIC ROM
is now inside the computer as a ROM chip, instead of as a cartridge.
Due to the Operating system changes, some software that made "Illegal"
calls directly to OS routines to save time don't work properly.
Fixing this usually involves just running a translator disk, or using
a OS ROM replacement/enhancement that has a translator built in.
These include the Ultraspeed + OS, the Omniview 256 and the Omnimon XL.

Backward incompatability:

The 800XL allows you to disable the Os ROM, and thus reveal the RAM
underneath. DOS systems like SpartaDOS 3.2d, and TurboBASIC XL
both use this room to store some of their code. These programs will
not work on an 800. The 800XL has a Parallel Bus Interface (PBI)
and allows you to connect some very powerful devices, like the
CSS Black Box, and ICD's now hard to find MIO box, and the KPI interface.
The 800XL allows XE type extended memory support, where memory appears
at $4000-$7FFF, with the banking being done at $D301.
THe 800's use Axlon compatible banking... don't know the specifics, but
they are different.
Also see OS vector differences above, the same would apply in reverse.
the Quick compiler from Power Per Post uses some direct OS calls in the
800XL OS, so this won't work on the 800.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

112. Atari 8-bits wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 16:14:03 UTC
From: cb3365@u.cc.utah.edu
Message-ID: <1993Jan13.161403.7193@fcom.cc.utah.edu>
Source record: 108324
Cross-posted to: misc.wanted,comp.sys.atari.8bit

I'm looking for two Atari 8-bit computers in working condition, with or without peripherals (i.e. tape drive, disk drive, etc.) Preferably working, but I *may* be interested in broken ones, especially if they're fixable and you know what's wrong. A broken Atari 130XE would also be considered.

Software is not necessary, but if you have some neat stuff you want to get rid of cheap, I might be interested in that as well.

Please reply to chad.beeder@m.cc.utah.edu. Thanks in advance.
--
\ Chad.Beeder@m.cc.utah.edu
\ I'm trapped in a dream machine.
\ A soul in tension that's learning to fly.
_____

113. 850 or MIO P: pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 17:37:06 UTC
From: bbs@neb
Message-ID: <1993Jan13.173706.3079@neb>
Source record: 108326

Help! Am making my own printer cable (for usage on my MIO). Can anyone leave the pinouts for such a cable? I'm really not an idiot! (Grin). I have the pinouts already, but just crashed my BBS and cant access the text file right now (am at work).

Any help GREATLY appreciated.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

114. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 17:40:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <C0szpB.C6D@acsu.buffalo.edu>
Source record: 108325

In article <etxansk.726906823@garbod26>, etxansk@garbo writes...
>v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>
>>>In article <etxansk.726768361@garbod26] etxansk@garbo.ericsson.se writes:
>>>]
>>>] I've been thinking of putting an Atari XL computer in my car with a
>>>]portable TV (LCD colour display type) installed on the dashboard.
>
>>As an aside, it's illegal in most states to operate a television in the front
>>seat. I don't think the cops are going to make a distinction between tv and
>>your use as a monitor. They'd probably consider it a hazard to driving.
> I almost agree with them, it could be a hazard to driving even if the
>screen won't display anything but helpful graphic symbols in colour. I
> Perhaps I should stick to sound, but then an 8-bit Atari with an simple
>8K or 16K cartridge just isn't good enough. I would need synthesized
>speech.

Well, once again there was an article in Antic (I think) about hooking up one
of the General Instruments speech chips to your joystick ports. The chip
came from Radio Shack. But then, how would you get input on the system?
You could hang a 6821 off the XL buss. The old MPP Corp. made an
expansion card with a 6821 (or 6522 or something like that) so
you could play with the port.

Wouldn't it be easier to buy a new car? <g> Or build a microcontroller?

David Anderson
>
> Anders Skelander

115. Atari 8-bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 21:58:38 UTC
From: zmed0b@trc.amoco.com
Message-ID: <1993Jan13.155839@trc.amoco.com>
Source record: 108328

I was just curious if anyone had any of the old Atari SSI games
like:

IMPERIUM GALACTUM
SIX-GUN SHOOTOUT
M.U.L.E.

If you have these and you are willing to sell them (provided they are
in decent condition), please respond. Thanks!

Mike

116. Local Atari User Group - Meeting Rescheduled to Sat Jan 16/93

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-13 22:29:53 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C0tD5u.G9@math.uwaterloo.ca>
Source record: 108327
Cross-posted to: kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

Due to the poor weather today, our meeting has been rescheduled.

In January, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Calendar programs.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the December issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Meeting starts at 2:00 pm.

Saturday, January 16, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

117. Antic, RAMbo and DMA.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 02:11:17 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTHFTY5U8291XQDD@vax.edinboro.edu>
Source record: 108329

I was reading an old review of the Newell and RAMbo 256k XL upgrades and I realized that I may have created a problem for myself. I originally installed a RAMbo upgrade in my XL many years ago but since everything on my mother-board was soldered (a newer machine) I later traded a friend for his 100% socketed Mother-board. (He had no plans on expanding). When I transferred my RAMbo to my new board I simply reinstalled it wire per wire (I have lost the Docs). Anyway, that review mentioned that wires needed to be connected in certain ways depending on what ANTIC you own.

Could somebody please tell me what the differences are in connections for the different models of ANTIC. I want to be sure I have it connected correctly. (It now seems to lock sometimes if toggle DMA during disk access.)

Thanks,
-Adam Conover.
a644690c@edinboro.edu

118. C and Pascal.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 02:15:08 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTHFYQRXSO91XQDD@vax.edinboro.edu>
Source record: 108330

I have just recently downloaded CC65 from the archives and I was wondering if anyone had any 'real' documentation for it. The only thing that I could find was a description of the command line switches and a file on the library functions. Is there any documentation on the compiler itself? (like Structures? Unions? Data Types? etc.). I heard that CC65 was a 'Small C' package. Does it conform completely to the 'Small C' standard and is there any good 'Small C' reference material available? I have heard that cc65 is about the best available.

Does anyone have any familiarity with 'LightSpeed C'? How is it???

Another thing... What is the best PASCAL compiler available for the Atari. I have only ever used Draper Pascal (and disliked it). I have heard about Kyan Pascal and CLSN Pascal. Basically, I want something close to ANSI (or ISO) Pascal if that is possible.

Any help would be greatly appreciated....

-Adam Conover.
a644690c@edinboro.edu

(Maybe I should just stick with ACTION!.......)

119. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 06:03:25 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <e1RcXB2w165w@cyberden.sf.ca.us>
Source record: 108334

Maybe hook it up in back as a toy for the kiddies on long trips...?

just be sure you have enough joysticks! :)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

120. Re: HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 06:04:32 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <02RcXB3w165w@cyberden.sf.ca.us>
Source record: 108335

I'm pretty sure it shouldn't be any trouble. I don't have an 800
however, but my 1200xl is on about 70% of the time (it's my alarm clock
at night, and now that I have a RAMdisk, I like to keep it on :) ...
perhaps two switches, one for extra RAM and one for the rest of the
system would be useful here.. I'd have to ask Bob Woolley (or some other
great 1200xl hacker) about it...)

Anyways.. just be sure it's well ventilated... (wondering why MY SMALL
(7'x7'!) room is always so WARM!)

also..give some details on this little project! We're all interested,
I'm sure! Hey, way back when it'd be the beginnings of a magazine
article..

perhaps it will be in _AC_... (hint hint!)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

121. Re: HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 09:06:38 UTC
From: bmarcum@world.std.com
Message-ID: <C0u6n3.4AI@world.std.com>
Source record: 108331

In article <1791@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I have 2 questions:
>1. Can a double-density drive (lie like a Pers Percom) read "dual" density
>diskettes (from the infamous 104xxx 1050)?
I don't think a Percom can, but some double density drives can, like an
Atari XF551.

Bill Marcum

122. Re: Antic, RAMbo and DMA.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 09:24:01 UTC
From: bmarcum@world.std.com
Message-ID: <C0u7G2.4vD@world.std.com>
Source record: 108332

If I remember right, the difference between the two different Antic chips is that the older version only had a 7-bit refresh counter, while 256K ram chips need 8-bit refresh. I don't have the part numbers of the different Antics here, but they should be in any text file describing a do-it-yourself ram upgrade. If you have the older chip, I think you have to add another chip to the circuit, or you can get a new Antic from the usual mail order sources.

Bill Marcum bmarcum@world.std.com

123. Re: S.A.M

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 11:37:20 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1j3j9gEINNlgf@uni-erlangen.de>
Source record: 108333

I'm one of the programmers of SAM, and I'm speaking for PPP (the
publisher).

Has anybody tested SAM on NTSC-computers in the US and/or on the
1200XL?

If have heard, that there could be problems but I'm not sure on
which computers they could appear. Probably it's the old 1200XL-problem
that appeard with QUICK, too.

So please tell me, if something went wrong with SAM.

--
Harald Schoenfeld | I'm afraid I can't
(hs@cnve.rrze.uni-erlangen.dbp.de) | do that, Dave

124. Re: HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 15:22:15 UTC
From: bbs@neb
Message-ID: <1993Jan14.152215.22693@neb>
Source record: 108336

Sure. You can leave your 800 on 24 hours for a month. I run a BBS and my
130xe hasnt been shut off for well over 3 years. The main damage to
computers comes from cycling the power on and off.

You may end up burning up your monitor, though - specifically if the
auto-screen saver mode isnt kicked in..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

125. Re: HELP! open all night!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 15:23:38 UTC
From: bbs@neb
Message-ID: <1993Jan14.152338.22773@neb>
Source record: 108337

No. A Percomm can't read enhanced (dual) density disks. Its clearly
SINGLE or DOUBLE density only.

As far as differences between the 800 and 800xl - there are many.
Memory, memory locations, colors, sounds, etc..

The main limitation would have to be the memory differences, though.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

126. Atari XE GATO cartridge for trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 15:54:54 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <7363@ucsbcsl.ucsb.edu>
Source record: 108338

I still have an Atari XE GATO cartridge I'd like
to trade for another cartridge for the 8-bit....

David Tipton

127. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 17:31:13 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <quNDXB1w165w@cyberden.sf.ca.us>
Source record: 108339

Re: Antic's hooking that radio shmuck speech synthesizer to an Atari via stick ports

guess what? as of at least a year & and half ago they don't sell that (or any speech) chip... but you might be able to get it somewhere else. All I remember was that article noted the Radio Shack one....

grrr...

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

128. Koala Pad & software - anyone have it for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 18:28:11 UTC
From: sharrington@mpgs.enet.dec.com
Message-ID: <1993Jan14.182932.1656@engage.pko.dec.com>
Source record: 108342

```
Subject line basically says it all. Please send email
if your answer is "Yes".

Thanks!

--- Shawn Harrington, DEC, Shrewsbury, MA

sharrington@mpgs.enet.dec.com
OR
sharrington%mpgs.enet.dec.com
OR
sharrington%mpgs.enet.dec.com@decwrl.dec.com
OR
!decwrl!mpgs.enet!sharrington
(Use whichever seems to work; *I* can't figure this crap out!)

*********************************************************************
* Disclaimer: The opinions expressed are my own, and they *
* may not reflect, nor should they be taken as reflecting, in *
* any way, the opinions of Digital Equipment Corporation. *
*********************************************************************
```

129. Parrot II

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 20:07:42 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93014.150743CRA103@psuvm.psu.edu>
Source record: 108343

If anyone is interested in buying the parrot II digitizer I am selling it for t
en bucks... you pay shipping..

130. Dunning Needs UNIX Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 20:08:50 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9301141954.AA24432@smithkline.com>
Source record: 108341

I received the following response from John Dunning regarding the recent problems with UCBVAX:

From: INET::"jrd@STONY-BROOK.SCRC.Symbolics.COM" 14-JAN-1993 12:04:17.07
To: phvax::poehland
CC: jrd@STONY-BROOK.SCRC.Symbolics.COM
Subj: CSA8-IA8 Cross-Posting

Date: Tue, 12 Jan 1993 19:10 EST
From: poehland%phvax.dnet@smithkline.com

Howdy John,

Any hope of our being able to freely cross-post between the newsgroup & the Digest? The header on the Digest has been promising it for several years but nothing ever happened.

Yah, I know. I should have changed the header when I gave up trying to figure it out. The problem is that the host that does the digestification is a unix, and that makes everything 10 times harder to figure out than it needs to be. I tried and failed to put together a program that would implement cross-posting, and have never had any success at finding anyone knowledable enough about unix to help.

The good news is that what with ucbvax being turned off, several people are interested in this, so we might actually get some help and get it working.

Needless to say, if you know any unix wizards, and could enlist their aid, we'd be very appreciative!

So, anybody out there who's into UNIX, please contact John Dunning! No telling how long it will be before cs.utexas starts cutting people off.

Meanwhile, a hearty round of thanks to Bill Marcum for finding us a new site!

- BEN POEHLAND
The Alchemist
Mging. Ed., ATARI CLASSICS Magazine

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131. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-14 23:49:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C0vBFz.zM@acsu.buffalo.edu>
Source record: 108340

In article <quNDXB1w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes...
>Re: Antic's hooking that radio shmuck speech synthesizer to an Atari via
>stick ports
>guess what? as of at least a year & and half ago they don't sell that
>(or any speech) chip... but you might be able to get it somewhere else.
>All I remember was that article noted the Radio Shack one....
>
Yeah, well radio shack doesn't have a lot of things anymore. But
you should be able to get the part from other suppliers (Mouser
or Jameco maybe).

It's an ok speech chip as things go. I used it and my atari in
an installation at a live art show many years ago - after about
an hour or so it wouldn't talk any more - had to reset the computer.
But then again, it was talking constantly throughout the show.

Who knows?

>
>grrr...
> /\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
>/ / \/ / \ \ PhBill@Cyberden.UUCP

David Anderson

132. Prolog anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-15 04:36:29 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTIZ6MTJCY91XTXM@vax.edinboro.edu>
Source record: 108344

Does anyone know if there was ever a Prolog for the 8bits?
I know there were a couple versions of Lisp, but I can't seem
to remember Prolog.

Thanks....

-Adam Conover.
a644690c@edinboro.edu

133. Re: C and Pascal.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-15 11:57:59 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Jan15.115759.908@ifi.informatik.uni-stuttgart.de>
Source record: 108345

In <01GTHFYQRXSO91XQDD@vax.edinboro.edu> A644690C@vax.edinboro.edu (Adam J. Conover) writes:

>>I have just recently downloaded CC65 from the archives and I was
>>wondering if anyone had any 'real' documentation for it. The only
>>thing that I could find was a description of the command line switches
>>and a file on the library functions. Is there any documentation on
>>the compiler itself? (like Structures? Unions? Data Types? etc.). I heard
>>that CC65 was a 'Small C' package. Does it conform completely to the 'Small
>>C' standard and is there any good 'Small C' reference material available?
>>I have heard that cc65 is about the best available.
>>
I think, there's no documentation on the compiler itself.
As the author writes, he has therefore included the sources.
But you can mail him directly and ask, if you want to:

John Dunning
jrd@stony-brook.scrc.symbolics.com

I've simply tested, if the compiler manages structures etc.
Unfortunately, it doesn't manage unions and the typedef.
Real Math isn't implemented too.

>>Any help would be greatly appreciated....

>>-Adam Conover.
>> a644690c@edinboro.edu

>>(Maybe I should just stick with ACTION!.......)

> Maybe that's the best solution, because the cc65-package is
> rather slow in compiling and linking.

>--
(If anyone could response to this posting, do it, because I'm not sure
it's posted correctly .....)

Peter Straif
E-Mail: straif@minnie.informatik.uni-stuttgart.de

134. 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-15 13:57:08 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jan15.135708.12970@aber.ac.uk>
Source record: 108346

Somebody mentioned they are having trouble with their 1050. When the drive motor comes on but doesn't go off again, it is almost certainly the Floppy Disk Controller (FDC) chip which has gone. Try and get hold of a replacement chip (from ATV or somewhere) and simply plug the new chip in. One of my 1050s went like this, and it was the FDC chip.

Dean Garraghty. djg0@aber.ac.uk

135. SSI Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-15 21:57:42 UTC
From: zmed0b@trc.amoco.com
Message-ID: <1993Jan15.155742@trc.amoco.com>
Source record: 108347

Hello Again.

I have been having trouble with my e-mail so I'm sorry if your reply was returned. Anyway, I will try again.

I am looking for older Atari 8-bit versions of the following:

IMPERIUM GALACTUM
SIX GUN SHOOTOUT
MULE

If you have these and are willing to sell them, please reply. Thanks!

Mike

136. Re: Atari 800 Expansion Port

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-15 22:57:53 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93015.175753SML108@psuvm.psu.edu>
Source record: 108348

In article <1993Jan11.205640.22583@news.ysu.edu>, ab588@yfn.ysu.edu (joseph sabatino) says:
>
>Scott...ah, that "expansion port" inside the 800 is not what you
>think it is....that was only a pig-tail for line testing when
>it was manufactured.

So what lines were on it? Please explain further...

And to the person who asked me "What Expansion port?" If you have an 800, take it fully apart and look at the motherboard, and you will see it (whatever it is) in its full glory... I am not talking about any of the plugs for the OS ROMS or memory and it must be an original 800...

Scott

137. sx212 modem

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-16 02:04:01 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93015.210401CRA103@psuvm.psu.edu>
Source record: 108349

```
Sx212 modem with cables... 15$ +shipping...
if interested contact me... cra103@psuvm.psu.edu
```

138. Re: wacked 1050 and what about RS232?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-16 03:49:01 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j80jdINNkp8@msuinfo.cl.msu.edu>
Source record: 108350

wipeout+@CMU.EDU (Sean Michael Goller) writes:

>My 1050's a little screwy and I'm wondering if anyone has any experience
>with them. Basically, it will never stop spinning. I stick a disk in and
>shut it and try to boot and everything and it won't stop. Maybe I'm
>missing something.

Your 1050 needs to go to a service center for repair.

>Also, how do I hook up standard RS232-type peripherals to it? I've got a
>modem I want to use.............I think there's some kind of interface?

The older Atari machines do not have RS232 ports built in. The "Serial I/O"
cable is NOT what you would consider "standard" serial. You'll need to
get your hands on the Atari 850 interface (or equivalent... MIO or BlackBox
come to mind) in order to hook up your modem.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

139. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-16 07:57:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1mmgXB2w165w@cyberden.sf.ca.us>
Source record: 108351

v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:

> an hour or so it wouldn't talk any more - had to reset the computer.
> But then again, it was talking constantly throughout the show.
>
> Who knows?
>

It's jaw got tired??? J/K... hmmm.. interesting how Atari's seem to get
used at art shows... :)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

140. 8-bit -> 4-bit digitized samples/ASSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-16 07:58:35 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <comgXB3w165w@cyberden.sf.ca.us>
Source record: 108352

Has anyone used the program ASSS? (Atari Sampled Sound System)...

I have it and it seems an ok program, but it just LOVES to crash and do very strange things while converting 8-bit sounds (from other systems) into 4-bit sounds (for the Atari)... So... I started working on my own program to do it (in TurboBASIC XL... If it ever WORKS, I'll get it into Action!) Anyways... here's how it works:

the ASSC.EXE (converter) program takes a sound file (for example, BOUNCY.IFF, the file included) and changes it from 8-bit resolution sound to 4-bit (which the Atari's POKEY handles)... as I said, it seems to die on me (at different places) and tends to piss me off a lot. It COULD be that I'm using MyDOS rather than DOS 2.5, but other than the 192k RAMDIsk, I've got nothing funky loaded up.. (you should see what it does with Hyper E: v.2 installed! jeezus!)

well.. I thought "great! this should be a simple task!" (converting 8-bit to 4-bit.. the ASSC.EXE program ends up producing a file half as big as the original 8-bit one)

I figured this: load up two bytes from the original file, and put only one of them into the new file...

nope.. ok.. dumb idea..

then I started doing stuff like this:
take the low nybbles of two bytes and add them together... like this:

01011010
00110101

to become this:

(01011010 gets the last 4: 1010
00110101 gets the last 4: 0101
)

10100101 ...

I've also tried it by taking the low nybble of the first byte and the high of the second, or every other byte of each... like this:

ABCDEFGH (using alphabetcial labels..)

ACEG (and adding the "ACEG" of the next byte to the low...and high even...nybble)

but nothing seems to work... the closest I've gotten to was the above (something like it at least)

I believe the code went like this:

LO=first byte
HI=second byte (in a pair)

DUH=LO&15+HI&240 (&=bitwise "and" operand, DUH is the output variable)

I can hear what the sound is supposed to be like, but I get a really
high-pitched squeal over it..

so... can anyone tell me EXACTLY what the difference is between the 8-bit
and 4-bit sounds? what bits am I to extract from the original file to
make the new file come out right? it's probably something totally simple
that I overlooked, knowing my damned luck lately (grrr)... but hey,
that's what this plethora (you folks) of information is for! :->

thanx a ton! (can't believe you read this far!!!)
confused,

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

141. Re: 8-bit -> 4-bit digitized samples/ASSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-16 14:03:47 UTC
From: wbdst+@pitt.edu
Message-ID: <2009@blue.cis.pitt.edu>
Source record: 108353

```
Okay, here's what's wrong: you should be using the high nybble. That's
where the most significant information is. Lose the low nybbles
altogether: they represent added precision that the 4-bit system
can't handle.
```

142. thanx. open all night

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-16 17:31:13 UTC
From: John Trivelli <jt2n+@andrew.cmu.edu>
Message-ID: <0fK4NVq00WB8BWIGB7@andrew.cmu.edu>
Source record: 108354

```
thanx to all those who responded.

JT
```

143. [--- QWKSILVR 0.2b Bug ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-17 13:58:14 UTC
From: winston@merk.com
Message-ID: <C10453.86@merk.com>
Source record: 108455

Well, everyone can revise their "QWKSILVR 0.2b will not run on a stock ATARI 800XL....". I just got QWK-Silver 0.2b to run on a stock ATARI 800XL. The problem is that the QWK-Silver 0.2b configuration menu does not control QWK-Silver 0.2b's behaviour. Another problem is that the disk drive activity on the SIO daisy-chain is not tested for. Whatever the actual configuration of drives and devices you have attached, they are irrelevant. A drive device search path of "D1:", followed by "D2:" is --HARDCODED-- into the compiled QWKSILVR source code. You have to reconfigure your floppy drive configuration so that there is a "D1:", and "D2:" installed, and ignore all of the QWKSILVR 0.2b setup configuration menus. (If you don't --OWN-- a "D2:" drive, it may be possible to dive into the compiled code with a sector editor and change all of the references to "D2:" into references to "D1:". NOTE: You can't use the stock ATARI 800XL RAMDISK under the OS space, as TURBO BASIC is using this space to run the QWKSILVR 0.2b program, so the option of using a RAM disk for your second search drive is impractical.) A possibility for using a ".QWK" offline reader on a stock ATARI 400/800/1200XL might be to write a TEXTPRO macro to translate the ".QWK" message structure. Such a TEXTPRO ".QWK" message reader could be run universally on all ATARI 6502 8-BIT equipment.

144. Test!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-17 18:56:07 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9301171855.AA14719@brachot.jct.ac.il>
Source record: 108456

```
WELL!!!

I am praying this'll work.....
If it does, I'll be back on c.s.a.8, after a long disappearance!

-itay
```

145. Atari 2600 items (sale)

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-17 21:04:29 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00966C09.87C15BE0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 108457
Cross-posted to: alt.games.video.classic,rec.games.video,misc.forsale,comp.sys.atari.8bit

For sale- make offer, any offer considered and all responses will be
acknowledged!

Atari 2600 base machine -- Jr. (smaller, more recent design)
Sears Video Arcade II - a greatly improved Atari 2600, looks similar to the
7800 , with top-panel push buttons and red LEDs.
plays 2600 catridges, includes Sears Video
Arcade 2 joystick/paddle combo. Also accepts all
Atari-compatible joysticks and paddles.
2 Atari joysticks
Better joysticks compatible with the Atari 2600
a pair of paddle controllers
Keyboard controller
Keyboard Controller pair
One case for holding Atari cartridges, black plastic, with push-levers that
eject out desired cartridge
Atari dust cover with Atari logo on it

CARTRIDGES-
Smurf
Journey Escape (Data Age)
Freeway
Skiing
Keystone Kapers
Copper Command
Ice Hockey
Pressure Cooker
E.T.
Pele's Soccer
Astroids
Homerun
Space Invaders
Combat
Pac Man
Activision Kaboom!
Crystal Castles (Bentley Bear's A-maze-ing Adventures)
Jungle Hunt
Berzerk
Cosmic Art

Please respond to e-mail COHEN@GOMEZ.PHYS.VIRGINIA.EDU
or call (804) 293-8973 nights.
Thanks.

146. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-18 00:48:11 UTC
From: jeff@crash.cts.com
Message-ID: <1993Jan17.164811.23513@crash>
Source record: 108458

In article <3305@devnull.mpd.tandem.com> dunham@mpd.tandem.com (Jerry Dunham) writes:
>In article <etxansk.726768361@garbod26] etxansk@garbo.ericsson.se writes:
>]
>] I've been thinking of putting an Atari XL computer in my car with a
>]portable TV (LCD colour display type) installed on the dashboard.

Sorry I missed the original posting, but I've done this. The 800XL
works fairly well in a car. Build your own 12VDC to 5VDC power supply
for the CPU, and find a monitor that works on 12VDC (mine is
monochrome). The worst problem I had was powering the 1050 disk
drive, which will actually work with 12VDC power, except that it's
hard to get the computer to boot reliably.

My monitor has no TV tuner, so it does not violate the "no TV visible
to the driver" laws. The couple of times I've been pulled over with
it installed the cops were curious, but were much more concerned with
how fast I had been driving.

The parallel bus interface makes it easy to build an external device
to interface with the car. Mine has a 16-bit counter connected to the
speedometer cable. I wrote an Action! program that samples the
counter every second and displays time, speed, and distance
information. Unfortunately, the 800XL CPU doesn't have the processing
power to do all of the calculations I'd like: it spends almost the
entire second between samples doing calculations and updating the
(graphics 0) display.

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Domain: jeff@crash.cts.com UUCP: nosc!crash!jeff

147. Re: 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-18 05:26:05 UTC
From: andrewh@panix.com
Message-ID: <C11B3I.Cyp@panix.com>
Source record: 108459

In article <1993Jan15.135708.12970@aber.ac.uk> djg0@aber.ac.uk (Dean John Garraghty) writes:
>Somebody mentioned they are having trouble with their 1050. When the drive
>motor comes on but doesn't go off again, it is almost certainly the Floppy
>Disk Controller (FDC) chip which has gone. Try and get hold of a replacement
>chip (from ATV or somewhere) and simply plug the new chip in. One of my 1050s
>went like this, and it was the FDC chip.
>
>Dean Garraghty. djg0@aber.ac.uk
I have an old 810 which is suffering from the same problem; i.e., the drive motor won't stop running once the drive is turned on. Is it suffering from the same problem?

148. Re: Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-18 09:14:03 UTC
From: troyer@nynexst.com
Message-ID: <TROYER.93Jan18091403@finmark.nynexst.com>
Source record: 108461

I would be particularly interested in finding zmag #67. #70 has part 2 of an article to do a memory upgrade to a 65XE/130XE. If anyone has this issue, I would love to see it in the
archives. I would be interested in seeing any articles related to 65XE memory upgrades in general.

-Tom Royer
troyer@nynexst.com

149. Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-18 10:19:13 UTC
From: rossi@opal.cs.tu-berlin.de
Message-ID: <1993Jan18.101913.15737@cs.tu-berlin.de>
Source record: 108460

Hi !

I have all the Zmag issues which atari.archive (and the wuarchive mirror)
has. Has anyone an idea where to find other issues than those.
I have internet access (read news,ftp). Don't bomb me with issues via
email. If you think you have some of the Zmags I'm waiting for, please
send me a note which issue and I will tell you whether you should send
it or not.

Thank you !

--==rossi==--
rossi@cs.tu-berlin.de

150. For sale.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-18 23:47:42 UTC
From: jher@wixer.cactus.org
Message-ID: <1993Jan18.234742.28447@wixer.cactus.org>
Source record: 108462

I have an old atari 800 with omniron board for sale. It has no drives
cartridges or anything else. Anyone interested? Im open to offers.
I also have an atari 2600 with keypads, paddles and some cartridges for sale.
The cartridges are as follows.
Bezerk
Asteroids
Pitfall
Warlords
Stampede
Adventure
Chopper Command
Human Cannonball
Space Invaders
Laser Blast
Maze Craze
Championship Soccer
Superman
Freeway
Basic Programming (with the keypads and th templates)
Circus Atari

Please mail me at
jher@wixer.cactus.org
if you are interested.

--
There is it. There is nothing you can do about it. PLAY THE GAME. Tag!
YOU'RE IT
jher@sgdreese.arlut.utexas.edu

151. Hooking IBM-PC 360K Disk Drive to a 800xl ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 18:49:20 UTC
From: jacobsen@itexjct.jct.ac.il
Message-ID: <2516@itexjct.jct.ac.il>
Source record: 108463

Can I, somehow, connect a 360k Disk Drive to the atari? Is the XF551 the same drive as a XT's drive?

Joel

152. Re: 8-bit -> 4-bit digitized samples/ASSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 21:56:21 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1jhte5INNld9@rs2.hrz.th-darmstadt.de>
Source record: 108469

In article <comgXB3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
Someone else already gave the answer, use the upper nybble.

Anyway, I think you can get better than 4bit sound by using the four channels
together you might be able to get 6bit resolution. This won't be all that
easy though.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Artist of the month: STOPPOK VfL Bochum: "Unabsteigbar"

153. 810 disk repair

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 22:01:28 UTC
From: gacwra@usho13.hou281.chevron.com
Message-ID: <1993Jan19.160128@usho13.hou281.chevron.com>
Source record: 108464

```
--
| Chick Racer Chevron Petroleum Technology Co. |
| (713) 596-2430 P.O. Box 42832 |
| gacwra@chevron.com Houston, Tx 77242-2832 |
| 4209 Hayes Rd. |
```

I have an Atari 810 disk that has quit responding to requests. It appears to recognize 'power up' in that
it spins the disk for a while, but it does not acknowledge when addressed. Local (to Houston) repair shops
offer no help. Is there any way I can get this repaired?

154. File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 23:06:55 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTPN1EK9H491Y69D@vax.edinboro.edu>
Source record: 108465

Hi all....

Could somebody briefly explain to me the file header of a binary file?

I know that FF FF are the first two bytes. I THINK the next 2 are
SS SS EE EE (ss- start location. ee-end location) but I don't know
about the rest.

What bytes are necessary?
What determines if it runs or returns to DOS?
If you chain (by appending) files together, Which one gets control?

Thanks,
-Adam Conover.
a644690c@edinboro.edu

155. Software/Hardware Wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 23:12:12 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTPNA4UGFY91Y69D@vax.edinboro.edu>
Source record: 108467

I am looking for any of the following:

AtariWriter 80 and an XEP80.

Kyan or CLSN Pascal.
Prolog interpreter (if one exists).

Alternate Reality: The Dungeon.
Ultima III or IV.
The Pawn.
Any FSII Scenery Disks.
The Lurking Horror (Infocom).
Bureaucracy (Infocom). [Yes, there was an 8bit version]

-Adam Conover.
a644690c@edinboro.edu

156. digipong

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 23:18:42 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <V0cNXB10w165w@cyberden.sf.ca.us>
Source record: 108466

it seems my programming habits go first in-last out...

I took a day off from all other projects to make...

PONG!

of all games... but this one has a twist (as all pongs in the 90s do...) it uses digitized sounds (or the plain old "beep" if you REALLY want it...) and graphics 9 (so far the best mode for digitized real images) screens as backgrounds (or the plain old black background if you want, of course)

I'll upload it to the archive a.s.a.p... along with a bunch of digitized music demos...

btw: Dean Garraghty, I just LOVE "Eve of the War" on your "journey into sound" demo... :)

you should hear my "HPYMNDYS" demo (Happy Mondays)... I'm not even sure of the name of the song I sampled to make the demo with...

I also made a bunch of James Brown demos, ehhehe.... and a Didi7 and a Ren&Stimpy one!

and people think I'm crazy...

I'm really MAD! 8^)

```
\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

157. New Uploads.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-19 23:37:19 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTPO2BDKIA91Y69D@vax.edinboro.edu>
Source record: 108468

I uploaded some demos to the archive a while back:

yourbody.dcm : Digital music demo.
stereo.dcm : digi/pokey sound w/ graphics.
You need 2 machines to hear in stereo. Each plays 4
channels for 8 channel sound.
big1.dcm : High-Tech team BIG DEMO side 1.
big2.dcm : High-Tech team BIG DEMO side 2.

There were a couple others that I forget (It was a while ago).
Check the 8bit\demos directory.....

-Adam Conover.
a644690c@edinboro.edu

158. ISO, Atari Corporate History material

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 00:50:40 UTC
From: gmg@unify.com
Message-ID: <5lmal83@Unify.Com>
Source record: 108471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

```
--

Hello,
Can anyone out there point me in the right direction for some information on Atari
corporate history?

Thanks.
-GMG-
> > Surf's Up!,
> > > Gary M. Gealy - Premium Support - Unify Corp.
> > >> voice: 916-928-6433 fax: 916-928-6403
> > >
> internet: gmg@unify.com
> uucp : uunet!unify!gmg
>
```

159. Re: Hooking IBM-PC 360K Disk Drive to a 800xl ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 01:45:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1jiarmINN5rl@usenet.INS.CWRU.Edu>
Source record: 108470

In a previous article, jacobsen@itexjct.jct.ac.il (Joel Jacobsen) says:

>Can I, somehow, connect a 360k Disk Drive to the atari? Is the XF551 the
>same drive as a XT's drive?

Well, the XF551 is a 360K drive...Yes, it's also built from a standard PC
mechanism.

If you want to connect any old PC drive you can buy the Black Box and
Floppy Board from Computer Software Services.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

160. Joysticks...

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 02:05:14 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93019.210514CRA103@psuvm.psu.edu>
Source record: 108472

Wico joysticks for sale!!! 2 of them... for total of $18 ..+shipping ...
in good condition... e-mail if interested

Once I thought I was wrong, but then I found out I was mistaken.
==========
-Scott

==========

161. News-Disk Issue 10

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 12:17:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jan20.121733.5137@aber.ac.uk>
Source record: 108473

News-Disk Issue 10 is now at the archive in the New directory. However, because it takes such a long time before you'll be able to get at it, I have it in UUencoded format ready for emailing to anyone who wants it. Just mail me with your email address, and I'll mail you a copy of it. Also, as usual, I will be selecting some articles from it and putting those in text format on the net.

Dean Garraghty.
Email: djg0@uk.ac.aber (JANET UK address), djg0@aber.ac.uk (Internet)

162. Re: 8-bit -> 4-bit digitized samples/ASSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 13:39:31 UTC
From: mreichl@cosy.sbg.ac.at
Message-ID: <C15n9w.IBI@cosy.sbg.ac.at>
Source record: 108474

In article 1jhte5INNld9@rs2.hrz.th-darmstadt.de,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
> Anyway, I think you can get better than 4bit sound by using the four channels
> together you might be able to get 6bit resolution. This won't be all that
> easy though.

I tried this about two years ago and, yes, it worked (I built a 8-Bit sampler
using the AD7569, an 8bit AD/DA converter). But the quality isn't
worth the effort, because there's too much noise added by Pokey (don't know from
where it comes...) and you have to decrease the sampling rate.
And: you need twice the amount of memory (simply forget about packing four
6-bit-samples in 3 bytes).

My recommendation: stay at 4 bit (two samples per byte).

> Nat!
PS (to nat): der nasm funktioniert jetzt einwandfrei. gratuliere.

Matthias Reichl

163. Digi-Studio article, from News-Disk Issue 10

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 13:50:16 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jan20.135016.12401@aber.ac.uk>
Source record: 108475

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Digi-Studio -- the new version
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What it does, and how I did it!
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Article by Dean Garraghty.

On Saturday 14th November 1992 at AMS6 in Stafford I launched the new complete
version of Digi-Studio, my digitized sounds and music system. I have talked
about the old package 1 on a previous News-Disk. The "missing part" of
Digi-Studio was the tune editor. We need some way of creating our own tune
files for playing with digitized sounds. That's what the new version is all
about.

If you don't know, Digi-Studio is a music creation system for digitized
sounds. It is like all the other programs of this nature, BUT Digi-Studio uses
"real" sounds that have been digitized. This includes things such as trumpets,
synths, piano, pan pipes, guitars, pig grunts, bells, and loads of other
things! You can play these live using the computer keyboard as a piano
keyboard, or play tune files using the sounds. You can also edit the samples
using the supplied editor, or create your own using a joystick. You can also
add tunes to your own Basic or Turbo-Basic prgrams and play them using real
sounds!

Originally, the tune editor was going to be sold as "package 2". But, I have
now scrapped the "package" idea and merged all parts of Digi-Studio into one
big package. This contains new updated versions of the Keyboard and Tune
Players from package 1, as well as the Sample Editor and Tune Compiler from
package 1.5. But, it also has the new tune creation system. This allows you to
create your own tunes from sheet music for use with Digi-Studio. For this
purpose, I have created a new language called LIDS (Language for Instructing
Digitized Sound).

LIDS is a new computer language in which you describe sheet music to the
computer. You write your programs and then use the LIDS Compiler to turn them
into tune files for playing in the Digi-Studio system, or even in your own
Basic or Turbo-Basic programs!

LIDS is a very easy language to learn and use. Most of the commands are
derived straight from sheet music. If you can already read music, the LIDS
will take no time at all to learn! If you can't, don't worry. The manual
supplied with Digi-Studio contains an extensive section on how to read music.
This also includes examples of real music along with their LIDS programs. An
example LIDS command could be: A3 C. This in fact describes the note A in
octave 3, played for a crotchet. Sharps and flats are also handled. LIDS also
```

has extra commands to allow you to do some clever things. E.g. it allows repeats like this:

```
RS
A3 C
C3♯ M
B2 Q
A2 Q
RF
```

Also, it has facilities for handling tied notes like this:

```
TS
A3 C
Q
M
TF
```

It also takes care of the time signature. E.g. if the music to be programmed was in 6/8 time, you can issue the command SIG 8 to LIDS and it will take care of it. Also, you can take care of different tempos by use of a command called SPEED. This can speed up or slow down the music.

The LIDS Compiler has a built-in text editor for editing LIDS programs. This means you can also compile straight from memory! The LIDS Compiler also has a feature called "wrap". This allows you to add sustain to long notes.

As I mentioned earlier, the Keyboard and Tune Players have been updated. The Keyboard Player has had a few of its notes altered to play more in tune! Also, an offset option has been added. This is for the benefit on non-UK users who hear notes being played differently due to different clock rates. However, UK users can use it to make some samples sound more in tune. Try -10 to make some samples sound more in tune! The Tune Player also has the offset function in. The Tune Compiler (for allowing you to merge Digi-Studio tunes in your own Basic programs) has also been updated with the offset option. It also allows you to quit the program more easily now.

NOTE: the LIDS compiler is now in version 1.2. This has corrected a problem with pitch representation. All registered users will be sent a copy of v1.2 soon. But, the tunes on the disk should still be played with offset set to -10. Any you create with v1.2 should be set to 0. No copies of version 1.1 were sold in the US, so all US users will get v1.2. Only a hand full of v1.1 got out anyway!

The new complete version of Digi-Studio comes on 2 DS/SD disks and includes a 44 page A4 sized manual. Disk one has the programs and some tunes and samples on. Disk two contains more tunes and samples. In all, 55 samples are provided, and 47 ready-to-play tunes.

The manual is extensive! I know, I wrote it! It is fully typeset and laser printed. It is extremely detailed. Each program within the Digi-Studio system has its own section. The manual also has sections on reading music and programming in the LIDS language. It also has an appendix with examples of

sheet music along with the corresponding LIDS programs. This manual should tell you everything you need to know about Digi-Studio!

Digi-Studio costs 12pounds+1pound P&P in the UK. This includes the 2 disks and manual mentioned. However, it is also available in the US from my distributor. Over there it costs $29.95+$1.50 shipping. In the US it is available from: Lance Tatman, 844 Kern Street, Richmond, CA 94805.

In the UK and non-US countries it is available direct from me:
DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU, ENGLAND. Price to EEC countries: 15pounds including shipping. Please contact me for prices to other countries. Please pay in UK funds by IMO or in cash in pounds. Use registered post if sending cash.

That was the what it does part of the article, now what went on behind the scenes!

The Digi-Studio project started way back in the summer of 1990. It was an attempt to create a utility for creating music using digitized sounds. The first bit of the system was launched at AMS5 in November 1991. My previous article explains all about that!

After package 1, I thought it would be a good idea to have a utility to fiddle with the sounds! I remember seeing a similar thing on the Voice Master demo disk, so I thought I'd have a go at writing one for Digi-Studio. I started doing that at christmas 1991. I took until Easter 1992! Writing the Sample Editor was a pain! It has to do lots of odd things with memory, and in Turbo-Basic. The algorithm for reversing sample space is particularly odd! The way samples are stored means that a simple swap all the bytes around will not work, as I found out during testing. Thanks to Mike Blenkiron for spotting that it didn't come close to working! It has to rotate bits within the bytes as well as reverse bytes, which is why it takes so long! Another complication was over "pages". When you edit a Sample Editor page the program has to calculate the actual memory page where it will be. Not as easy as it might sound! The copy page functions were also complicated to write. Moving big chunks of memory around is hard!

Writing the Tune Compiler was fairly straight forward, and it worked pretty much first time!

The absolute "biggy" was the tune creation system. Originally, this was being developed with a nice front end, where you picked notes with a joystick and was all very nice. However, for samples you need that little more control. Something more powerful was needed. In early June 1992, I started scribbling down ideas for a language. After a lot of work, LIDS popped out of the scribble about a month later! This was to be an easy to use language to allow you to create tunes for playing using samples. It looked good on paper, but I needed to write a compiler for it! It took a week to get a very basic compiler working. This had no repeats, ties, speed, or any other flashy techniques! It was primitive, but it worked! It didn't do much though. It didn't do anything clever with the samples to make high notes play the same speed as lower notes. This was the next step. The compiler now did all this while it was turning

LIDS programs into tune files.

I soon realised that there was no easy way to type and edit programs. So, I got to work on a text editor. This is a very simple line editor, with all the usual delete, edit, insert, list, append, list, functions. Writing this was a PAIN! It is all wacky string handling like you've never seen it before! It took 3 weeks to get a working version. I then thought it would be nice to have this within the compiler. An idea I put on ice until I'd finished the compiler!

I now got back to work on the compiler. I needed to add repeats which I did. I then thought about tied notes, and designed a way of handling those which went nicely into the compiler. I then added the SPEED command for handling tempo. This was quite easy really. Then I decided to tackle the problem of different time signatures. Not an easy one this! I added a command called SIG which attempts to handle time signatures with no work on the programmers part! It's not always 100% successful though!

While writing the compiler, I was also refining some of my ideas about Digi-Studio, so I had to keep trying lots of tunes out to get as much "test data" as possible to try them out as I went along. It was quite difficult to get the timings working properly!

After finishing the compiler, it was time to merge the text editor into it! CRASH! Everything failed to work. There were memory problems (the program and its storage needs about 23K), and loads of conflicts with variables. Also, some line numbers went all odd when they were re-numbered, so some sections of code simply refused to work like they did before!! Very odd, but then Turbo-Basic isn't bug free! It took one heck of a lot of hard work, late nights, and sweat to get it working! I was still de-bugging it just a few days before release! I'm not 100% sure it is totally bug free. That's why I offer free (well, you have to pay for disk and postage!) updates to LIDS. Hopefully, I will add in more features and get rid of any bugs that come to light. Don't let this put you off buying Digi-Studio! LIDS works perfectly well, and I'm sure any bugs that do come to light will be very minor ones!

This time, I was writing the manual at the same time as writing the software. In fact, I started writing some sections of the manual before I started the software (an old IBM technique, well known in the world of professional software engineering! Just thought I'd try it on the 'ol 8-bit!). The manual started getting longer and longer. It ended up at 37 pages of text, and 7 pages of appendices. And that's 37 pages of densely packed 11 point text, none of this big gaps and 10 lines to a page like the Atari manuals of old!! This manual is a wapper! It took me 1 1/2 hours just to read it, and over a week to spot the typos! The section on reading music was difficult to write. Although I am a formally trained musician (with several qualifications in music), it would be difficult to explain some odd terms and ideas to the man on the street! So, it was down to the library to get some books on the subject! The book I found useful, and which I would reccommend you have a look at, is "Music in the classroom" by B. Rainbow. ISBN: 0-435-81746-9. I would particularly refer you to chapter 4. Also, "A new dictionary of music" by A. Jacobs is also a useful reference if you want to know more! Appendix C of the manual is where all the actual music examples are, so these were cut and

pasted with manuscript paper. Appendix D contains some actual music along with the corresponding LIDS programs. I thought this would be a useful addition to clarify some of the things I talk about in the Reading Music section of the manual.

One thing people moaned about with the manuals for packages 1 and 1.5, was that the text was hard to read. That's because they were reduced to A5 size. So, I decided to produce this manual as a full A4 sized manual with a plastic spine to hold the sheets together. This can easily be removed so you can put the manual in a ring binder if you like.

So, what's next for Digi-Studio? Well, the thing I'd really like to have a crack at is a 3-D landscaper for sound. This is done on some VERY expensive synths. This is where you define a start and end page of a sample space, and the computer fills in the rest of the sample space by slowly tending the start page towards the end page. The graphical representation of this looks like a 3-D landscape. However, with only 4-bit playback resolution, you wouldn't get much of a landscape!! It's worth a try though!

Writing Digi-Studio was a task and a half! Two years work involving me and lots of other people along the way! I have already set up a dealership for it in the US, and nearly have one in Germany. It would be very nice if more people were using Digi-Studio! It's still a VERY minority piece of software at present. Go on, give it a try!!

164. Re: ISO, Atari Corporate History material

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 14:17:57 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jan20.141757.8300@exu.ericsson.se>
Source record: 108477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

For older (pre-Tramiel) Atari history, there is an out of print book
called "ZAP! The Rise and Fall of Atari." Try looking through used
bookstores or maybe college libraries.

--
James Hague
exuhag@exu.ericsson.se

165. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 15:07:44 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1jjps0INNek1@nz12.rz.uni-karlsruhe.de>
Source record: 108476

Adam,

you write:
> Could somebody briefly explain to me the file header of a binary file?
>
> I know that FF FF are the first two bytes. I THINK the next 2 are
> SS SS EE EE (ss- start location. ee-end location) but I don't know
> about the rest.

Yes, you are right. The first FF FF bytes tell the DOS that the following
file should be handled as a binary file. If you replace the FF FF bytes
your DOS says the file isn't a binary and it stops loading.

You are right about the following bytes too.
SS SS is the start location (LO HI order), EE EE is the end location.

Example: FF FF 00 06 03 06 32 35 32 3E

With this file above, the DOS would load 4 bytes, i.e. $32,$35,$32,$3E
into the memory area $0600-$0603. When you specify less then 4 bytes
after the haeder you'll get an error.
If you chain files, the next file header is just appended to
the file.

Let's go on with our example:
FF FF 00 06 03 06 32 35 32 3E FF FF 00 80 01 80 AA 45

What happens now? The same as above, except that aditionnaly
the bytes $AA and $45 will be loaded into the memory area $8000-$8001
You could ommit the FF FF bytes from the chained part of the file:

FF FF 00 06 03 06 32 35 32 3E 00 80 01 80 AA 45
This file behaves like the above and it's shorter.

You could go on with chaining until your diskspace runs out.

> What determines if it runs or returns to DOS?

In order to automatically run a program you should specify a
starting address. This starting address is stored into the
memory locations $02E0-$02E1. An initiation address should be
written into $02E2-$02E3 (it could be vice versa, I don't have my
notes with me).

But how to store it? Very simple. Just chain the addresses to your
file.

Let's see what our example can do for us:

```
FF FF 00 06 03 06 32 35 32 3E 00 80 01 80 AA 44 0E 02 1E 02 77 E4
```

The only thing that has changed is that now DOS jumps into
$E477 upon loading. Not very usefull in our case, but you
could specify any other address.

> If you chain (by appending) files together, Which one gets control?

Very simple, that one whose address is stored in the $02E0 vector.
You could specify an init address somewhere in the middle of the
chained file. Then DOS jumps to this routine. In order to continue
loading you have to exit your init routine with an RTS instruction.

Hope that helps
-Marek

\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
CFN: bn137 | /
--| / for the 21st century
/

166. Re: Hooking IBM-PC 360K Disk Drive to a 800xl ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 15:16:05 UTC
From: bbs@neb
Message-ID: <1993Jan20.151605.26480@neb>
Source record: 108478

If you have a Percomm or an XF-551, you can easily upgrade both (the
XF551 already uses 360k mechs, but can be upgraded beyond 720k), whereas
the Percomm can run up to 1.44meg 3.5inch drives.. Just install the
mechs inside those cases and off you go!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

167. WANTED: Spartados Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 17:22:40 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1jk1p0INN6i4@uwm.edu>
Source record: 108479

I am looking for the Spartados Cartridge complete with manual. If you have
one and aren't using it, let me know what you'd like for it.
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

168. 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 17:24:23 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9301201653.AA02823@smithkline.com>
Source record: 108480

This is for the person who reported a problem with a 1050 that wouldn't stop spinning. Dean Garraghty mentioned he thought it was the FDC chip, & I think he's probably right.

However, there is one thing to try befor you go off buying a new FDC. (The FDC, BTW, is the most expensive chip in the 1050, you'll pay like $12-$15 for it! Ouch!) What I'd suggest is to first check all the socketed chips: remove them from their sockets & plug them back in again. I had a 1050 that went sour on me, & it turned out that the socket in which the FDC was plugged was chock-full of solder resin, it was a wonder any of the pins made metal contactat all. This was obviously a manufacturing defect, it took several years of thermal cycling to show up. It also drove me crazy. Sometimes the motor would start spinning all by itself, other times it wouldn't respond, & then there times when it went on-off-on-off. Crazy thing.

If the 1050 was purchased used, watch out. I've gotten used ones where people had messed up the innards. The wrong ROM for the mech type (Tandons & WS mechs each had their own ROMs), and/or the wrong jumper configuration for the ROM can produce a variety of weird behavior. I once started investigating all the possible combinations of mechs/ROMs/jumpers to record the effects, unfortunately that experiment was one of many that was permanently interrupted when my house caught fire in '91. I was prompted to begin that investigation when I purchased a basket full of broken 1050's at the 1990 WAACE Fest & found many of them behaving in bizarre ways. Of the 15 or so I bought, I eventually repaired all but one (that one was a true basket case, where someone had butchered the board with a soldering iron.) In my experience, I would rank the top three chip failures in the following rank order (#1 is most frequent failure):

1.) The 6532 PIA
2.) The input transistor chip (CA3040?? Near the SIO socket.)
3.) The 2793 FDC.

Hope this helps.

- BEN POEHLAND
The 8-Bit Alchemist

****

169. WANTED: Games for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 17:24:56 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1jk1t8INN6if@uwm.edu>
Source record: 108481

I am looking for the following games for my 8-bit Atari. If you have any and would like to part with them, let me know.

A.E.
Ace of Aces
Air Support
Ali Baba and the 40 Thieves
Attack on EP-CYG-4
Barnyard Blaster
Blade of Blackpool
Bounty Bob Strikes Back
Candy Factory
Captain Beeble
Chicken
Commando
Countdown
Crime Busters
Crisis Mountain
Crossbow
Crosscheck
Dallas Quest, The
Dark Chambers
Desert Falcon
Diggerbonk
Dodge Racer
Encounter
Excalibur
Floyd of the Jungle
Gato
Getaway
Ghost Encounters
Grog's Revenge
Gruds in Space
Guardian of the Gorn
Into the Eagles Nest
Jeepers Creepers
Kid Grid
Laser Gates
Load Runner's Rescue
Matchboxes
MidiMaze
Moon Shuttle
Phantasie
Phantasie II

Pie Man
Powerstar
Prisoner II
Puzzle Panic
Quasi-moto
Reptilian
Repton
Return of Heracles, The
Scraper Caper
Sea Chase
Serpentine
Skywriter
Slam Ball
Space Shuttle
Spare Change
Star Trek
Stone of Sisyphus
Sub Commander
Survivor
Threshold
Thunder Fox
Track and Field
Xenophobe
Wing War
Winter Games
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

170. M.U.L.E. vs Colony

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 21:23:00 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1jkfrkINN94u@uwm.edu>
Source record: 108482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I just saw a file on the archive site called colony.lzh which is listed as a clone of the game M.U.L.E. I've never played M.U.L.E. but it continually pops up on c.s.a.8 as one of the, if not the, greatest games for the 8bits. Is Colony a good representation of M.U.L.E.? Are there any differences that make one better than the other?

--

= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

171. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 22:02:43 UTC
From: smb@pern.cc.purdue.edu
Message-ID: <C16AKJ.3CI@mentor.cc.purdue.edu>
Source record: 108485

In article <1jjps0INNek1@nz12.rz.uni-karlsruhe.de> UJ1G@DKAUNI2.BITNET (Marek Tomczyk) writes:
>> What determines if it runs or returns to DOS?
>
>In order to automatically run a program you should specify a
>starting address. This starting address is stored into the
>memory locations $02E0-$02E1. An initiation address should be
>written into $02E2-$02E3 (it could be vice versa, I don't have my
>notes with me).
>
> ...
>
>> If you chain (by appending) files together, Which one gets control?
>
>Very simple, that one whose address is stored in the $02E0 vector.
>You could specify an init address somewhere in the middle of the
>chained file. Then DOS jumps to this routine. In order to continue
>loading you have to exit your init routine with an RTS instruction.

You missed a very important subtlety in this system. First, there is a difference between the RUN address and the INIT address (and I, too, cannot remember which is at $2E0-2E1 vs $2E2-2E3). When DOS loads the INIT address, it does a jsr to that address _immediately_ (without continuing the load). When that code does and rts to DOS, DOS picks up with the load where it left off. This means that you can have multiple INIT addresses strewn through your load file and they are treated like subroutines to the load process (be sure the code they run has already been loaded, though :-). In the case of the RUN address, only the last value stored here matters. This is the one that DOS jsr's to _after_ the load is complete.

Now, can someone with a memory map handy verify which address is which? I'm not sure where my memory map is.

Scott

172. Re: Hooking IBM-PC 360K Disk Drive to a 800xl ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-20 23:02:52 UTC
From: ap105@cleveland.Freenet.Edu
Message-ID: <1jklmsINNne6@usenet.INS.CWRU.Edu>
Source record: 108483

In a previous article, jacobsen@itexjct.jct.ac.il (Joel Jacobsen) says:

>>Can I, somehow, connect a 360k Disk Drive to the atari? Is the XF551 the
>>same drive as a XT's drive?

>Well, the XF551 is a 360K drive...Yes, it's also built from a standard PC
>mechanism.

>If you want to connect any old PC drive you can buy the Black Box and
>Floppy Board from Computer Software Services.
--

If you have an XF551 you can get one of CSS's super XF mods to make
the drive faster than ULTRA SPEED and it reads almost everything.
I put in one of their dual drive conversions with XF551 5 1/4"
and one of their Sony 3 1/2" drives running off the same controller
[F A S T ! ! !] and put this all in my minitower with my Harddrive
using the same power supply.

173. Looking for an 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-21 01:52:59 UTC
From: wbdst+@pitt.edu
Message-ID: <2237@blue.cis.pitt.edu>
Source record: 108484

Currently, I own an Atari 800XL and an Atari 1050 drive. What I actually want is an Atari 800, with a double density drive (preferably from someone like Percom or Indus). Has anyone dealt with Toad, with regards to 8-bit systems? How are they? Is there somewhere else I should look? I'd ideally like to trade what I have for what I want. Anyone?

174. Re: M.U.L.E. vs Colony

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-21 15:00:00 UTC
From: haasnr@ucunix.san.uc.edu
Message-ID: <C17Lo0.o9@ucunix.san.uc.edu>
Source record: 108486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The only reason that I didnt reply to this message in E-Mail is because
I think that everyone should know... Colony Blows!! If you have an
8-Bit play M.U.L.E. If you don't have an 8-Bit, go buy one and play
M.U.L.E... Colony contains NONE of the cool stuff that makes M.U.L.E.
great!! It looks like crap and sounds even worse...

Course this only an opinion of someone who has devoted his life to the
ongoing quest for perfection of the M.U.L.E. scenario.. Ahhhhh.

--
---===>>> Nick <<<===---
haasnr@ucunix.san.uc.edu
----

175. Re: 810 disk repair

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-21 16:30:09 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1993Jan21.163009.5548@ultb.isc.rit.edu>
Source record: 108487

In article <1993Jan19.160128@usho13.hou281.chevron.com> gacwra@usho13.hou281.chevron.com (C.W.Racer) writes:

>I have an Atari 810 disk that has quit responding to requests. It appears to recognize 'power up' in that
>it spins the disk for a while, but it does not acknowledge when addressed. Local (to Houston) repair shops
>offer no help. Is there any way I can get this repaired?

Computer Software Services repairs most Atari 8-bit related computers
and disk drives. I suggest you call them at (716) 429-5639 to arrange
shipping and all that. Repairs usually cost about $30 on most jobs.

```
//================================================================\\
|| Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle ||
|| "A professional college student" :^) In front of me..... ||
|| Usenet: clf3678@ultb.rit.edu .....than have a frontal ||
|| GEnie: C.FREEMESSER L O B O T O M Y ! ! ! ||
\\================================================================//
```

176. Re: For sale.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-21 19:06:35 UTC
From: jerry@cs.mcgill.ca
Message-ID: <C17x2z.3J1@cs.mcgill.ca>
Source record: 108490

In article <1993Jan18.234742.28447@wixer.cactus.org> jher@wixer.cactus.org (Jher) writes:
> I have an old atari 800 with omniron board for sale. It has no drives
>cartridges or anything else. Anyone interested? Im open to offers.
>I also have an atari 2600 with keypads, paddles and some cartridges for sale.
>The cartridges are as follows.

Is this an original brown cased Atari 800 in working condition? CTIA or
GTIA chip? If you mail bennetta@fraser.sfu.ca you may well have a buyer.
He collects old 8 bit machines and might be interested in working out a
price on this unit with you.

--
Jerry Kuch (jerry@cs.mcgill.ca) | Don't whizz on the electric fence.
"I was wrong to play God. Life is precious, not a thing to be toyed with.
Now take out that brain and flush it down the toilet."
--- M. Burns "Treehouse of Horror II"

177. Re: Atari XL as Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-21 19:25:35 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <93021.142535JJMCWILL@MTUS5.BITNET>
Source record: 108488

Jeff,

Very interesting story about using your 800XL and Monitor in your car. I talked briefly to Ben Poehland about this car stuff, and he suggested some heavy duty noise and surge filtering on the 12V DC line that is powering any 8 bit equipment one plans to hook into their car. I think all of this would make a great article to read about , I know I'm curious to know more about how you hooked things up to the car. I'm fascinated by your accounts of what the police officers thought of the whole thing!

Jeff McWilliams

178. Re: Hooking IBM-PC 360K Disk Drive to a 800xl ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-21 19:30:07 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <93021.143007JJMCWILL@MTUS5.BITNET>
Source record: 108489

```
In article <2516@itexjct.jct.ac.il>, jacobsen@itexjct.jct.ac.il (Joel Jacobsen)
says:
>
>Can I, somehow, connect a 360k Disk Drive to the atari? Is the XF551 the
>same drive as a XT's drive?
>
> Joel
>

Yes, the XF551 uses standard XT type 360K mechanisms.

Jeff McWilliams
```

179. Re: ISO, Atari Corporate History material

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-22 00:00:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11803@uqcspe.cs.uq.oz.au>
Source record: 108492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

exuhag@exu.ericsson.se (James Hague) writes:

>For older (pre-Tramiel) Atari history, there is an out of print book
>called "ZAP! The Rise and Fall of Atari." Try looking through used
>bookstores or maybe college libraries.

The book is out of print, yet Atari is still selling computers.

How ironic.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

180. Fractasia v1.58 in the Archive.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-22 02:55:21 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTSNAXO6GY91YCEI@vax.edinboro.edu>
Source record: 108491

Now in the Archive is:

Fractasia v1.58
Shareware from
Analog Concepts in Digital
(c) Jan. 1993

FRAC1.ARC - Main Program (side 1)*
- Example .SET files (side 2)

FRAC2.ARC - Jeff Potter's ColrView program.
- Many pre-generated .R.G.B files.

Fractasia is a fairly elaborate Mandelbrot Set generator that generates
Fractal images in Atari OS modes 3,5,7,8,9,10,11,15 and even supports
ColrView for 160x192x64 resolution. I obtained Jeff Potter's ColrView
and APACview programs a short time ago and, since I was already doing some
fractal programming, I decided to combine the two. (Fractasia only generates
the .R .G .B files and ColrView is required to view them).

Additional features include:
Save/Restore/Resume calculation.
Variable size and proportion ZOOM BOX.
Color Cycling (of OS modes).
DMA on/off.
SpartaDOS X compatibility. (Will not function under SD3.2).
Works GREAT from a hard-drive.

In the Works:
Fractal Landscapes.
APAC support.
A Fractal Animation Package. (Animated Zooms and Pans and such).

The Program was developed under SpartaDOS X and is written in Turbo Basic
(compiled) and will function on any machine that Turbo Basic programs will
run on. (Fractasia has also been tested under AtariDOS and variants).

Fractasia is ShareWare. A completely voluntary $5 donation is suggested
but if nothing else, I would like all users to fill out the registration
form so I can keep you informed about updates.

NOTE: This program has not undergone any 'real-world' testing yet!
I have debugged it the best I could on my own (with the help
a couple Beta-Testers). Bugs are bound to show up and I
encourage you to alert me of any you find. There are many more
freatures that I would like to add, but I want to be certain
that this version works properly.

Peace,
-Adam Conover.
a644690c@edinboro.edu

181. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-22 05:22:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan22.002215.15197@miavx1.acs.muohio.edu>
Source record: 108495

In article <C16AKJ.3CI@mentor.cc.purdue.edu>, smb@pern.cc.purdue.edu (Scott M. Ballew) writes:
> In article <1jjps0INNek1@nz12.rz.uni-karlsruhe.de> UJ1G@DKAUNI2.BITNET (Marek Tomczyk) writes:
>>> What determines if it runs or returns to DOS?
>>In order to automatically run a program you should specify a
>>starting address. This starting address is stored into the
>>memory locations $02E0-$02E1. An initiation address should be
>>written into $02E2-$02E3 (it could be vice versa, I don't have my
>>notes with me).
>>
>>> If you chain (by appending) files together, Which one gets control?
>>
>>Very simple, that one whose address is stored in the $02E0 vector.
>>You could specify an init address somewhere in the middle of the
>>chained file. Then DOS jumps to this routine. In order to continue
>>loading you have to exit your init routine with an RTS instruction.
>
> You missed a very important subtlety in this system. First, there
> is a difference between the RUN address and the INIT address (and I,
> too, cannot remember which is at $2E0-2E1 vs $2E2-2E3). When DOS
> loads the INIT address, it does a jsr to that address _immediately_
> (without continuing the load). When that code does and rts to DOS,
> DOS picks up with the load where it left off. This means that you can
> have multiple INIT addresses strewn through your load file and they
> are treated like subroutines to the load process (be sure the code
> they run has already been loaded, though :-). In the case of the RUN
> address, only the last value stored here matters. This is the one
> that DOS jsr's to _after_ the load is complete.
>
> Now, can someone with a memory map handy verify which address is
> which? I'm not sure where my memory map is.

$2E0-2E1 (736-737) is RUNAD for run address.
$2E2-2E3 (738-739) is INITAD.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}((((((((((())))))))))}}}}}}}}=======----- 22-JAN-1993

182. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-22 11:27:58 UTC
From: bmarcum@world.std.com
Message-ID: <C196IM.Gw7@world.std.com>
Source record: 108493

$2E0 is the run address, $2E2 is the init address.

183. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-22 11:53:53 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Jan22.115353.29144@ifi.informatik.uni-stuttgart.de>
Source record: 108494

In <C16AKJ.3CI@mentor.cc.purdue.edu> smb@pern.cc.purdue.edu (Scott M. Ballew) writes:

>In article <1jjps0INNek1@nz12.rz.uni-karlsruhe.de> UJ1G@DKAUNI2.BITNET (Marek Tomczyk)
writes:
>>> What determines if it runs or returns to DOS?
>>
>>In order to automatically run a program you should specify a
>>starting address. This starting address is stored into the
>>memory locations $02E0-$02E1. An initiation address should be
>>written into $02E2-$02E3 (it could be vice versa, I don't have my
>>notes with me).
>>
>> ...
>>
>>> If you chain (by appending) files together, Which one gets control?
>>
>>Very simple, that one whose address is stored in the $02E0 vector.
>>You could specify an init address somewhere in the middle of the
>>chained file. Then DOS jumps to this routine. In order to continue
>>loading you have to exit your init routine with an RTS instruction.

>You missed a very important subtlety in this system. First, there
>is a difference between the RUN address and the INIT address (and I,
>too, cannot remember which is at $2E0-2E1 vs $2E2-2E3). When DOS
>loads the INIT address, it does a jsr to that address _immediately_
>(without continuing the load). When that code does and rts to DOS,
>DOS picks up with the load where it left off. This means that you can
>have multiple INIT addresses strewn through your load file and they
>are treated like subroutines to the load process (be sure the code
>they run has already been loaded, though :-). In the case of the RUN
>address, only the last value stored here matters. This is the one
>that DOS jsr's to _after_ the load is complete.

>Now, can someone with a memory map handy verify which address is
>which? I'm not sure where my memory map is.

>Scott

Ok, $02E0 - $02E1 is the run address,
$02E2 - $02E3 is the init address.

I'm have an addition to: There is one problem, that occurs, when you
use any SIO-handler (like P:) in an Init-Part:
All IOCB-Blocks are copied into the zero page, when an operation
is done on any channel.Normally, this doesn't matter, because
on every SIO/CIO call this is done. But when you do it in the init part

of a COM-File and then return to DOS (with RTS) , sometimes
something strange can happen. For instance, I've programmed
one time an Init-Part that sended a text to the printer (p:),
and after the RTS, Dos continued to load, but the floppy didn't
READ from the file, but WROTE to it, because I've opened before
an IOCB to the Printer with open #x,8,0,"P:". The only solution
I saw, was to save the zero page IOCB before outputting to the
printer, and afterwards to restore it.
The same thing can happen, if you use handler-routines in the VBI
(for instance a T:-handler to get the current time from an
real time clock).

Peter

E-Mail: straif@minnie.informatik.uni-stuttgart.de

184. FEBRUARY AC: ON THE WAY!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-22 17:34:36 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9301221728.AA17717@smithkline.com>
Source record: 108496

From: PHVAX::POEHLAND 22-JAN-1993 12:35:38.40
To: INET::"comp-sys-atari-8bit@cs.utexeas.edu"
CC: POEHLAND
Subj: FEBRUARY AC: ON THE WAY!!

Well last nite I spent 2 hours on the phone with our publisher, correcting the final proofs of the Feb. AC. It will go the printer probably Monday Jan. 25. Assuming the printer isn't backed up, printing will take a week. Which means the Feb. issue will get mailed out during the first week of February.

Actual delivery to mailboxes will probably commence Feb. 20 & likelt continue in smeared-out fashion thru March 15.

I was about 2 weeks late completing final assembly & editing. I had hoped we'd be mailing it out around Jan. 18, but that was not to be. A series of crises totally derailed me, beginning right around our copy deadline on Dec. 5. Under the circumstances, I did extremely well to only be 2 weeks late.

The highligts of events are as follows. Due to the slow November delivery of the December issue, incoming subscriptions peaked during the first 2 weeks of December. New requests for the Premier Issue also rose steeply. I was unable to deal with all that PLUS commence work on the FEb. issue AND our Softare Disk. I ended up spending all my time processing incoming subscriptions & outgoing requests. I finally ended the logistical nightmare by halting free distribution of the Dec. issue on Dec. 15, although a final batch of freebies was mailed out Dec. 28. During that same period, a personal crisis developed with our Advertising Editor. I devoted enormous resources in an attempt to salvage the situation, but in the end it was for naught. Our Ad Editor resigned just before Christmas. (I've since interviewd 2 people for the job with no luck.) He hung in there long enough to secure some ads for the Feb. issue, but with the position unfilled prospects for ads in future issues are now uncertain. Coordinating the Softare Disk with the Magazine turned out to be extremely tedious (one of those things where you have to do something before you can do it). The disk problem was aggravated by the fact that our Disk Editor was buried under 9 feet of snow, with power outages & the roof of his house buckling under the weight. Despite these difficulties all editing of the disk is complete & the disk is now in duplication. It will probably be mailed out around the same time as the magazine. Since the disk goes First Class it will probably hit mailboxes during the period of Feb. 13-27. (The disk is mailed seaparately.)

I made up the lost time by taking extra vacation days during Christmas-New Year. With the exception of Christmas Day, I spent my entire vacation assembling/editing the Feb. issue. Editing was finished Jan. 11, typesetting completed Jan 18, & proof correction will be finished today (Jan. 22).

There have been many inquiries about subscriptions. We distributed approximately 1700 free copies of the Premier Issue during the period of Oct. 10-Dec. 28. As of this date, paid subscriptions total somewhere around 350-400. Of the original 615 people who returned cards during Jeff McWilliams' 1992 Mail Campaign, fewer than 200 have honored their pledge. I won't comment on that.

However, AC needs 500 subscribers to maintain a full production schedule. There are 3 results of the 8-bit community's faiulure to reach that goal, as follows:
1.) AC won't maintain a full bimonthly schedule in 1993. I'm guessing we'll do 5 issues, with the slowdown coming during the summer months when things are slow anyway.
2.) We won't be able to afford a 2nd Class mailing permit. That means AC will continue to go out 3rd Class Bulk, which is the Slowest of the Slow. Non-North American subscribers who opted for Airmail service will receive their issues before we in the USA/Canada will (!).
3.) We will be stuck at 32 pages. I had hoped to increase page count to 40, but not without the Magic 500. Not even Alchemists can squeeze blood from a stone.

Having delivered all these sobering facts, let me ay there IS a bright side. Those of you in the ranks of the Faithful & Patient will be richly rewarded. If you liked the December issue, the Feb. issue is EVEN BETTER. Despite the 32-page limit, we squeezed in MORE ARTICLES by reducing the font size. Plus, there's the Software Disk, to which Steve Hoffee has added his own brand of sparkle. All meat. No fat.

On Feb. 1, the few remaining copies of the Premier Issue will become Back Issues. Back issues of AC & the disk will be available for $3 each, checks payable directly to Ben Poehland.

Subscriptions may be ordered at any time. $25/year for the magazine, $9/year for the disk (non USA parties, please inquire for overseas rates). Checks payable to: Atari Classics, 179 Sproul Rd./Rt. 352, Frazer PA 19355 USA.

Some Really Neat Stuff can happen when our subscriber list reaches 500.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

185. Re: Test!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 04:38:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <k4BTXB6w165w@cyberden.sf.ca.us>
Source record: 108497

```
Congradulations, Itay... it worked. (Whatever it was!?)

Welcome back

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP
```

186. Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 04:41:25 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <q8BTXB7w165w@cyberden.sf.ca.us>
Source record: 108498

Well, I finally got the sourcecode to MyDOS 4.5... in Mac65 tonkenized format (for those of you unfamiliar with "tokenized" format, if you know anything about BASIC, and understand the difference between a "SAVE" and a "LIST"... a "SAVE" writes the file in a code... an example (not true, however) would be 1 = PRINT 2 = REM etc.. while a list would actually write out the same data you'd see on the screen when you list the file (the characters "P", "R", "I", "N", "T", would be sent to the file, device, etc.))

Anyways... in the README.DOC file of the MyDOS source, it says that ANALOG #60 had a file that could read Mac65 tokenized source and "list" it for you, but I don't have any ANALOGs, or this file, nor do I know what this file is called (issue #60 was all that was specified)..

so.. if anyone has either.. the MyDOS 4.5 (DUP only, is ok with me!) sourcecode as TEXT that's readable by humans, OR that ANALOG program from issue #60, PLEASE e-mail me!

thanx!!!

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

187. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 04:45:42 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VecTXB8w165w@cyberden.sf.ca.us>
Source record: 108499

Oh come now Adam, you have a DOS manual, don't you? I know that at least DOS 2.5's manual explains it all, and that MyDOS's manual might explain some..

Also, check out the PD program "BINVIEW" which shows you what chunks of a binary file goes where, and explains a bit on how it's done...

including RUN and INIT addresses!

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

188. Re: New Uploads.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 04:47:37 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <3HcTXB9w165w@cyberden.sf.ca.us>
Source record: 108500

Re: Adam Conover's STEREO demo uploaded to the Archive.

Hmm.. I wonder if it was pre:Gumby, since you (Adam) said that it (the demo) needed two machines...

interesting... do they talk to one another via joystick ports or SIO ports? (can that be done!?), or do you just "press the [SPACE] bar on both computers at the same time"!? :)

I've had thoughts of making a game (or games) (dunno WHAT tho!) (better be something GOOD and INTERESTING, of course!) that would use one computer for the sound, using digitized samples (perhaps as music only, or sound only, or hey, even 3 computers? one for sound FX, one for music, and one for game/graphics/CPU!?!)

Get the picture?

>I< think it's a cool idea! :)

\
/\ / /\ / / /
/\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
/ / \/ / \ \ PhBill@Cyberden.UUCP

189. Re: Software/Hardware Wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 05:58:28 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1993Jan23.055828.29227@cbnewsc.cb.att.com>
Source record: 108502

From article <01GTPNA4UGFY91Y69D@vax.edinboro.edu>, by (Adam J. Conover):

> I am looking for any of the following:
>
> Bureaucracy (Infocom). [Yes, there was an 8bit version]
>
Are you sure? I used to get the 'New Zork Times' which listed which games
were available for which machines, but I do not remember ever seeing
Bureaucracy for the 8bit. I wanted it, but it wasn't available. I also
wanted the funny one " Burt and Norb ..." (or whatever their names were).
It made me mad that it was available for the C64 but not the Atari 8bit.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

190. Re: wacked 1050 and what about RS232?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 10:49:50 UTC
From: jonc@status.gen.nz
Message-ID: <RXVsXB1w165w@status.gen.nz>
Source record: 108501

molin@ptb.cl.msu.edu (Michael Olin) writes:

> wipeout+@CMU.EDU (Sean Michael Goller) writes:
>
> >Also, how do I hook up standard RS232-type peripherals to it? I've got a
> >modem I want to use.....I think there's some kind of interface?
>
> The older Atari machines do not have RS232 ports built in. The "Serial I/O"
> cable is NOT what you would consider "standard" serial. You'll need to
> get your hands on the Atari 850 interface (or equivalent... MIO or BlackBox
> come to mind) in order to hook up your modem.

An rverter is far better for standard rs232 applications and very cheap
and easy to build.

Jon Clarke Z*NET Pacific
-=-=-=

191. Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-23 20:03:41 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1993Jan23.200341.9004@news.ysu.edu>
Source record: 108503

After many months of searching, I still have not been able to locate
any software from Micro Miser Software, (i.e. Turbofile/Turboword etc.).
can anyone help me with this problem?
I had contact with a few peo;e on this matter, but suffered a system
crash and lost contact...
Thanks...
--
****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

192. DOS comparison

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 09:53:54 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1jtoviINNsh9@news.cs.tu-berlin.de>
Source record: 108255

Hi folks

Sometimes I think there are a lot of people out there using their
ATARIs with a wrong or old DOS.
There is a large number of Disk Operation Systems (or versions of the same)
out there.
It's hard to overview all that even for most of those old 8 bit wizards.
They use a DOS (get used to) and only look out for the newest version of
it.
Most of the DOS users have no idea, which secret abilities some DOSes have.
So, I want to write some kind of article (or series) reviewing all known
DOS versions. I'm sure that I cannot own every DOS ever published.

So I request YOUR help. Here's a list of all DOS versions I own.
If you have other/newer versions of a DOS or different DOSystems,
mail me a few sentences about the major abilities of it (its name of course).
I will keep in touch with you.

BEN POEHLAND/JEFF McWILLIAMS : Are you interested in publish this stuff in
AC ???
If yes, drop me a line...

--==rossi==--
rossi@cs.tu-berlin.de

Oliver Rosenkranz

List of DOS I have :

official ones : DOS 1.0
DOS 2.0
DOS 2.5
DOS 3.0
derivations : DOS 2.6f
DOS 2.9
Funny DOS 3.0
DOS 2.5m
DOS IIs

DOS from others than ATARI :

Happy DOS 1050
K-DOS
(Multi-Boot XL! 4.0)
XL-TOS 1.0
G.O.S. 1.3
MachDOS v2.6XL

Antic! DOS 4.0
Warp-Speed-DOS v2.0
Action!-DOS
GEM-DOS
Turbo-DOS XE V.2.0 HS

DOS II+/D (v4.3 & v6.1)
Bibo DOS (v5.4 RN/RF/RNXF & v5.5 RF)
Smart-DOS / RANA DOS (6.1D & 8.2D)
DOS XL (v2.30)
TOP DOS (.2 & 1.5a)
SpartaDOS (1.1 & 3.2c)
OS/A+ V.2.00/4 DOS
MyDOS (3.013 & 4.50d)

That's all for today...
And I promise you (SpartaDOS isn't the best for *me*). There are some
real good Disk OS out there.

--==rossi==--

193. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 10:27:36 UTC
From: jonc@status.gen.nz
Message-ID: <PkPuXB2w165w@status.gen.nz>
Source record: 108504

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> In article <C16AKJ.3CI@mentor.cc.purdue.edu>, smb@pern.cc.purdue.edu (Scott M
> > In article <1jjps0INNek1@nz12.rz.uni-karlsruhe.de> UJ1G@DKAUNI2.BITNET (Mar
> > Now, can someone with a memory map handy verify which address is
> > which? I'm not sure where my memory map is.
>
> $2E0-2E1 (736-737) is RUNAD for run address.
> $2E2-2E3 (738-739) is INITAD.
>
> Later.......

Try reading "Mapping the Atari". It is the best book I have ever seen
for the 8 bit and it is a shame there was none done for the "ST" series.

Now you have dos beaten try a boot disk, the first 6 bytes tell you all
you want to know about the disk.

Happy days

Jon Clarke Z*NET Pacific
-=-=-=

194. Re: DOS comparison

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 12:16:39 UTC
From: wbdst+@pitt.edu
Message-ID: <2432@blue.cis.pitt.edu>
Source record: 108256

Yes, an article(s) on Atari 8-bit OS's would be interesting, but you
may have trouble pulling all the nasty threads apart: my understanfding
is that there were many DOSs running around, that were a legitamite
DOS, with someone else's name slapped on the front, like the famous
"<first name deleted> <lastname deleted too> Pirate DOS", where the
COPY DISK function was replaced with the label PIRATE DISK, and a
message was put on the screen, saying that this option would
"copy ANY disk". (Of course it didn't). By the way, I didn't see
MyDISxxxx MyDOS on your list....

195. Re: Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 16:42:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1jugtuINNdip@usenet.INS.CWRU.Edu>
Source record: 108257

In a previous article, ac742@yfn.ysu.edu (Joe Perkins) says:

>
>After many months of searching, I still have not been able to locate
>any software from Micro Miser Software, (i.e. Turbofile/Turboword etc.).
>can anyone help me with this problem?

Did B&C ComputerVisions run out of them? Their Winter 1992 catalog lists
Turbofile/80 and Turboword/80 for $44.95 each.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

196. Re: DOS comparison

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 18:53:34 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan24.185334.13146@news.ysu.edu>
Source record: 108259

No wonder you wrote "and SpartaDOS isn't the best for me." if you're
still using Sparta 3.2c....try a version with the bugs fixed and
Sparta X cart.
--
Joe Sabatino-->ab588@yfn.ysu.edu

197. My Mistake. (Fractasia version).

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 19:37:35 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GTWF2JR8QA9AMKDT@vax.edinboro.edu>
Source record: 108260

I case anyone cares.... A few days ago I said that I uploaded
Fractasia v1.58 to the archive. There is NO v1.58! The version in the
archive is v1.57 (and is the only available version). It was a typo
on my part......

-Adam Conover.
a644690c@edinboro.edu

198. Re: DOS comparison

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 19:47:15 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Jan24.194715.7731@mnemosyne.cs.du.edu>
Source record: 108258

And of course DOS XE distributed by Atari with the XF551 drive.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

199. Hiya everyone!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-24 22:40:57 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9301241755.AA01672@brachot.jct.ac.il>
Source record: 108261

Ok, so Berkeley went out on vacation with their mail-to-news-reroute-whatever-
-thingy, and some texasy place opened a new route to c.s.a.8!
So.. Back to business.
I have the full solution to Infocom's Hitchhiker's Guide to the Galaxy on me.

Hmmm..... Infocom never did advertise a sequel to come, did they?
Well, they sure do in the end of the game, to which I got.
I guess there'd be no harm in posting it and "ruining" people's games, since
most owners of the game gave up on it years back...
I just recommend that, while reading it, you read up to where you got stuck,
then STOP!!!!! Try to continue the game from that point on.
DO NOT READ ALL OF THIS MESSAGE, that WILL destroy your fun.
Enjoy! (btw, I dunno where I have this from, some douglas-adams-fan group)

GameSig Archives Page GSA-1752

The Hitchhiker's Guide to The Galaxy

Ok everyone, hang on to your seats (and your towels!); this is probably going
to be the wildest adventure game you'll ever play...unless Infocom comes out
with a sequel, which they just might do!
Before we get started, a few words of advice. This is not the only way of
getting through the game. Many of the problems and situations (such as the
whale's belly) have more than one solution. So, you might want to save the
game from time to time, and experiment a little, to see if you can find other
ways of doing things (actually, it's wise to save the game anyway, in case you
make a mistake).
Also, consult the Guide frequently during play; you will gain some useful
insights to some of the objects you come across, and even some helpful
information (sometimes). And remember, no matter how bad things may look:
DON'T PANIC!
Here you are, mild-mannered Arthur Dent, about to start the worst day of your
life, although you don't know that...yet! Actually, the day is already getting
off to a bad start, since you've just woken up in the dark, with a really bad
headache (and it's all downhill from here).
The first thing you need to do is stand up and turn on the light. That's a
little better, anyway! Or maybe not, since you're having a hard time getting
coordinated. Grab the dressing gown and put it on, then look in the pocket.
Ah, an analgesic! Take that, then get the screwdriver and the toothbrush, and
head South to the porch (did you hear a tree fall? Rather omnious, isn't it?).
Here you find something no modern home should be without: junk mail. Take
the mail, and go on outside. Uh-oh! There's a very big bulldozer on its way to
level your home, and there's Prosser standing by, watching it all. Are you
going to take this lying down?
You bet you are! That's the only way to stop it: lie down in front of the

bulldozer. No matter how close the thing gets, don't panic; it won't run you over (of course, in a short time, it really won't matter what happens to the house, but you don't know that yet). Just wait awhile until Ford Prefect shows up (read the junk mail while you wait).
Ford seems a trifle preoccupied with the sky, but he is aware enough of you to try and give you back your towel. Don't take it, or he'll leave and you will be a lot worse off than you ever imagined (can things be worse than this? They sure can!).
Instead of taking the towel, ask Ford about your home. He will eventually come to his senses, and realize what is going on. When that happens, he will be able to persuade Prosser to take your place in front of the bulldozer while the two of you head off to the pub to hoist a few.
As soon as Prosser takes your place, go South and West to the pub. Buy a cheese (?) sandwich while you wait for him to arrive (when you read the description, you'll understand about the "?"). When Ford gets there, he'll buy you a few beers. Drink only three of them.
Around about the time you've finished the third one, there will be a loud crash. In fact, it's the sound of your home being demolished by the bulldozer (that will teach you to trust anyone who wears a digital watch!). Don't take that sitting down, leave the pub and return to where your house used to be. Along the way, you'll see a starving dog.
While you may wonder if anything could eat that sandwich and survive, give it to the dog, who will (amazingly!) enjoy it immensely, ignoring a microscopic space fleet that whizzes past (remember that fleet). Then continue on to the ruins of your home (Ford will be right behind you).
And just about now, to put a perfect ending to a perfect day (which has just barely begun), the Vogon construction ships appear, to demolish the Earth to make way for a new Hyper-space Bypass (hmmm, maybe Ford wasn't kidding when he said he was from another planet, or that Earth would be destroyed in a short time).
Still, don't panic...wait until Ford drops the Sub-etha signalling device. There won't be much time after that, so pick up the device, push the green button (if you dropped the Aunt's thing, have no fear: it will turn up again later), and you will be in....the dark.
Get used to that, you'll be spending a lot of time there before this adventure is over. Notice that, at first, you can't do much. All your five senses seem to be out of order. However, if you wait, and read the descriptions very carefully, you will see that eventually, it mentions only 4 of your senses. The one that's missing is the one you can use. Keep this in mind, it will come in handy later.
Right now, your nose seems to be working again, so smell. Sniff, sniff. Ugh! Whatever it is, it sure is strong! You are also now dimly aware of a shadow, so look at it. Well, well, it turns out to be Ford Prefect! And, looking around, you find yourself in the hold of a Vogon ship. Certainly better than being on Earth (or where Earth used to be).
There's a glass case with an Atomic Vector Plotter inside, but don't bother with it yet. You have something else to do first, namely, obtain a Babel Fish. That shouldn't be hard, right? All you need to do is push the button on the dispensing machine, and you'll have one, right? Hehehehehehe!
Those Babel Fish are pretty slippery characters (but, you may have found that

out already for yourself!). And the cleaning robots are certainly no help; they seem to have only one mission in life: grabbing your Fish away from you. Well, we really can't let that happen!
So, first thing to do is remove your gown and hang it on the hook. Now, wait for Ford to curl up, then get the towel and the satchel. Put the towel over the drain, and the satchel in front of the robot panel. Now comes the part that drives most people crazy: they don't know how to stop the upper-half-of-the-room cleaning robot. But, it's so simple: just put the junk mail on top of the satchel.
Now you can push the button! Then step back and watch the Rube Goldberg shenanigans, which end with the Babel Fish stuck solidly in your ear (squish!). Bet you never thought outer space would be like this! However, now that you have the Fish, you'll be able to understand anyone who talks to you. By the way, somewhere along the line, you will get a message that one of the phrases you've used was instrumental in starting a war that wiped out most of a small galaxy. There is nothing you can do about this; no matter how you try, it will come to pass. Rather unfortunate, isn't it? Even more unfortunate, sooner or later, the survivors will figure out how that happened, and they will be looking for revenge....but more about that charming prospect later.
Right now, press the switch on the case. This will tell you what the code word is that will open the case so you can snatch the plotter. Make careful note of what word is required; it is chosen randomly each time. Too bad you have to listen to some pretty rotten poetry to get the word.
Speaking of poetry, in a short while, you and Ford will be hustled into the Captain's quarters, and strapped into Poetry Appreciation Chairs (worser things could happen, but right now, you probably can't think of any). After the Vogon Captain has tortured you with the first verse, grit your teeth and enjoy the poetry. He will then, to your dismay, read you the next verse. While you could easily live without hearing it, in this case, you do need to listen so you know the word to type in. Fortunately, after the second verse, you don't have to enjoy the poetry. Unfortunately, since you survived both verses, the Captain is going to have you and Ford shoved out the airlock (you have now found something worse than appreciating Vogon poetry).
While Ford tries to talk the guard out of spacing the two of you, type in the word from the poem. You must put quotes around the word, or it won't go through. Then get the plotter when the case opens. Now just wait awhile, and you and Ford will soon be in the airlock, with very little time left.
In fact, time has just run out, and there you are in the depths of space. Lucky for you, the Guide explained how to survive all of 30 seconds out there! Well, perhaps not so lucky, since, considering the vastness of space, it's quite improbable that another ship will come by to pick you up before the 30 seconds run out. So naturally, 29 seconds later, the Heart of Gold (the HOG) comes past and picks you up.
There you are in the dark again. Wait and watch the display, until it no longer says you can't hear. Then listen, and you will hear the sound of the star drive. Now it gets cute: the program will lie to you, and say there is an exit to port. Don't you believe it! Go Aft instead, and you will be in Entry Bay 2. You can ignore the brochure, if you like.
Go Aft again, and you're in the Fore End of the corridor. Here, Ford will find you you, and take you up to the bridge, where you meet Zaphod and

Trillian. Actually, you've seen them both before, at a party you attended a short time ago. While you listen to the chatter between Zaphod and Ford, you can begin to drop some items here.
You can drop the plotter, screwdriver, gown, and signalling device. By this time, everyone else has gone to the sauna, leaving you alone on the Bridge with Eddie, the shipboard computer. Don't mind Eddie, he's a little over-protective, but he's a good sort at heart. In fact, you can pretty much ignore him, as well as Marvin the Paranoid Robot, although Marvin will be important much later on (depressing as that may sound).
Ok, time to prepare for some pretty weird happenings! First you'll need the spare improbability drive. So, go down, then Aft. Keep going Aft. The program will tell you that the Engine Room is dangerous. It LIES! Don't listen to it, just keep going Aft. Eventually, you'll get there.
Of course, as soon as you're there, you'll want to look around. The program will tell you there is nothing to see. That, too, is a lie! Keep looking, and you'll find that there are some things to see here, especially the spare drive. Don't worry about the tools for now; you can leave them where they are. Once you have the drive, go back to the Fore End corridor, then head Port where you'll find the Nutrimat (try consulting the Guide about the Nutrimat). Touch the pad, and you will be provided with a delicious (?) cup of advanced tea substitute. Fortunately, you don't have to drink it. Take the cup (ignore the carton, it's useless) and return to the bridge.
Drop the cup and the drive. Now, plug the small plug in to the small receptacle, and put the plotter's dangly bit into the tea substitute. Ok, you are about to have some pretty strange experiences, but before you throw the switch, some words of advice and caution.
There are five scenarios (all rather short, but all of them important), that have to be completed. They come up in random order, so each one has its own little section of the walkthru. The lead-in to each of them is that familiar dark area, where you have to wait until one of your senses is working again. You will be in the dark area again when the scenario ends (and you will have to listen for the drive sound), which will then bring you back to the HOG. Also, be aware there are times that you may briefly go back to one of the scenarios you have already completed. You just sort of bounce in and out of those, but you do have to spend time waiting in the dark. I couldn't find a way around this, so you'll just have to live with it. Finally, it's a good idea to save the game after you complete each scenario, just in case. With that said, it's time, so push the switch!
The Bugblatter Beast When you come out of the dark, you find yourself in the Lair of the dreaded Bugblatter Beast. There are, perhaps, better places you could wish yourself to be in, considering that, among its many charms, the Bugblatter has those tungsten-carbide vast-pain claws (perhaps he was a dentist in a previous life).

However, you are here for a purpose, so you'll just have to do something about the Beast. Consulting the Guide tells you that Bugblatters are incredibly stupid, which is certainly the case. In the meantime, the Beast is bearing down on you, demanding your name. Don't be shy, introduce yourself, then run like heck East out of the Lair.

Pick up one of the sharp stones, and then cover your head with the towel. Old Buggy is so dumb, he thinks that, since you can't see him, he can't see you. But, this won't last for very long, so you have to fool him, and quickly. Lucky for you, this isn't hard.

Carve your name on the Bugblatter's memorial. When he sees the name there, he will think he's already eaten you, which is why he can't see you (dumb may be an understatement here). The Beast will then curl up for a nap, leaving you free (after removing the towel!) to re-enter the Lair and then go SouthWest.

Here you will find the skeleton of some poor soul clutching a Nutrimat Computer Interface Card. Take the card, and just wait around for awhile. You will be mistakenly captured as a Bugblatter Beast (talk about insults!), but you will eventually be freed, and have some other adventures along the way, before you find yourself back in the dark again.
When you get back to the HOG, you can drop the asteroid paint chipper and the interface card in the Fore End before going up to the Bridge (you'll need the interface later, but there's no need to drag it around with you now). Once on the Bridge, push the switch again, and you'll be back in the dark.
Trillian The dark ends with something liquidy to the touch. In fact, you find your fingers bathing in a glass of wine. Coming to your senses, you realize that you are now Trillian, and you are at the party where you (she?) met both Arthur and a mysterious man named Phil.

Take a good look at Arthur, and you will see he has a huge ball of fluff on his jacket. Just what you want, but your hands are full. Drop the plate you're holding, and get the fluff. Open your handbag and put the fluff in it, then get the plate again (otherwise, the pushy hostess won't leave you alone).
Now, all you need to do is wait, trying not to be bored to tears by Arthur's feeble attempts at conversation. Give Phil a look, and shortly he will come over, and take you out to his scooter. As you blast off, everything once again becomes.....dark.
Ford Now you find yourself standing in a country lane, holding a satchel. The place looks familiar. In fact, it's the lane outside Arthur's home, and this time you seem to be Ford Prefect.
Those Vogons will be arriving soon, so there's not much time. Open the satchel, and take the satchel fluff, the towel, and the sub-etha signalling device. Go North, and there you will see Arthur lying in front of the bulldozer.
With a certain feeling of deja vu, you offer him the towel. However, instead of taking it, he asks you about his home. You suddenly realize what is going on (not that it really matters, considering what will shortly happen!). In a moment of magnanimity (or possibly madness), you decide to take Arthur hitchhiking with you.
But first, you have to deal with Prosser. Go over to him, and ask him to lie down in front of the bulldozer. He'll make a little fuss, but you'll manage to persuade him. Now, you and Arthur can hurry over to the pub, and drink some beer (remember to buy peanuts).
Sit there, drinking your beer (no more than three!), meditating on why Arthur is taking the imminent demise of the world so calmly, until the house falls and Arthur goes tearing out.
Follow him to the ruins of his home. Drop the satchel, and put the satchel

fluff on top of it. Now wait. The Vogon ships will appear, the winds will pick up, and you'll start fumbling with the device.
Oops! You just dropped it! Fortunately, it rolls over by Arthur, who picks it up and looks at it. Also fortunately, Arthur manages to push the right button, and everything becomes....dark.
Zaphod You come out of the dark to find that you're now Zaphod Beeblebrox, the Presi dent of the Universe. In fact, you're on your way to steal the Heart of Gold (with a little help from Trillian).
As your speedboat zooms towards its destination, search the seat carefully and you will find seat fluff and a key. The key opens the toolbox, but you don't need to do that now. Just make sure you take the box; you might be needing it later.
Now, if you continue on your present course, you'll never make it between the cliffs and the spire (or maybe you know that already). The trick is to make the auto-pilot do the hard work, so steer the boat towards the rocky spire. The spire gets closer...closer....closer....and then, at last! the auotpilot wakes up, just in time, and steers you to safety! Whew, that was a close one.
Ok, now you can stand up and go North to the Dais, where the dedication ceremonies will be held.
Wait around, enjoying the cheers of the crowd (read the banner if you like), until Trillian appears. She will jump out of the crowd, and hold a gun to one of your heads. The guards are a little hesitant about what to do, so now's your chance: tell them not to shoot.
After a few moments, they will drop their rifles into a pile..just what you've been waiting for. Tell Trillian to shoot the rifles. As the weapons disappear, you and Trillian make a break for the HOG! You made it!!
But...everything seems to be getting....dark.
The War Room Ah ha, fooled ya! I bet when you heard the sound of the star drive, you thought you were back on the HOG. But, surprise! you're in the War Room of a mighty war fleet approaching Earth (at least you're yourself this time!).
Hmmmm, looking around, you see an ultra-plasmic awl. Pick that up, since it might come in handy later. Now, take a good look at the aliens. They are Vl'hurg and G'guvunt. Sound familiar? Ring any bells? Remember that small galaxy you pretty much wiped out with your careless words?
Well, they finally figured out what happened, and now they are on their way to Earth to take revenge! (Uh oh) You can't really stop them, so just wait around and hope for the best.
The fleet gets closer and closer, and then arrives. Amazingly, the first thing they see is....a huge dog happily munching a cheese (?) sandwich! The sight of this giant monster, contentedly eating, softens the hearts of the Vl'hurgs and G'guvunts.
With a new mission in life, they turn around and go home. Along the way, they transport you back to the HOG. Unfortunately, since the aliens are microscopic, so are you.....and you end up materializing inside your own head!
But wait....maybe there is a madness in this method, after all (or is that the other way around?). Move along the mazy of synapses (any direction will do, they're all alike), until you come to the particle.
Look at the particle, and you will see it's your common sense. If there's one thing you surely don't need in THIS adventure, it's common sense, so take the

particle. Whoops! Everythig just went.....dark. Ok, now you should have collected the four fluffs, the ultra-plasmic awl, the paint chipper, the nutrimat computer interface, and the tool box. After you have done the last scenario (whichever one that is), don't go back to the Bridge. Pick up the interface, and go to the Nutrimat. It's tea time!

Open the panel on the Nutrimat, remove the circuit board, and replace it with the interface. Now, touch the pad. With a clearer idea of just what it is you want, the Nutrimat begins to have some problems. Its own limited circuitry can't handle it (well, it's just a dumb machine, after all), so it ties into the main shipboard computer.

Don't spend time here watching the Nutrimat go through its gyrations. Head for the bridge, and plug the large plug into the large receptacle. The moment is almost here: the HOG has arrived at the legendary lost planet of Magrathea, and the natives aren't friendly.

In fact, they are sending up a bunch of missiles to vaporize the HOG (hmmm, they really AREN'T friendly!). Now, push the switch on the spare drive. Wow! Talk about improbabilities! The missiles have turned into a giant sperm whale! After accepting the congratulations of Ford, Zaphod, and Trillian (who conveniently disappear into the sauna again), return to the Nutrimat, where you will find, at last, a cup of REAL tea. Get the cup (you will drop the No Tea), but don't drink it!! Bring it to the Bridge.

Drop the real tea (you will automatically pick up the No Tea). Remove the dangly bit from the tea substitute, and put it in the real tea. You have one more little trip to make. First, however, drop everything you are carrying except the Babel Fish and the Aunt's Thing (yes, you have it again, you just can't get rid of it).

Push the switch on the Drive. After a short stay in the dark, you will find yourself in the whale's tummy (it may, however, take more than try to get here, but you will make it eventually). There's a flowerpot here! Get the pot, and put it in the Aunt's Thing. Now, wait around (you really don't have a choice), and soon you will be in the dark again.

Ah, back on the HOG at last. If you take inventory, you'll notice you don't have the Aunt's Thing. Don't panic! It will, as always, turn up. In the meantime, go around picking up the various fluffs. The Zaphod fluff, along with the tool box, will be by the hatch. Trillian's, of course, is in her handbag, and Ford's is on the satchel, and the last one is in the pocket of your gown (unless you took it out earlier and dropped it somewhere).

The Aunt's Thing has reappeared by now, so go up to the Bridge. Take the flowerpot, plant all four fluffs, drop the pot, and wait awhile. When you see a tiny sprout has formed, take the pot into the sauna. When you emerge, a changed man, you will also have a changed plant.

However, there is another problem! The HOG has landed on Magrathea, but Eddie, overprotective as usual, has jammed the hatch shut. And, he's not going to open it, no matter how long it takes him to check for dangers on the planet (which will be quite a few years). You are almost ready! First, eat the fruit from the plant (mmm, tasty!). You have a vision, and pay close attention to it: the vision shows you what tool Marvin will need to open the hatch. This varies from game to game, and there is no way to know which one it is until you eat the fruit. That is also why you have to collect all those tools. Get the tool that you saw in the vision. If it happens to be one you haven't seen

yet, then you'll find it in Marvin's pantry.
The trick now is to find Marvin, and he's in his pantry, behind the screening door. First, get the real tea. You automatically drop the No Tea. But, you don't have your common sense anymore, so....pick up the No Tea! Now, you have both Tea and No Tea at the same time!!
Go to the Screening Door. Open it. The Door, impressed by your being able to have both Tea and No Tea will let you through! However, WAIT!!! Don't go through the door yet! If you set foot in the pantry, you will be overwhelmed by depression! So, that magic moment has arrived, the moment you've been waiting for ever since you left Earth: drink the real tea!! (Ahhhhhh, good to the last drop!)
All right! Now you can go into the Pantry (yay)! Marvin will be there, sulking as usual. Tell him to fix the hatch. Marvin will grumble, but he will agree to it, and tell you to meet him at the Hatch Access Space, with the proper tool, in twelve moves.
As you already have the tool (thanks to the fruit), you can go directly to the Access space (drop everything but the tool and the Fish), and wait for Marvin. When he arrives and asks for the tool, give it to him. Marvin will fiddle briefly, and the hatch will slide open.
Go out to the Hatch, and then down the Hatch. Wow! You have now set foot on the legendary lost planet of Magrathea, and.....
And what comes next, will have to wait for the sequel (and let's hope it isn't too long a wait!!!)! 2.3

Itay Chamiel (Pronounce CH as in "loch-ness")
- The unstoppable text machine! -
bruck@brachot.jct.ac.il

---

200. Happy Cursor

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 00:14:15 UTC
From: yabi@ellis.uchicago.edu
Message-ID: <yabi.21.727920854@ellis.uchicago.edu>
Source record: 108262
Body handling: Inline uuencoded payload not displayed: happycur.obj

I was going through some of my old atari 8-bit disks with my ibm compatible (using the ATARTIO program), and I found this nifty little program/demo that I wrote years ago.
The program utilizes VBIs, DLIs, and PM graphics to change the cursor into a multi-colored happy face. I got the idea from an old Analog article by Tom Hudson, "An Alternative Cursor." (although his cursor was just an underline).
Problem is, I'm not sure if this file will work. I don't have my 8-bit with me, and I can't test it. So....I'm posting the object file here, uuencoded. I'd appreciate if someone could test it, see if it works. If it's okay (respond to me through email), I'll upload the program (along with the Mac/65 source) to the 8-bit archive.If I remember correctly, the program initially loads about 250 bytes starting at $6000. After it runs, it leaves the $6000 area free, but then uses page four and page six (for the player/missile address base, VBI and DLI routines), I think. So if you're running any programs that use those areas, "bad" things might happen (i.e., lockup!).

thanks,
scott

section 1 of uuencode 2.8 of file happycur.obj

[Inline uuencoded payload not displayed: happycur.obj]

size 234

201. Re: Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 08:01:34 UTC
From: jimlynch@netcom.com
Message-ID: <1993Jan25.080134.10270@netcom.com>
Source record: 108263

Well, I do have Mac65... That might work...

202. Re: 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 10:31:33 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jan25.103133.10882@aber.ac.uk>
Source record: 108264

References: <1993Jan15.135708.12970@aber.ac.uk> <C11B3I.Cyp@panix.com>

Yes, the 810 also has the same problem regarding not stopping spinning. In
fact, I repared an 810 with this problem and it was the FDC

Dean Garraghty.

203. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 18:01:33 UTC
From: ereid@billthecat.Eng.Sun.COM
Message-ID: <lm8antINNghm@exodus.Eng.Sun.COM>
Source record: 108265
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,sun.forsale.computers,ba.market.computers

```
** $60 for everything (preferred) **

$20 * Atari 810 5.25" floppy disk drive

$15 * Atari 850 Interface, with 3 serial and 1 printer
(parallel) port

Make * One seemingly dead Atari 800 computer, w/BASIC cartridge,
offer 48K RAM; may be good for parts
* One seemingly dead Atari 800XL computer, w/built-in
BASIC, 64K RAM; also may be good for parts

$5/ea, * Atari 8-bit software
$30 for - MicroLeague Baseball
all - SynFile+ (filing database)
- subLOGIC Flight Simulator II
- Ken Uston's Professional Blackjack
- VT100 Terminal Emulator
- Software Automatic Mouth (voice software)
- Atari RUNoff (text formatter)
- Deep Blue 'C' compiler, with Mathlib and Deep Blue
Secrets
- Family Tree software
- FORTH language
- Tiny Pascal language
- Visicalc
- Atari Word Processor
- Dozens and dozens of miscellaneous games, including many
of the classics

$2.50/ea* Atari 8-bit books
- Your Atari Computer; a guide to Atari 400/800
personal computers
- Top-Down Assembly Language Programming for the 6502
Computer

* Miscellaneous
$2 - Datalife: 10 5.25" floppies, storage case, head
cleaning kit
$2 - Atari dual paddle game controls
$1/ea - (2) Pointmaster joysticks
$2/ea - (2) 60-disk 5.25" floppy storage cases

Eric Reid
415.336.2959
```

----------Eric Reid-----SunPics----Eric.Reid@eng.Sun.COM---------

204. Re: Happy Cursor

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 23:39:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <19HyXB8w165w@cyberden.sf.ca.us>
Source record: 108268

My God good man! I have you (somebody's?) HappyCursor program! The screen goes black with white or grey text, and the cursor becomes a blinking, multicolored happy face. I love that! It was one of the couple of files I was testing out MyNI_DOSes batch jobbing with! Turn on the computer, boot up MyDOS, have MyNI_DOS load up, and bam, up comes HappyCur!

Coolness! I'm sure it works!!

:)

Good job. (but yes, there are meanies that mess it up.. but I think even TurboBASIC XL works with it... don't remember)

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

205. C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 23:41:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cciyXB9w165w@cyberden.sf.ca.us>
Source record: 108269

God, Action! is such a cool language! :) I've been comparing C (which I'll soon be independantly studying on IBMs at school) with it, and it's such a nicer, cleaner, easier to read language.

Well, at least the way I program. I've seen some Action! programs that waste a lot of space with indents and the such, but compared to C, it's far easier reading. (In C, for example, you'd say "If(h<1)h=1;" and in Action!, you'd say "If H<1 Then H=1 Fi", or (if you redefined "Fi" to something even more readable), it would look like this: "If H<1 Then H=1 EndIf"... Also, with C, if you have a "long If", that is, one that does more than one command, you need those damned braces... sort of like this:

```
If(H<1)
{
H=1
O=O+1
}
```

and..

I dunno.. just call me a BASIC lover, but I just happen to think Action! is a far easier language.

Not that C is impossible. (Now comes my point!).. I've translated a program that my friend made in C into Action! (took less than an hour!) which is sort of a screen saver (it was where he got the idea). What it does is bounce lines around the screen.. See the next two posts for the file examples.

Have fun! Oh yeah, I'm also working on changing a little game I wrote in Action! (a very weak shoot-'em up) into C... hahahaa!

Maybe I'll start out ALL my C projects as Action!

hehe

oh, and no, I don't have (use, that is) a C compiler on the Atari.. tho I'm thinking of getting CC65 from the archives. (I have CC8 and have >No< idea on how to use it... but that's just because I don't know C.. yet)

:)

```
-------------------------------------------------------------------------
| / |\
| H E \ Y B E R |/ E N [ phbill@cyberden.sf.ca.us ]
```

206. POLYB.C

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-25 23:47:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cmiyXB10w165w@cyberden.sf.ca.us>
Source record: 108270

The "C" version of PolyBounce... compilable on an IBM:

```
main(Argc, Argv)
int Argc;
char *Argv[];
{
int dimensiona=320, dimensionb=192, screenmode=1;
char speedch[5], buffer[25], clearch[5];
int j=0, color=1, speed=75, i, compare=1, echo=1, clear=500;
int e=1, f=1, a=dimensiona-1, b=1, x=dimensiona-1, y=dimensionb-1,
h=1, k=dimensionb-1;
int incrementa=2, incrementb=4, incrementc=6, incrementd=8;
int ea=2, fa=2, ab=-3, bb=-3, xc=5, yc=5, hd=-7, kd=-7;
for(i=0; i<Argc; i++)
{
strupr(Argv[i]);
if(strncmp(Argv[i], "/I=", 3)==0)
{
strncpy(speedch, Argv[i]+3, 3);
speed=atoi(speedch);

if(strncmp(Argv[i], "/?", 2)==0)compare=0;
if(strncmp(Argv[i], "/E", 2)==0)echo=0;
if(strncmp(Argv[i], "/M=EGA", 6)==0)screenmode=2;
if(strncmp(Argv[i], "/M=CGA", 6)==0)screenmode=3;
if(strncmp(Argv[i], "/C=", 3)==0)
{
strncpy(clearch, Argv[i]+3, 4);
clear=atoi(clearch);

if(compare==0)
{
printf("\nPolyBounce Version 1.0 by Scott LaValley");
printf("\nThe International House of
Leeches\n415-897-8190");
printf("\n\n/E turns echo on.\n/M=EGA turns EGA videomode
on.\n/M=CGA turns CGA videomode on.");
printf("\n/C=[#] 1-9999 sets the number of echos before it
clears the screen.");
printf("\n/I=[#] 1-500 higher the number slower the
speed.\n\nEXAMPLE polyb /I=150\n\n");

if(compare!=0)
{
if(screenmode==1)_setvideomode(_VRES16COLOR);
```

```
if(screenmode==2)
{
_setvideomode(_ERESCOLOR);
dimensionb=350;
/* y=dimensionb-1;
k=dimensionb-1;*/

if(screenmode==3)
{
_setvideomode(_MRES4COLOR);
dimensiona=320;
dimensionb=200;
/* x=dimensiona-1;
y=dimensionb-1;
a=dimensiona-1;
k=dimensionb-1;*/

_setcolor(1);
time(&ltime);
e=ltime%50;
f=ltime%20;
a=ltime%175;
b=ltime%200;
x=ltime%22;
y=ltime%97;
h=ltime%3;
k=ltime%125;

while(!kbhit() && strncmp(Argv[i], "/?", 2)!=0)
{
j=j+1;
if(j%100==0)color=color+1;
if(color==16 && screenmode==1)color=1;
if(color==16 && screenmode==2)color=1;
if(color==4 && screenmode==3)color=1;
if(e<=1)ea=+incrementa;
if(f<=1)fa=+incrementa;
if(e>=dimensiona-1)ea=-incrementa;
if(f>=dimensionb-1)fa=-incrementa;
e=e+ea;
f=f+fa;
if(a<=1)ab=+incrementb;
if(b<=1)bb=+incrementb;
if(a>=dimensiona-1)ab=-incrementb;
if(b>=dimensionb-1)bb=-incrementb;
a=a+ab;
b=b+bb;
if(x<=1)xc=+incrementc;
if(y<=1)yc=+incrementc;
if(x>=dimensiona-1)xc=-incrementc;
if(y>=dimensionb-1)yc=-incrementc;
```

```
x=x+xc;
y=y+yc;
if(h<=1)hd=+incrementd;
if(k<=1)kd=+incrementd;
if(h>=dimensiona-1)hd=-incrementd;
if(k>=dimensionb-1)kd=-incrementd;
h=h+hd;
k=k+kd;
_moveto(e, f);
_lineto(a, b);
_lineto(x, y);
_lineto(h, k);
_lineto(e, f);
Pause(speed);
if(echo!=0)
{
_setcolor(0);
_lineto(a, b);
_lineto(x, y);
_lineto(h, k);
_lineto(e, f);

if(j%clear==0 && echo==0 &&
screenmode==1)_setvideomode(_VRES16COLOR);
if(j%clear==0 && echo==0 &&
screenmode==2)_setvideomode(_ERESCOLOR);
if(j%clear==0 && echo==0 &&
screenmode==3)_setvideomode(_MRES4COLOR);
_setcolor(color);

_setvideomode(_DEFAULTMODE);

Pause(MsPause)
unsigned MsPause;
{
struct timeb timebuffer;
long FutureTime = 0;
int FutureMs = 0;
ftime(&timebuffer);
FutureMs = (timebuffer.millitm + MsPause)%1000;
FutureTime = ((timebuffer.millitm + MsPause)/1000) +
timebuffer.time;
while(1)
{
ftime(&timebuffer);
if ((timebuffer.time > FutureTime) || ((timebuffer.time ==
FutureTime) && (timebuffer.millitm > FutureMs)))break;

The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US
```

207. POLYB.ACT

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 05:40:43 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <kyyyXB3w165w@cyberden.sf.ca.us>
Source record: 108266

Ran outta time last time. Using alternate account: POLYB.ACTion!
follows:

```
; PolyB.ACT - Action! version of PolyB.C
; programmed by Scott0LaValley in C "IHOL" BBS 1993
; translated to Action! by Bill Kendrick, NBS 1993

; fully commented!!! :)

; global declarations: (can be used anywhere)
Byte InternalKeyAddress=764, ; Address of internal key value
ColrReg1=708,ColrReg2=709,ColrReg3=710,
LMar=82,RMar=83,Chg
Char Array SpeedCh(5),Buffer(25),ClearCh(5)
Int Dimensiona=[160],Dimensionb=[192],j,
Colr,Speed,i,Compare,Echo,Clear,e,f,a,
b,x,y,h,k,IncrementA,IncrementB,
IncrementC,IncrementD,ea,fa,ab,bb,xc,
yc,hd,kd,jv
Card ScreenMem=88 ; screen memory pointer

; following is Function "Key", which returns Byte values...
Byte Func Key() ; Replaces "KbHit" function in C
If InternalKeyAddress=255 Then Return(0) Fi ; No keys hit
InternalKeyAddress=255 ; Clear it...
Return(1) ; Otherwise, someone hit something

Proc ScreenOn()
Graphics(31) ; 160 x 192 x 4 - no text window
SetColor(0,1,14) ; bright yellow /
SetColor(1,12,8) ; medium green < default colors
SetColor(2,4,2) ; dark red \
; (the SetColor commands effect the ColrReg_ values, at addresses 708,
709, 710)
Return

Proc Rotate() ; Rotates colors
Byte C1,C2,C3 ; I added this myself
C1=ColrReg1 ; color 1
C2=ColrReg2 ; color 2
C3=ColrReg3 ; color 3
If Chg=0 Then C1=Rand(256) Fi ; Insert random color
ColrReg1=C2
ColrReg2=C3
ColrReg3=C1
Return
```

```
; following is Function "Inp" (input), which returns Int(eger) values...
Int Func Inp(Int Default) ; Inputs from user, null input results in
returning of default value
Int UserVal
Print(" (") PrintI(Default) Print("):") ; show default value in ()'s
InternalKeyAddress=255
Do ; Repeat
; NADA
Until InternalKeyAddress<255 Od ; wait for key... (don't clear tho!!)
If InternalKeyAddress<>12 Then ; didn't hit [RETURN]
UserVal=InputI()
Return(UserVal)
Fi
; did hit [RETURN]
PrintIE(Default)
Return(Default)

Proc GetData() ; get data from user (or use default data)
PutE() PrintE("Return alone selects defaults (in '()'s)")
Print("Point 1 Increment?") ; speed values
IncrementA=Inp(2)
Print("Point 2 Increment?")
IncrementB=Inp(4)
Print("Point 3 Increment?")
IncrementC=Inp(6)
Print("Point 4 Increment?")
IncrementD=Inp(8)
Print("Echo? (0=yes, 1=no)") ; leave trail?
Echo=Inp(0)
Print("Clear speed?") ; clear screen ever ?th count
Clear=Inp(500)
Print("Insert colors? (0=yes, 1=no)") ; insert random colors every
color rotate?
Chg=Inp(0)
Print("Color change speed? (1=fast)") ; change speed every ?th count
JV=Inp(10)
InternalKeyAddress=255
Return

; - main -

Proc Main() ; the main loop!
; title:
Graphics(0) LMar=0 RMar=39 ColrReg2=15 ColrReg3=0 ; text mode, white
text, black bkgd
PrintE("PolyBounce Version 1.0 by Scott LaValley") PutE()
PrintE("The International House of LeeChes") PrIntE("415-897-8190")
PutE() PutE()
PrintE("Converted to Action! by Bill Kendrick") PutE()
PrintE("NBS 1993")
GetData()
j=0 Colr=1
```

```
; startup:
ScreenOn()
Color=1 ; (not same as "Colr".. "Colr" is variable, "Color" is system
command!!!)
e=Rand(50) f=Rand(20)
a=Rand(175) b=Rand(200)
x=Rand(22) y=Rand(97)
h=Rand(3) k=Rand(125)
ea=2 fa=2
ab=-3 bb=-3
xc=5 ; where's yc Scott?
hd=-7 kd=-7

; main loop:
While Key()=0 Do ; while nobody hits a key, do ALL of this stuff!:
j=j+1 ; increase 'J' counter
If J Mod JV=0 Then Colr=Colr+1 Fi ; every 'JV'th count, change color
If Colr=4 Then ; every 4th color, roll over to 0 & rotate colors
Colr=0 Rotate()
If Echo=1 And Colr=0 Then Colr=1 Fi
Fi

; erase line if need be (move above update so it won't be DIRECTLY
after last draw... thus replacing the Pause()
If Echo<>0 Then ; routine from the C version)
SetBlock(ScreenMem,7680,0) ; note: this replaces a bunch of plot's
and DrawTo's by simply clearing screen memory
Fi ; FAST! (7680=bytes of RAM used by screen)

; update (move) the points' positions:
e=e+ea ; point position updaters moved ABOVE IF-tests so any moves
off of screen will be caught
f=f+fa ; BEFORE draw, rather than before MOVE and THEN draw.... (get
it?!)
If e<=1 Then E=1 ea=IncrementA Fi
If f<=1 Then F=1 fa=IncrementA Fi
If e>=DimensionA-1 Then E=DimensionA-1 ea=-IncrementA Fi
If f>=Dimensionb-1 Then F=DimensionB-1 fa=-IncrementA Fi

a=a+ab b=b+bb
If a<=1 Then A=1 ab=IncrementB Fi
If b<=1 Then B=1 bb=IncrementB Fi
If a>=Dimensiona-1 Then A=DimensionA-1 ab=-IncrementB Fi
If b>=Dimensionb-1 Then B=DimensionB-1 bb=-IncrementB Fi

x=x+xc y=y+yc
If x<=1 Then X=1 xc=IncrementC Fi
If y<=1 Then Y=1 yc=IncrementC Fi
If x>=Dimensiona-1 Then X=DimensionA-1 xc=-IncrementC Fi
If y>=Dimensionb-1 Then Y=DimensionB-1 yc=-IncrementC Fi

h=h+hd k=k+kd
If h<=1 Then H=1 hd=IncrementD Fi
```

```
If k<=1 Then K=1 kd=IncrementD Fi
If h>=Dimensiona-1 Then H=DimensionA-1 hd=-IncrementD Fi
If k>=Dimensionb-1 Then K=DimensionB-1 kd=-IncrementD Fi

; draw the lines:
Color=Colr
Plot(e,f) ; start line ...
DrawTo(a,b) ; draw ...
DrawTo(x,y) ; draw ...
DrawTo(h,k) ; draw ...
DrawTo(e,f) ; draw (connect to start)

If j Mod Clear=0 And Echo=0 Then ScreenOn() Color=Colr Fi ; clear
screen (every 'Clear'th count)
Od ; end of loop

Graphics(0) ; back to mode 0 and ...
Return ; ...the end!
```

| / |\
| H E \ Y B E R |/ E N [anyone@cyberden.sf.ca.us]

208. Re: Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 12:07:56 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1k39isINNjmo@usenet.INS.CWRU.Edu>
Source record: 108267

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

>
>
>Did B&C ComputerVisions run out of them? Their Winter 1992 catalog lists
>Turbofile/80 and Turboword/80 for $44.95 each.
>
>--
Michael,

Yes, I went hunting for Joe back in November for this program and B&C said they just sold out. They said they didn't sell very many though, maybe one a month if they were lucky. There are still some parties out there that I know of who would like to see the rights to turbofile purchased or gotten somehow. It's the best database program I know, especially when it comes to giving your drive a workout. (grin!).

And yes, in case you're wondering, I'm now having to use the Freenet news reader, after two weeks of our local systems saying (no new news) I've had it. These "improvements" the sysadmins keep making on campus are driving me up the wall.

Jeff McWilliams

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

209. Digi-Studio gets reviewed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 13:28:19 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jan26.132819.14450@aber.ac.uk>
Source record: 108271

Digi-Studio has just been reviewed in Page 6 (New Atari User) over here in the UK. They seem to like it, pointing out only a few minor problems, mostly with the manual. So, now you have somebody else's word about Digi-Studio, not just mine. Buy a copy today! If you need the product info and US address to send money to, then please email me.

Dean Garraghty.
Email: djg0@uk.ac.aber (JANET UK address) djg0@aber.ac.uk (Internet)

210. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 16:31:59 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1993Jan26.163159.14869@ucsu.Colorado.EDU>
Source record: 108272

In article <cciyXB9w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>God, Action! is such a cool language! :) I've been comparing C (which
>I'll soon be independantly studying on IBMs at school) with it, and it's
>such a nicer, cleaner, easier to read language.
>
>Well, at least the way I program. I've seen some Action! programs that
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>waste a lot of space with indents and the such, but compared to C, it's
>far easier reading. (In C, for example, you'd say "If(h<1)h=1;" and in
>Action!, you'd say "If H<1 Then H=1 Fi", or (if you redefined "Fi" to
>something even more readable), it would look like this: "If H<1 Then H=1
>EndIf"... Also, with C, if you have a "long If", that is, one that does
>more than one command, you need those damned braces... sort of like
>this:
>
>If(H<1)
>{
> H=1
> O=O+1
>}
>
>and..

Feh. The underlined phrase may say it all. For my part, I've no patience
with people who say, "I don't like C because it MAKES you do such & such."
Baloney. Try:

```
#define then {
#define endif }

main () {
.
.
.
if (h < 1) then h = 1
endif
.
.
.
}
```

For your second gripe, try:

```
if (h < 1) h = 1, o = o + 1;
```

Granted, that won't work for all complex if's, but it works for small
stuff like the above example.

>I dunno.. just call me a BASIC lover, but I just happen to think
>Action! is a far easier language.

That's okay... like you say below, it's "because I don't know C yet".
I believe C is a very elegant language. Sure, an idiot can still write
crap code in it; but that's a reflection on the programmer, not on the
language.

>>No< idea on how to use it... but that's just because I don't know C..
>yet)
>
>:)

:^) Don't take this as a flame; take it as a learning experience! :^)

--Michael

Michael Hill <>< Isaiah 9:6 | "Let's not pretend to justify
hill@spot.Colorado.EDU | Rather amend where treasures lie
| Straight through the heart peace can be found
University of Colorado@Boulder | That's where you start, not all around"
$ mv net.flames /dev/null | -- Extreme, "Rest in Peace"
-------------------------My boss is a Jewish carpenter!-----------------------
Did you ever notice that everybody in favor of abortion has already been born?!

211. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 16:35:32 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1993Jan26.163532.15778@ucsu.Colorado.EDU>
Source record: 108273

```
In article <1993Jan26.163159.14869@ucsu.Colorado.EDU> hill@spot.Colorado.EDU
(Michael Hill) writes:
>
>#define then {
>#define endif }
>
>main () {
> .
> .
> .
> if (h < 1) then h = 1
> endif
> .
> .
> .
>}

Oops. Left off a semi at the end of the if line. Alternatively, you
could:

#define endif ;}

so you could write your code as I originally posted it. Which just goes
to prove that C is more flexible than "you have to do it this way and
this one way only!"

--Michael

-------------------------------------------------------------------------------
Michael Hill <>< Isaiah 9:6 | "Let's not pretend to justify
hill@spot.Colorado.EDU | Rather amend where treasures lie
| Straight through the heart peace can be found
University of Colorado@Boulder | That's where you start, not all around"
$ mv net.flames /dev/null | -- Extreme, "Rest in Peace"
-------------------------My boss is a Jewish carpenter!-------------------------
Did you ever notice that everybody in favor of abortion has already been born?!
```

212. DOS overview

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 16:56:28 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1k3qfsINN6qq@news.cs.tu-berlin.de>
Source record: 108274

DOS overview

by Oliver Rosenkranz

Many Thanks to all the guys who supported me :

=-=-=-

=-=-=-

H (# of sectors DOS) - how many sectors do you have to reserve for DOS.SYS
I (# of sectors DUP) - " " " " " " " " " " DUP.SYS
J (RESET) - is the WHOLE DOS still in memory when RESET has been
pressed ?

Name A B C D E F G H I J

DOS 1.0 menu 28814 yes english 1 64 S 64 - no
DOS 2.0 menu 32274 no english 2 81 S 39 42 no
DOS 2.5 menu 32418 no english/nl/ 2 79 SM 37 42 no
german
DOS 3.0 menu 32274 yes english/ ? ? O ? ? no
german
DOS II+/D 4.3M command 32085 yes english 1 37 SM 37 - yes
DOS II+/D 6.1 command 31502 yes english 1 38 SMD 38 - yes
Happy DOS 1050 menu 31176 yes english 2 71 SMD 37 34 yes
DOS 2.5m menu 32418 no german 2 79 SM 37 42 no
Funny DOS 3.0 menu 32274 no english 2 115 O 39 76 no
K-DOS command 26956 yes english 9 151 S 81 - no
DOS XL 2.20 command 30990 yes english ? ? SMD 46 ? yes
DOS XL 2.30 command 30990 yes english 19 628 SMD 46 59 yes
Top-DOS .2 menu 31758 yes english 2 106 SDQ 38 68 choose
Top-DOS 1.5a menu 32014 yes english 2 126 SDQ 37 89 choose
SpartaDOS 1.1 command 31502 yes english 4 ? O ? ? yes
SpartaDOS 3.2c command 32654 yes english 3 ? O ? ? yes
MultiBoot XL4.0 menu - no english - - O - - no
SmartDOS 6.1D menu 31734 no english 2 104 SD 34 70 choose
SmartDOS 8.2D menu 32502 no english 2 104 SD 34 70 choose
DOS 2.6f menu 32274 no english 2 115 S 39 76 no
DOS 2.9 menu 32274 no english 2 115 O 39 76 no
OS/A+ V2.0/4DOS command 31630 yes english 1 44 S 44 - yes
MyDOS 3.013 menu 32424 no english 2 70 SD 28 42 yes
MyDOS 4.50d menu 31781 no english 2 89 SD 35 54 yes
XL-TOS 1.0 desktop 32418 no english 5 493 SD 37 50 no
G.O.S. 1.3 desktop 32274 no english/ 5 228 S 37 168 no
german
MachDOS 2.6XL menu 30222 no english 3 94 SD 37 50 yes
BiboDOS 5.4RN menu 31765 yes german 2 84 SMD 39 45 yes
BiboDOS 5.4RF menu 31216 yes german 2 84 SMD 39 45 yes
BiboDOS 5.4RFXF menu 31569 yes german 2 84 SMDQ 39 45 yes
BiboDOS 5.5RF menu 31901 yes german 2 84 SMD(Q)39 45 yes
ANTIC DOS 4.0 menu 39967? no english 2 ? SMD ? 48 no
1050 WS DOS 2.0 menu 23754 no english 2 81 SD 39 42 no
Action! DOS command 31758 yes english 1 38 S 38 - yes
GEM-DOS desktop - no english 7 216 S 39 - no
DOS IIs menu 32274 no english 2 81 S 39 42 no
TurboDOS XE 2.0 command 31890 no english/ 2 73 SMDQ 33 40 yes
---

How man disk drives can be connected to your ATARI when using DOS :

```
Name D1 D2 D3 D4 D5 D6 D7 D8 D9
DOS 1.0 * * * *
DOS 2.0 * * * *
DOS 2.5 * * * *
DOS 2.5m * * * *
DOS 3.0 * * * * * * * * *
DOS 2.6f * * * *
DOS 2.9 * * * *
Funny DOS 3.0 * * * *
DOS II+/D 4.3M * * * *
DOS II+/D 6.1 * * * * * * * * *
Happy DOS 1050 * * * * * * * * *
K-DOS * * * *
DOS XL 2.20 * * * * * * * * *
DOS XL 2.30 * * * * * * * * *
Top-DOS .2 * * * * * * * * *
Top-DOS 1.5a * * * * * * * * *
SpartaDOS 1.1 ???
SpartaDOS 3.2c ???
MultiBoot XL4.0 *
SmartDOS 6.1D * * * *
SmartDOS 8.2D * * * *
OS/A+ V2.0/4DOS * * * * * * * * * *
MyDOS 3.013 * * * * * * * * *
MyDOS 4.50d * * * * * * * *
XL-TOS 1.0 * *
G.O.S. 1.3 * * *
MachDOS 2.6XL * * * *
BiboDOS (all) * * * * * * * *
ANTIC! DOS 4.0 ???
1050 WS DOS 2.0 * * * * * * * * *
Action! DOS * * * * * * * * *
GEM-DOS * *
DOS IIs * * * *
TurboDOS XE 2.0 * * * * * * * *

--------------------------------------------------------------------------------
But statistics isn't all....

Here are the features the DOS variants are standing for...

DOS 1.0 -devine device -full of bugs

DOS 2.0 -standard -not very user-friendly

DOS 2.5 -better than DOS 2.0 but not really user-friendly

DOS 3.0 -uses system files -not kompatible to DOS 2.5
-convert DOS 2 -Files -online help
-create your own commands

DOS 2.5m -like DOS 2.5 but without the need to press RETURN
after the command letter
```

DOS II+/D 4.3M -clear disk (delete files & new dir)
-diskname
-mini ml monitor (mem-dump,mem-change,show registers)
-12KB RANdisk (build-in,M: $5000 - $7F00)

DOS II+/D 6.1 -like version 4.3M
-other features ???

Happy DOS 1050 -1011 free sectors (1010 are normal)
-revive file -no RETURN after command

FunnyDOS 3.0 -931 free sectors -drive speed test
-radix convert (hex,dec)-check sectors
-copy sectors
(DOS 2.9 is like this one but with a black background)

DOS 2.6f -like Funny DOS 3.0 but only 707 free sectors
(for ATARI 810 users)

K-DOS -uses system files -revive file
-ml monitor (procede,examine,alter register)
-boots system if RESET is pressed
-kill -UDC

DOS XL 2.20 -uses system files
-other features ???

DOS XL 2.30 -uses system files
-other features ???

Top-DOS .2 -undelete -create your own commands
-ml monitor (read,edit) -bypass-cartridge (choosable)
-set left margin -Auto-RS232 (choosable)
-system drive# -number of buffers

Top-DOS 1.5a -like version .2
-choosable RAMdisk#
-set time-out -error list
-online help -number conversion

SpartaDOS 1.1 -diskname -uses system files
-sub-directories -not compatible with DOS 2.5
-different dir (name,bytes,date,time)
-undelete -system clock

SpartaDOS 3.2c -like version 1.1 -extra date/time line
-easy multifile copy -various disk init formats
-speed check -sector copy

MultiBoot XL! 4.0 -not really a DOS but a disk/cassette-copy/load utility
-not compatible with DOS 2.5
-it options : write MB4.0, load boot prg cass/disk,
write boot prg cass/disk, copy file
rename file,sector copy,format disk
delete file

SmartDOS 6.1D -copy sectors -test sectors
(RANA-DOS) -speed check -easy to use

SmartDOS 8.2D -like version 6.1D
-less memory needed -other features ???

OS/A+ V.2.00/4 DOS -uses system files
-other features ???

MyDOS 3.013 -drive configuration -choose system drive#
-directory name

XL-TOS 1.0 -uses windows,icons,pull-down-menues
-no wrtieTOS,save file,copy file/disk, go address
feature

G.O.S. 1.3 -uses window/icons/pull-down-menues
-sub-directories -change colors
-directory name -disk name/drive name
-print file -edit file

MachDOS v2.6XL -choose system drive# -convert files

BiboDOS 5.4 RN -good RAMdisk support -easy to use
-configuration (#of buffers, RAMdisk resident?,
RAMdisk?,keyboard buffer?)
-startup edit -1011 free sectors
-undelete -dir when number-key is pressed
-supports XF551

BiboDOS 5.4 RF -like version 5.4RN -supports several disk speeders

BiboDOS 5.4 RN/XF -like version 5.4RN -especially written for XF551
users

BiboDOS 5.5 RF -like version 5.4RF -BASIC on/off
-clear disk -show file
-special configuration (repeat frequence,wait time)

ANTIC! DOS 4.0 ???

1050 Warp Speed DOS 2.0 -like DOS 2.0 -supports warp speed

Action! DOS -like OS/A+ DOS -dir shows a line '# of files'

GEM-DOS -uses windows,icons,pull-down-menues,icons for files
-full of bugs

DOS IIs -like DOS 2.0 -special copy routine

Turbo-DOS XE V2.0 HS -short info about all commands (without disk access)
-uses system files -show/edit system variables
-radix convert(hex,dez,ATASCII)
-hexdump/edit -BASIC on/off
-recognizes automatically the density of the disk
-look at load/start addresses/areas of files

-get file checksum -show files
-clear dir -give command chain to cartridge
-write fileloaderDOS to disk (GAMEDOS)
-batch files -disk copy with density-mix
-supports disk speeder -complex but easy to use options for most commands
-online help -support for XF551

---------- without any guarantees ----------

This list is incomplete. To make it more complete and help all users to
choose between DOS variants, please check out this list for failures or/and
lecks of information. If you find some facts I didn't pay attention for,
drop me a line via email (rossi@cs.tu-berlin.de) and I will update this list
and put your name to it, if the hint is new to me/the list.
Even if you have a new DOS or another DOS version you don't find on this list
gimme a description of it with all the facts you know about it which are impor-
tant for the list...

Thank you in advance
--==rossi==--
Oliver Rosenkranz
rossi@cs.tu-berlin.de

213. Re: Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 19:54:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1k44tdINNa5f@usenet.INS.CWRU.Edu>
Source record: 108275

In a previous article, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) says:

>Yes, I went hunting for Joe back in November for this program and B&C
>said they just sold out. They said they didn't sell very many
>though, maybe one a month if they were lucky. There are still some parties
>out there that I know of who would like to see the rights to turbofile
>purchased or gotten somehow. It's the best database program I know,
>especially when it comes to giving your drive a workout. (grin!).

That's too bad they've pulled such an attitude, it seems to me they used to be famous for their support. I remember when I bought and registered for Turboword, they replied with a nice, personalized letter responding to most of the complaints I had with the program. Later, they sent the Turboword+ update disk free of charge.

Then again, I really disliked the editor itself, and I never went back to it once I bought AtariWriter 80.

Are you talking about Turbofile being such a great database, or Turbobase? I thought Turbobase was their original, high powered product, and Turbofile was the stripped down version meant to work with the new Turboword product.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

214. NEVER got Atari Classics :(

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-26 20:22:31 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1993Jan27.011842.11182@ryn.mro4.dec.com>
Source record: 108277

I never got my Atari Classics magazine...

I did move adresses, but forwareded my new address to the
person in charge (forgot the name)...

John Miskinis

215. Bootstrapping for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-27 02:33:33 UTC
From: rmartin@cory.Berkeley.EDU
Message-ID: <1k4s9t$u2@agate.berkeley.edu>
Source record: 108276

I have an 130XE & double density 1050 with minimal software,
DOS 2.5 & Atariwriter +. I'd like to start downloading more
programs, but I don't have a program that can download.

I tried using the util.exe to format atari drives on an IBM PC, but
it formats them in double density. Also it gives me an error:
"Error formatting track 0." Can I get DOS 2.5 to recognize a
double density disk? Is there a way to un-diskcomm the DOSes that
are on the atari.archive so I could boot from one of these PC created
double density disks?

-Rich

216. Re: DOS overview

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-27 04:26:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k52u3INN9op@golem.wcc.govt.nz>
Source record: 108279

Well done Oliver, that file has just been a great help!

(I just bought an 800XL a couple of days ago, with the *original*
or Sparta-DOS, and Smart-DOS. And of course Atari-DOS (2.5).

Looks like Smart-DOS is the best out of the 3.

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

217. Atari to Mac data transfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-27 20:04:47 UTC
From: Steve Swanson <SMSwanson@ehssun.lbl.gov>
Message-ID: <28671@dog.ee.lbl.gov>
Source record: 108281

Does anyone have experience transfering files between an Atari 8-bit and
a Macintosh? I connect my Atari to a RS-232 modem through an 850
interface, and also use a RS-232 interface on my Mac. I thought it
would be as simple as a RS-232 to RS-232 null-modem, but someone told me
null-modems have to be individually configured for the computers involved.
Anyone have experience in this area?

218. Re: Happy Cursor

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-27 22:32:39 UTC
From: yabi@ellis.uchicago.edu
Message-ID: <yabi.24.728173959@ellis.uchicago.edu>
Source record: 108284

In article <19HyXB8w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>My God good man! I have you (somebody's?) HappyCursor program! The
>screen goes black with white or grey text, and the cursor becomes a
>blinking, multicolored happy face. I love that! It was one of the
>couple of files I was testing out MyNI_DOSes batch jobbing with! Turn on
>the computer, boot up MyDOS, have MyNI_DOS load up, and bam, up comes
>HappyCur!

Wow! I never knew that my program was floating around out there. I did
upload it to the Atari BBS in California, but that was all.
To think that all these years, a few people have been getting some use
out of it, makes me feel (sniff) so happy.

-scott

No disclaimer. I represent the beliefs and opinions of the entire
University of Chicago community. Have a nice day! :)

219. Re: Bootstrapping for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-27 22:47:36 UTC
From: yabi@ellis.uchicago.edu
Message-ID: <yabi.25.728174856@ellis.uchicago.edu>
Source record: 108278

In article <1k4s9t$u2@agate.berkeley.edu> rmartin@cory.Berkeley.EDU (Richard Martin) writes:

>I tried using the util.exe to format atari drives on an IBM PC, but
>it formats them in double density. Also it gives me an error:
>"Error formatting track 0." Can I get DOS 2.5 to recognize a
>double density disk? Is there a way to un-diskcomm the DOSes that
>are on the atari.archive so I could boot from one of these PC created
>double density disks?

Hmm... let me canvass my memory for this...
Atari DOS 2.0 (and maybe even 1.0) has almost all the abilities to read standard double density disks. Atari had this in mind, as they did create an 815 (?) double density drive in the late 70s/early 80s (never released, though).
Now, in the IO control areas for DOS, there's an address that contains the density byte (0 or 1). It's quite simple. From BASIC, just do a POKE xxxx,1 and _voila_, the DOS will now be able to read/write double density disks for the particular drive numer (the information for all the drives is stored at an address, say $700. The information for drive 1 (actually drive 0) would be at $700. The next drive's information would be at $700+some offset. Next drive info would start at $700+ 2x some offset, and so on).
I've done this before, and it does work.
So, what is this address? I don't know (sorry. POKE 1801,1 or POKE 1802,1 seems to stick in my mind, but I can't be even 5% sure of that).
If someone has a copy of Mapping the Atari, or even better would be Inside Atari DOS, you could easily find out.
-scott

No disclaimer. I represent the beliefs and opinions of the entire University of Chicago community. Have a nice day! :)

220. WANTED: Cartridge Serial Numbers

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 01:52:35 UTC
From: chase@electron.rutgers.edu
Message-ID: <Jan.27.20.52.33.1993.22744@electron.rutgers.edu>
Source record: 108280

Hello Fellow Atari 8-bitters,

Back in July I coordinated an effort on this group to create a list of all cartridges produced for the Atari line of computers. Before very long we had compiled a list of over 300 cartridges from a variety of publishers. I have reposted the list on a few occasions since then and have received only a few more additions and corrections. I'd like to consider the project finished but the list has various short comings which should be addressed. I hope that perhaps I can catch the attention of some people who may have missed the original postings, and with their help produce a more accurate list of all Atari cartidges.

To save bandwidth, and because the list is essentially unchanged from its last posting I am not reposting it now. If you want or need a copy of it just drop me a note and I'll email you a copy. Instead I am to post a description of the information missing in the hope that someone out their can fill some of it in for me. Thanks for listening.

The following cartridges I need the serial numbers for.
Atari Atarilab carts, Deflector.
Activision Keystone Kapers, Zenji, Beamrider, Decathlon, Pastfinder, The Designer's Pencil, The Dreadnought Factor
CBS Software Most of them
ParkerBros All except Frogger and Death Star Battle
Sega Tac-Scan, Spy Hunter, Tapper, Up N Down, Frogger II, Sup Zaxxon
Spinnaker All except Delta Drawing
ThornEMI Hockey, Orc Attack, Darts, Tank Commander

The following manufacturers of carts may have put serial numbers on their carts, but might not have. If someone owns any carts by Broderbund, Fisher Price, First Star, Gebelli, Roklan, Romox, Sierra On Line, Sirius, or Synapse could you see if there are any serial numbers on these carts and email me what you find.

For those who are interested I also have lists of 2600, 5200 and 7800 games.

I would like to thank everyone who has contributed to this project. I was pleasantly surprised at the response to my request for help creating this list, and am indebted to the dozens of people who have sent me additions, corrections, and words of encouragement. As always I will be posting a new version of the list as soon as enough changes warrant it.

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gateway to Apshai
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-=-

221. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 02:51:19 UTC
From: ac742@yfn.ysu.edu
Message-ID: <1993Jan28.025119.4657@news.ysu.edu>
Source record: 108282

This ongoing C language conversation has caought my interest..How would one go about writing C code on an IBM and transporting it to the 8-bit? This could have some potential for broadening our software libraries. Is this a "do-able" thing? What kinds of pitfalls await me before I plunge into this?

--

****Joe Perkins
Internet: ac742@yfn.ysu.edu
****

222. Re: Atari to Mac data transfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 04:54:21 UTC
From: bmarcum@world.std.com
Message-ID: <C1JsAM.Fx5@world.std.com>
Source record: 108283

Usually, all you need for a null modem connection is a cable wired so that the output of one computer goes to the input of the other and vice versa. Some computers might require the handshaking lines (DTR, RTS, CTS) to be connected a certain way; I don't know if the Macintosh does, but Atari doesn't. Other than that, you just need the proper connectors (25 pin, 9 pin, or whatever Mac uses). If the Mac and the Atari each have 25-pin modem cables, you should be able to just connect a null modem adapter between them. You might also need a gender changer.

Bill Marcum bmarcum@world.std.com

223. Power Per Posten

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 05:09:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <728137355.AA00075@tdkt.kksys.com>
Source record: 108298

I seem to have lost their address. What was it again and do you know if their catalog is free?

224. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 05:34:33 UTC
From: wbdst+@pitt.edu
Message-ID: <2694@blue.cis.pitt.edu>
Source record: 108285

Was Action! ever available on any other platofrxxxx platforms? Is it
a dialect of BASIC?

225. Re: Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 07:01:30 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1k80caINN5ha@usenet.INS.CWRU.Edu>
Source record: 108286

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

>
>In a previous article, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) says:
>
Michael,

I also own Turboword+, and I agree, the editor is pretty horrible,
and there are very few printer features supported by it. Not enough
memory for large files to edit, editing is sometimes really slow, especially
when inserting or deleting stuff in the middle of a file.
I don't use AtariWriter 80 though, I'm a big Sparta-X fan and I've been
reluctant to use AtariWriter 80 because I understand there is no elegant
way to exit back to DOS. I did mean turbofile, when i mentioned it.
I wanted to get Turbobase too, but never could afford it, and now it's
too late. Turbobase is the mother of all databases, but I think even
Turbofile is one of the most complex next to its big brother.
It's got a few annoying bugs, and you really need a hard drive for it
(I suppose that would go triple for Turbobase).

Jeff McWilliams

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

226. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 09:40:54 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1k89n6INN2al@news.cs.tu-berlin.de>
Source record: 108296

wbdst+@pitt.edu (William B Dwinnell) writes:

>Was Action! ever available on any other platofrxxxx platforms? Is it
>a dialect of BASIC?

No! Action! is a 'normal' programming language. Its paragon is C, but it
was created especially for the 8 bit ATARIs and their abilities.

227. Do an RFD: comp.sys.atari.advocacy?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 12:09:02 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan28.120902@cs.bham.ac.uk>
Source record: 108287

```
Hi!
This discussion has been going on in the overly-active-of-late atari.st
section and someone suggested I'd better warn you.
Hopefully in the next week I'll be posting a Request-For-Discussion in
news.groups and all as below.

Until then, if you have any relevant comments you'd like to add then please mail
me at...

dxo@cs.bham.ac.uk

Thanks!

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /\_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||\_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| \_|/

------------------------------------------------------------------------------

REQUEST FOR DISCUSSION
======================

This is a request for discussion on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Rationale
=========
This group will separate a section of discussion from the current
newsgroup comp.sys.atari.st and atari.8bit.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST can
continue to use the original group and would hopefully get more
```

attention if there is less advocacy mail present.

What a FAQ for this group could contain is also a matter for discussion.

Discussion
==========
Comments on this proposed new newsgroup should be posted to the USENET newsgroup news.groups. If the reader is not able to do so, comments may be e-mailed to any of the proposers, at the addresses below, and we will post them.

Voting
======
If no problems arise, voting will start one month from the posting date of this RFD.

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de

228. Working copy of diskcomm please.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 12:54:39 UTC
From: svhowardm@npe.isnet.inmos.co.uk
Message-ID: <1993Jan28.125439.1@npe.isnet.inmos.co.uk>
Source record: 108288

Hello world,

I'm having trouble getting anything from the archive at the moment,
this is definately a problem at my end - but -

Can somebody please send me a working copy of DISKCOMM as the one I
had from the archive - before I stopped being able do get anything -
was faulty.

Please, please, please........

Thanks,
Mark.

229. Re:atari to Mac

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 17:55:23 UTC
From: dillera@next01pg2.wam.umd.edu
Message-ID: <1993Jan28.175523.27057@wam.umd.edu>
Source record: 108291

In comp.sys.atari.8bit article <28671@dog.ee.lbl.gov> you wrote:
> Does anyone have experience transfering files between an Atari 8-bit and
> a Macintosh? I connect my Atari to a RS-232 modem through an 850
> interface, and also use a RS-232 interface on my Mac. I thought it
> would be as simple as a RS-232 to RS-232 null-modem, but someone told me
> null-modems have to be individually configured for the computers
involved.
> Anyone have experience in this area?

I've used my Mac with my Atari 800xl & 130 xe many times. I just simply
connected the Atari (with a p:r: connection) thru a null modem right into
a Mac modem cable that I got from Egghead. Then just run terminal
programs on each machine, and fiddle around with the settingd till they
work.

I believe I used Microphone on the Mac, and BobTerm on my 8bit.
Should be somewhat simple!


```
||-----------------------------------------------|
| /|_|_|_ Andrew Diller |
| |_ |_ --------------- |
| /|_ |_ dillera@wam.umd.edu |
| |_|_|_ |
-------------------------------------------------
```

230. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 18:57:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <74523@cup.portal.com>
Source record: 108289

A little late, but I happened to be going through some old disk and
came accross somethiung I did a couple of years ago. I forgot the
exact setup the guy had, but it was something like a packet radio
hooked up to the joystick ports of an 800. He had a couple of AUTORUN.SYS
files or something that prevented him from setting the radio frequency
after the main program started<???@#$>. Anyway, with the ability of the
Atari to run initialization code I cooked this up for him. What happens
is when the file gets run (it was appended onto one of the existing
AUTORUN.SYS files), it sets up the joystick port to the frequency the
user wants, then returns control to DOS to continue loading the other
program(s). It's more quick & dirty then anything else, but it does
show how to use some floating point from assembly & put up a intro
screen. Let's see if Portal will swallow the U/L.

231. Re: File Headers.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 18:59:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <74526@cup.portal.com>
Source record: 108290

```
10 .OPT NO OBJ
20 .OPT NO LIST
30 ;
40 ;Some stuff I knocked out for
50 ; "The Dude"
60 ; Rick Cortese Sept '91
70 ;"ASM,,#D:WCS.COM" TO MAKE FILE
80 ;
90 ; EQUATES
0100 ;These are all STD Atari locations
0110 ;i.e. The OS decides INBUFF, an
0120 ;I/O buffer, is at $580. The're
0130 ;are 2 software registers, each
0140 ;6 bytes, @ $D4 & $E0 that the OS
0150 ;sets up & uses for FP operation
0160 ;
0170 CIOV = $E456
0180 EOL = $9B
0190 CLS = 125
0200 B = 30 BACKSPACE
0210 D = 29 DOWN
0220 TAB = 127
0230 PUTREC = $09
0240 GETREC = $05
0250 INBUFF = $F3
0260 ;
0270 ;Index to 1st byte in buffer
0280 ;
0290 CIX = $F2
0300 IOCB0 = $0340
0310 ICCOM = IOCB0+2
0320 ICBAL = IOCB0+4
0330 ICBAH = IOCB0+5
0340 ICBLL = IOCB0+8
0350 ICBLH = IOCB0+9
0360 ;
0370 ;ROM FP entry points from OS
0380 ;SOURCE LISTING, MAPPING THE
0390 ;ATARI, DE RE ATARI, etc.
0400 ;There are more, but I don't
0410 ; use everything!
0420 ;
0430 ;Convert string to FP
0440 AFP = $D800
```

```
0450 ;Convert FP to string
0460 FASC = $D8E6
0470 ;Subtract FR0=FR0-FR1
0480 FSUB = $DA60
0490 ;Divide FR0=FR0/FR1
0500 FDIV = $DB28
0510 ;Move FR0 to FR1
0520 FMOVE = $DDB6
0530 ;Convert FP# in FR0 to integer
0540 ;(2 bytes) at $D4, $D5
0550 FPI = $D9D2
0560 ;
0570 ;This'll make it load and go
0580 ;then continue with the next
0590 ;file if it is appended
0600 ;
0610 INIT = $02E2
0620 *= $3000
0630 ;
0640 ;Sparta JSR to 1st BYTE of file
0650 ;so stick this in to fool it
0660 ;should make it compatabile
0670 ; with any DOS
0680 ;
0690 RTS
0700 START
0710 LDA #$38
0720 STA $D302
0730 LDA #$FF
0740 STA $D300
0750 LDA #$3C
0760 ;
0770 ;Use IOCB0 since the OS OPENs it
0780 ;on POWER UP (Saves time & MEM)
0790 ;save IOCB STATUS(A 5, 9,or 12)
0800 ;since this file may be chained
0810 ;it may have been changed by
0820 ;the 1st program in the file
0830 ;
0840 LDA ICCOM
0850 STA RESET
0860 ;
0870 ;Prompt user for number
0880 ;
0890 LDA #MESSAGE1&$FF
0900 STA ICBAL
0910 LDA #MESSAGE1/$0100
0920 STA ICBAH
0930 JSR OUTPUT
0940 ;
```

```
0950 ;INPUT user number to BUFFER
0960 ;I used mine to save INBUFF
0970 ;for intermediate I/O
0980 ;
0990 LDA #BUFFER&$FF
1000 STA ICBAL
1010 LDA #BUFFER/$0100
1020 STA ICBAH
1030 JSR INPUT
1040 ;
1050 ;LOAD FR0 with "144.39"
1060 ;
1070 LDA #ANUM&$FF
1080 STA INBUFF
1090 LDA #ANUM/$0100
1100 STA INBUFF+1
1110 LDA #0
1120 STA CIX
1130 JSR AFP
1140 ;
1150 ;MOVE it to FR1
1160 ;
1170 JSR FMOVE
1180 ;
1190 ;LOAD FR0 with user number
1200 ;
1210 LDA #BUFFER&$FF
1220 STA INBUFF
1230 LDA #BUFFER/$0100
1240 STA INBUFF+1
1250 LDA #0
1260 STA CIX
1270 JSR AFP
1280 ;
1290 ;SUBTRACT FR0=FR0-FR1
1300 ;
1310 JSR FSUB
1320 ;
1330 ;MOVE result to FR1
1340 ;
1350 JSR FMOVE
1360 ;
1370 ;LOAD FR0 with .015 number
1380 ;
1390 LDA #BNUM&$FF
1400 STA INBUFF
1410 LDA #BNUM/$0100
1420 STA INBUFF+1
1430 LDA #0
1440 STA CIX
```

```
1450 JSR AFP
1460 ;
1470 ;This is actually .015/number
1480 ;
1490 JSR FDIV
1500 BCS BYE OUT IF NUM/0
1510 ;
1520 ;FR0=>FR1
1530 ;
1540 JSR FMOVE
1550 ;
1560 ;MOVE "1" to FP0
1570 ;
1580 LDA #CNUM&$FF
1590 STA INBUFF
1600 LDA #CNUM/$0100
1610 STA INBUFF+1
1620 LDA #0
1630 STA CIX
1640 JSR AFP
1650 ;
1660 ;This inverts to number/.015
1670 ;
1680 JSR FDIV
1690 BCS BYE out if ERROR
1700 JSR FASC
1710 ;
1720 ;Last DIGIT will be INVERSE
1730 ;
1740 LDY #$FF
1750 LOOP
1760 INY
1770 LDA (INBUFF),Y
1780 BPL LOOP
1790 AND #$7F
1800 STA (INBUFF),Y
1810 INY
1820 LDA #EOL
1830 STA (INBUFF),Y
1840 LDA #$80
1850 STA ICBAL
1860 LDA #$05
1870 STA ICBAH
1880 JSR OUTPUT
1890 ;
1900 ;CONVERT FP to INTEGER @ $D4
1910 ;
1920 JSR FPI
1930 LDA $D4
1940 STA $D300
```

```
1950 LDA RESET
1960 STA ICCOM
1970 RTS
1980 BYE
1990 ;
2000 ;Got here because of a NUM/0
2010 ;or user made a mistake or wants
2020 ;a ZERO so we give him one
2030 ;
2040 LDA #ZERO&$FF
2050 STA INBUFF
2060 LDA #ZERO/$0100
2070 STA INBUFF+1
2080 LDA #0
2090 STA CIX
2100 JSR AFP
2110 JSR FASC
2120 LDY #$FF
2130 JMP LOOP
2140 ANUM
2150 .BYTE "144.39",EOL
2160 BNUM
2170 .BYTE "0.015",EOL
2180 CNUM
2190 .BYTE "1",EOL
2200 ZERO
2210 .BYTE "0",EOL
2220 OUTPUT
2230 LDA #PUTREC
2240 STA ICCOM
2250 LDA #$FF
2260 STA ICBLL
2270 LDA #$00
2280 STA ICBLH
2290 LDX #0
2300 JSR CIOV
2310 RTS
2320 INPUT
2330 LDA #GETREC
2340 STA ICCOM
2350 LDA #$FF
2360 STA ICBLL
2370 LDA #$00
2380 STA ICBLH
2390 LDX #0
2400 JSR CIOV
2410 RTS
2420 RESET
2430 *= *+1
2440 MESSAGE1
```

```
2450 .BYTE CLS,D,D,D,TAB,"Hello!"
2460 .BYTE D,D,B,B,B,B,B,B,B,B,B
2470 .BYTE "Input a number"
2480 .BYTE D,B,B,B,B,B,B,B,B,B,B
2490 .BYTE "BETWEEN 144.39 & "
2500 .BYTE "148.215",EOL
2510 BUFFER
2520 ;
2530 ;This really isn't Necessary
2540 ;since I just need the ADDRESS
2550 ;of the 1st free POSITION
2560 ;beyond the PROGRAM,
2570 ;but if I wanted to add some code
2580 ;after the BUFFER & before INIT...
2590 ;
2600 *= *+$FF
2610 *= INIT
2620 .WORD START
2630 .END
```

232. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 20:39:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <NwT4XB4w165w@cyberden.sf.ca.us>
Source record: 108294

re: c and ways of programming it & action!

yeah, I guess I'm just fuming lately! :)

The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

233. Re: Bootstrapping for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 20:41:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k9gddINNj5r@golem.wcc.govt.nz>
Source record: 108292

> So, what is this address? I don't know (sorry. POKE 1801,1 or POKE 180
> seems to stick in my mind, but I can't be even 5% sure of that).

I happen to have that mapping the Atari book so, let's see....

1801 says 'SABYTE' whatever that is!

Nothing mentioning Density though... # of drives, buffers, DUP.SYS RAM..

Maybe someone else who knows what they are looking for!?

Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ

234. Re: Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 22:13:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Jan28.221352.11759@news.ysu.edu>
Source record: 108295
Body handling: Inline uuencoded payload not displayed: XON2.COM

Jeff....you mentioned that you didn't use Atariwriter 80 cuz
you were using Sparta X and "AW 80 doesn't go back to DOS" readily.
There is a solution I use AWP2DOS mod on it ....which puts XON2.COM
in place of MM.OBJ. If you don't use the mail merge data base you
can go right from the AW menu to dos by hitting [M]ove to DOS
instead of [M]ail Merge. The mod follows:
*****
Atariwriter Plus and Atariwriter 80 are great, simple-to-use word
processors. It frustrated me time to time however, that in order to leave
AW I had to reboot. It would have been so nice to be able to go to DOS
from AW's menu. Now I can! At the sacrifice of the "Mail Merge"
function on the menu, which I have rarely wanted to use, I have
substituted a "Move to DOS" function instead. Besides, I can use "Mail
Merge" if I want, by just putting away my modified AW copy and pulling
out the original AW master disk.

I AM NOT A PROGRAMMER, so no doubt, what I have done could have been done
more professionally by someone in the know. But maybe my modification can
be of use to someone else who has experienced the same frustration as
me.

REQUIREMENTS:

1. COPY of Atariwriter Plus or 80
(not your original, unless you
like living dangerously)
2. Any sector editor program
(e.g. DISK RX, ENHANCED BLACK
BOX, DISK IO)
3. DOS of your choice that will
run AW (I use SDX cart; will
work with SpartaDos 3.2,
AtariDos 2.5; I have not tried
with others)
4. For SDX users: XON2.COM
program (enclosed)

WHAT TO DO:

1. Load sector editor. Once loaded, insert AW disk. First we will change
the "LOADING MAIL MERGE" sign that appears when you press the Mail Merge
button in the AW menu. Go to the sector where that title is found, as
follows:
Atariwriter Plus (XL) = sector 161
(130XE) = sector 184

Atariwriter 80 (XL) = sector 133
(130XE) = sector 163

2. Now using the edit ASCII function, change the necessary
phrase. In AWPlus, the phrase will read "loading(heart symbol)mail(heart
symbol)merge". Change it to something like
"moving(heart)to(heart)dos(heart)(heart)(heart). All those hearts (by
typing control-comma), come out as spaces in the title when the program
is run. In AW80, the phrase is "LOADING MAIL MERGE". Change it to
"MOVING TO DOS ". Remember to put those 3 spaces (not hearts) in after
"DOS".

3. Now we will change the name of the program AW runs when you press
"Mail Merge". Go to the appropriate sector:
Atariwriter Plus (XL) = sector 167
(130XE) = sector 188
Atariwriter 80 (XL) = stay at
133
(130XE) = stay at
163
Edit the phrase "MM.OBJ" to read the name of the DOS you are using. DOS
2.5 users would type "DUP.S*". For SpartaDos 3.2, "X32D.*" Notice that
you are limited to six characters, so the wild card asterisk is useful.
SDX cartridge users must type "XON2.*", and be sure that they put
XON2.COM on their AW disk later. Likewise, everyone else needs to have
their particular DOS on the disk.

4. Now we will change the "Mail Merge" title as it appears on the
main menu. The sectors are:
Atariwriter Plus (XL) = sector 181
(130XE) = sector 122
Atariwriter 80 (XL) = sector 154
(130XE) = sector 173
The phrase to change is "ail Merge". Change it to "oving to DOS".

In speaking about using SDX and SD3.2 with AW, I have assumed that you know
how to run AW from each. SDX users must type "X AP.OBJ" on the command
line. The timedate line must be off. SpartaDos 3.2 users just type
"AP.OBJ" on the command line.

Feel free to pass this tip along. I got XON2.COM on a bulletin board
recently and it appears to be public domain. It had no author's name or
address on the docs. By the way, XON2.COM can be used to load SDX from
other DOSes, as long as the cartridge is in the slot though not in use.

George King
St.Catharines, ON
April 18, 1992
Here is XON2.COM in uue form.

[Inline uuencoded payload not displayed: XON2.COM]

--
Joe Sabatino-->ab588@yfn.ysu.edu

235. Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-28 22:15:38 UTC
From: bbs@neb
Message-ID: <1993Jan28.221538.8755@neb>
Source record: 108293

Why use _ANYTHING_ else when Textpro exists? _THE_ editor for the 8bit
Atari! (griN)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

236. DOS 2.5. (was RE: File Headers).

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 02:03:00 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GU2DFE46YQ9AMX1Q@vax.edinboro.edu>
Source record: 108301

> Oh come now Adam, you have a DOS manual, don't you? I know that at least
> DOS 2.5's manual explains it all, and that MyDOS's manual might explain
> some..
>
> Also, check out the PD program "BINVIEW" which shows you what chunks of a
> binary file goes where, and explains a bit on how it's done...
>
> including RUN and INIT addresses!
>
>
> \
> /\ / /\ / / /
> /\/ /\ \/\/ / / / PhBill@Cyberden.SF.CA.US, or
> / / \/ / \ \ PhBill@Cyberden.UUCP

I have not laid eyes on an Atari DOS 2.5 manual in years. I quit
using Atari DOS the day I got MyDOS. I quit using MyDOS the day
I bought SpartaDOS X. I gave my sister all my documentation for my
old stuff and no longer have access to it. The SpartaDOS X manual
lacks in much Technical Detail and contains nothing about Binary Files
(that I could find, at least). So, in answer to you question.... NO.
Reading out of a book would have been just as easy as reading from a screen,
if I actually had one.

BTW- Speaking of incomplete documentation..... Has anyone gotten any closer
to figuring out the FE FF header in the SDX .COM files? I havn't played with
it in a while. It would be nice to be able write those totally relocatable,
memory resident, library sharing, etc., etc., files. To bad ICD still
won't give out any info.......

-Adam Conover.
a644690c@edinboro.edu

237. Buracracy.

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 02:21:06 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GU2EKUXVVC9AMYEU@vax.edinboro.edu>
Source record: 108299

> Are you sure? I used to get the 'New Zork Times' which listed which games
> were available for which machines, but I do not remember ever seeing
> Bureaucracy for the 8bit. I wanted it, but it wasn't available. I also
> wanted the funny one " Burt and Norb ..." (or whatever their names were).
> It made me mad that it was available for the C64 but not the Atari 8bit.
>
> Kit Kimes

I have never actually seen it my self, but when I first heard about it, it was from a review. The reviewer claimed to be reviewing the Atari 8-bit version. I don't remember to magazine but I do distinctly remember the Atari 8bit being mentioned several times.

The reviewed game may have just been a 'review copy' of a version never released..... (par for the course, I guess).

-Adam Conover.
a644690c@edinboro.edu

238. Sparta X321D.DOS???

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 02:29:06 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GU2EQM3E5U9AMYB1@vax.edinboro.edu>
Source record: 108300

There is a version of SpartaDOS 3.2 called X321D.DOS. This 3.21d version
has been modified to allow more SDX/MS-DOS style commands. I found
a version on a local BBS but the file seemed to heve been corrupted.
Does anyone happen to have a copy of this? I would love to have a working
copy since going from SDX to SD3.2 can be a real pain when you forget
to type CWD instead of CD, etc., etc....

-Adam Conover.
a644690c@edinboro.edu

239. Alternate Reality (source?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 04:30:10 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jan.28.23.30.10.1993.12027@remus.rutgers.edu>
Source record: 108303

A couple of months back, Philip Price, programmer extraordinaire,
of Alternate Reality fame, posted a message here asking if anyone
might be interested in some AR source code. This was met with a
very positive response and Mr. Price had a few followup replies
to this group. Seems to me that I haven't heard anything since -
so HAS some source code been released that I missed, or did it
never come to pass? An old AR fan wants to know...

-Ray

240. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 05:51:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <74571@cup.portal.com>
Source record: 108302

Hmmm, hard to have an Action! conversation without me butting in <g>.

I asked Bill Wilkinson why they didn't come out with an Action! version
for the ST & he said, "Consider Personal Pascal the equivalent of Action!
for the ST."
IMHO: Action was meant to be a combination of the best parts of Pascal,
'C, & a macro assembler. As such it doesn't fully implement the style
of any one language, but it walks like a duck, quacks like a duck, & looks
like a duck =>? I know I'll do a BAD job of explaining it, but for instance
a macro assembler produces bloated code because everytime you use a macro,
it's expanded so you really want something that implements functions, like
GRAPHICS(0), as a subroutine. So, what the author did to get around this
was include a routine/procedure for passing parameters so the routine only
appears once. Looser/slower code then a macro assembler, but tighter
& completely transparent to the user. But he still left in the ability
to have machine language code embeded virtually anywhere in your code
as well as defining your own extensions to the language.
I almost think he thought Pascal was to confining in that it demands you
be obvious with your code & can't do anything "That may be potientially
wrong" while 'C allowed you to do write in such a shorthand method, that
no one could understand your code but yourself. A middle of the road
approach was needed that forced you to write organised code, but gave
you the freedom of 'C & assembly. A lot of the stuff that you find in
other languages, like garbage collection, was left out for the sake of
speed. I almost hate to admit it <g>, but Bill's only been coding in

Action! for a couple of months at the most, & I can understand EXACTLY
what he's doing. I can't even follow my own basic code. I also like
the Action! editor. I have Deep Blue & Lightspeed for my Atari &
Turbo Pascal (about version VI) & Turbo 'C for my clone. It's not even
close for how quick you can develop code. Unless you're ancient, like
myself, & grew up using Word Star on an IBM, pressing <CONTROL>Y to
delete a line is not at all intuitive or obvious. I'm sure you'll
bump into Pascal wienies bashing 'C wieniesabout the relative merits
of their languages & back and forth. Action! was just meant to address
the relative merits, but still be almost as fast as M/L. Unfortunately
a middle of the road approach was never done in the MeSsy DOS area.

241. Re: Bootstrapping for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 07:22:02 UTC
From: rmartin@cory.Berkeley.EDU
Message-ID: <rmartin.728292122@cory.Berkeley.EDU>
Source record: 108304

jonc@status.gen.nz (Jon Clarke) writes:
>> Hmm... let me canvass my memory for this...
>> Atari DOS 2.0 (and maybe even 1.0) has almost all the abilities to read
>> standard double density disks. Atari had this in mind, as they did
>> create an 815 (?) double density drive in the late 70s/early 80s (never
>> released, though).
>
> at Hex 300 301 302 303 304 (see mapping the atari for more details).

I also remember reading something similar in an old 2.0 manual,
which had pictures of the "other drive". Can someone post/e-mail the exact
address and value? I don't have mapping the atari, or the manual.
It would be much appreciated!

-Rich

242. Re: Bootstrapping for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 09:31:38 UTC
From: jonc@status.gen.nz
Message-ID: <FBw4XB3w165w@status.gen.nz>
Source record: 108297

yabi@ellis.uchicago.edu (Scott Thomas Yabiku) writes:

> In article <1k4s9t$u2@agate.berkeley.edu> rmartin@cory.Berkeley.EDU (Richard
>
> >I tried using the util.exe to format atari drives on an IBM PC, but
> >it formats them in double density. Also it gives me an error:
> >"Error formatting track 0." Can I get DOS 2.5 to recognize a
> >double density disk? Is there a way to un-diskcomm the DOSes that
> >are on the atari.archive so I could boot from one of these PC created
> >double density disks?
>
> Hmm... let me canvass my memory for this...
> Atari DOS 2.0 (and maybe even 1.0) has almost all the abilities to read
> standard double density disks. Atari had this in mind, as they did
> create an 815 (?) double density drive in the late 70s/early 80s (never
> released, though).

This is from memory (a long time ago) the locations for the FDC are
at Hex 300 301 302 303 304 (see mapping the atari for more details).

There was a nifty utility allowed you set all the parameters ie
tracks sides sectors that you could format your disk with.
However a bit of hand hexcoding could do it easily except I forget
all the locations.

00 06 00 07 06 07 0a 01 00 03 0a 02 01 03 0a 0(forget the format byte)
02 03 and this is it if my memory of 7 years ago is correct.

Happy formating ..
> Now, in the IO control areas for DOS, there's an address that contains
> the density byte (0 or 1). It's quite simple. From BASIC, just do a
> POKE xxxx,1 and _voila_, the DOS will now be able to read/write double
> density disks for the particular drive numer (the information for all the

Jon Clarke Z*NET Pacific
-=-=-=

243. Wanted: BASIC Cart. for Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 13:50:29 UTC
From: bfitzwat@pafosu1.hq.af.mil
Message-ID: <16830@hq.hq.af.mil>
Source record: 108205

Posted for a friend send replies to: hardingb@sysp8.hq.af.mil

He needs a BASIC cartridge and and assembler cartridge for an Atari 400.

==========
Capt Brian K. Fitzwater DSN: 225-1278
7 CG/XPXP, Room 1D148 COMM: (703) 695-1278
Pentagon, DC 20330 E-Mail: B=Fitzwater%XPX%7CG@LGGate2.hq.af.mil

244. 800XL As Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 19:32:07 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9301291841.AA23932@smithkline.com>
Source record: 108206

Ah, geeze, I was hoping to stay away from this one but finally decided to pitch in my $.02.
If someone out there is REALLY SERIOUS about using an 800XL in a car, I'll send them a schematic for the power supply circuit. Dave Small had the same idea- he was gonna use his 800 (!), & also faced the power supply problem. I was rather amused that Dave Small, Boy Wonder who extolls the virtues of hi-tech in the pages of Current Notes & is best known for his digital wizardry with Spectre 3.0 & the 68030 accelerator for the ST, was totally stumped by what I regard as a trivial analog electronics problem. (Just goes to show, us old-timer analog guys are still good for a few things, the world will never be completely digital.)

Anyways, I'm of the opinion a 64K 600XL is preferable for car applications due to the smaller size- unless you need more memory.

As long as you run the computer from a car battery with the engine stopped, life is simple. A 7805 regulator, suitable heatsinked & decoupled, will do it.

The problems begin when you start the engine. Mama mia! Auotmotive alternators produce spikes the size of Goliath's spear. That stuff will knock a 7805 dead in no time flat (not to mention what the passed spikes might do to the XL). Then there are all the nice whopper-size inductances built into car electrical systems: wiper motors, heater/defroster blowers, carseat movers, electric windows, windshield washer pumps, ad nauseum, plus my own favorite: air conditioner compressor relays. Add to all that mess the fact that a car ground literally varies with the weather (the more so, the older the car). What you end up with is: voltage that varies +/- 20%, mammoth spikes on +V, AND monster spikes on the GND bus! That doesn't count RF from the spark plugs, ignition coil, & the car radio. Fun, fun, fun.

With a handfull of parts from Radio Shack you can tame it all. It takes a mess of diodes, a badnews resistor, an inductor & a potfull of capacitors- in addition to the regulator.

As with all such electronic gizmos, the problem is not the electronics per se but rather the packaging. The power decoupling circuit would have to be mounted VERY securely in a metal box somehow affixed to the innards of the car so it can't rattle around, & all the circuitry would have to be weatherproofed, but in such a way you can still get to it to repair it. This is a VERY tall order for the weekend solderjockey. I myself have done it, but I'll think long & hard before I do it again (my electronic installation outlasted the darn car!).

Unless you're prepared to do some serious metalworking, forget it.

For the record, it's been nearly a year since Dave small proposed his 8bit car project. Even with my decoupling circuit, he never completed it. (OK, to be

sure there were other factors involved in Dave's failure- his child was seriously injured in the car I think while he was working on it- but for whatever reason he never finished it.)

If I send my circuit to anyone, I'll expect in return a photo of the completed project, perferably accompanied by a manuscript publishable in AC.

- BEN POEHLAND
The 8-Bit Alchemist

****

245. 8-Bit DOS's

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-29 20:09:11 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9301291929.AA24219@smithkline.com>
Source record: 108207

This one is for Oliver Rosenkranz.
Yup, I think AC WOULD be interested in publishing a review of all the 8bit DOS software.

BUT... it would have to be an exhaustive article covering every known DOS. This sounds a bit tough, but understand our Utilities Editor has already published a similar review in Current Notes in 1991. Anything on this topic would of course have to pass his scrutiny, which means the piece would have to be better than the CN article. (Actually, on 2nd thought, Charles published TWO articles on 8bit DOS's. Hmmmm...)

SpartaDOS is a world unto itself & its weirditudes need to be rigorously documented, as it has generated some fierce factions within the community. I would especially like to see performance comparisons of Sparta vs. MyDOS on hard drives. There seems no middle ground on Sparta; people either love it or despise it.

I don't think anyone even knows how many different ones there are. Perhaps that is where this forum could be most useful: as a starting point, how about all yooze guys sending in lists of DOS's you've used, & someone merge them to make a master list. In the articles published by Charles Cole, he covered only the major ones, & some of those rather scantily. When the list is finished, then maybe Oliver can decide if it's still something he'd like to tackle.

To get the ball rolling, here are the DOS's I presently own:

AtariDOS 2.0s
AtariDOS 2.5
DOS XE
DOS XL
OSA+
BlackDOS (AtariDOS 2.6f)
MyDOS 4.50
SpartaDOS 2.3e
SpartaDOS 3.2d
SpartaDOS-X 4.20

That's 10 DOS's just off the top of my head. I know there are at least TWICE this many. (I used to own AtariDOS 3.0 & THREW IT AWAY; it was trash to start with. The PD is littered with DOS software, BlackDOS is one of those. Then there are various imports: SuperDOS, TopDOS, & gosh knows what else, but I can't verify their existence.)

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

Internet: poehland%phvax.dnet@smithkline.com
GEnie : B.POEHLAND

****

246. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 04:30:34 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jan30.043034.28515@alw.nih.gov>
Source record: 108208

In article <2694@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>Was Action! ever available on any other platofrxxxx platforms? Is it
>a dialect of BASIC?

Action! is a structured language resembling Pascal, but without the semicolons.
The cover of the manual has a yellow diagonal band in the upper left with the
legend "FOR ATARI", which implies perhaps it was available on other systems.
Perhaps the C64? It is very fast, but only does integer math, and usually
requires the Action! cartridge.

247. Re: 8-Bit DOS's

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 12:23:34 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1kds06INNhg0@news.cs.tu-berlin.de>
Source record: 108209

poehland%phvax.dnet@smithkline.com writes:

>This one is for Oliver Rosenkranz.
>Yup, I think AC WOULD be interested in publishing a review of all the 8bit DOS
>software.
>BUT... it would have to be an exhaustive article covering every known DOS.
>This sounds a bit tough, but understand our Utilities Editor has already
>published a similar review in Current Notes in 1991. Anything on this topic
>would of course have to pass his scrutiny, which means the piece would have
>to be better than the CN article. (Actually, on 2nd thought, Charles published
>TWO articles on 8bit DOS's. Hmmmm...)
Thank you, Ben, for your reaction on my posting...
As you said, several articles concernig SpartaDOs & MyDOS already exist.
This is because they were/are US products and most of ATARI related publica-
tions come from there.
My interest is not to remix this SpartaDOS/MyDOS knowledge (that would be
a crazy task). I want to cover a worldwide bandwith of DOS variants.
This will be no article to do diagnostics on each of those DOS but to summary
all the MAJOR features of the DOS versions so that the USER is able to decide
which DOS he wants to use (or get and take a look at it).
You are right to say, that SpartaDOS needs a good documentation, but this is
not the job, I want to do.
I am an European (German) ATARI user, so I'm not able to review all the US DOS
versions as good as one of you guys would be. I don't even use a hard disk.
But -be honest- ATARI XL hard disk users are the minority. In Europe there
are just a few ones. If someone wants to take a close look at this aspect ...

I want to try to give the 'normal' use some help. And I think this is what
ATARI Classics has to stand for (or subscription quote will go down rapidly).
I don't want to tell you what you have to do.
Just read my article and decide whether you want to publish it or not.

>I don't think anyone even knows how many different ones there are. Perhaps that
>is where this forum could be most useful: as a starting point, how about all
>yooze guys sending in lists of DOS's you've used, & someone merge them to make
>a master list. In the articles published by Charles Cole, he covered only the
>major ones, & some of those rather scantily. When the list is finished, then
>maybe Oliver can decide if it's still something he'd like to tackle.

YES, I need the help of ALL of you to do it. But it is not enough to mention,
which DOS you know and which one is the best for you.

If you read my article and see, that YOU have DOS which is not on my list
examine your DOS and write down the facts which are neccessary to put it on
the list. Then send these facts to me (rossi@cs.tu-berlin.de) . I will put
your name to the list of supporters and add the DOS (or details of one of them)

to the list. If you are consequential, it will work.

--==rossi==--
Oliver Rosenkranz

(Hmm, I thought, that I already posted this list but I didn't see it here, so I will post it again. - Thank you for all those guys writing me.)

248. Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 13:58:31 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.24.728402311@ibm3090.rz.uni-karlsruhe.de>
Source record: 108210

Hello,

some days ago I've uploaded two files called HOBBY92A.DCM and HOBBY92B.DCM
to atari.archive.umich.edu. You can find then with a short blurb in the
8bit/Demos directory.

This files contain both sides of the Hobbytronic-Demo '92 disk.
The Hobbytronic fair is the most important fair for the 8bit Atari community
in Germany.

The 8bit user club called ABBUC compiled this demo disk for the last year's
fair.

You can find some very nice programmes on this double-sided boot disk.
A note: In order to advance to another parts of the demo, always press the
START-key.

Have fun

Marek Tomczyk

uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

249. DOS overview v.1.1

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 16:13:54 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1ke9g2INNIra@news.cs.tu-berlin.de>
Source record: 108211

DOS overview

by Oliver Rosenkranz version 1.01

Many Thanks to all the guys who supported me :

Jerry Dunham (dunham@devnull.mpd.tandem.com)
Frank E Seipel (fseipel@magnus.acs.ohio-state.edu)
Michael Current (currentm@carleton.edu)
Winston Smith (winston@merk.com)

last edit: 30st of January 1993
=-=-=-=-=-=-=-=-=-=-=-=-= Version 1.00=-=

DOS - Disk Operating System

No ATARI 8 bit computer (the original ones) have an operting system onboard
which is able to control/use a disk drive. This is because (a) ATARI computers
have be developed in the 1970s when diskette technology was expensive,
(b) such a DOS needs lots of memory which programs loaded by cassette can use,
(c) ATARI didn't want to waste ROM (ROM was expensive, too), (d) a ROM-
installed DOS would have set the standard of 1970s-software for the '80s and
'90s (with their further hardware developments).

So, ATARI decided to give the user a disk-based tool named DOS.
And because of this decision DOS 1.0 found its way to the ATARI community.
But this tool was full of bugs and was not very user-friendly.
So ATARI and others began to write new DOSses for the 8 bit and through the
years new disk drives and floppy speeders gave the ATARIans a desire for
better software to take full advantage of their hardware.

Now, in 1993 the number of different (?) DOS variants has been increased
in a way that the 'normal' user isn't able anymore to overview them.

I don't want to begin a never-ending discussion about the best or worst DOS
ever published. Every user has its special interests and hardware configura-
tions, needs other features and has his own requirements to a DOS.

I hope that I give YOU (whether you are an ATARI enthusiast or novice user)
a little help and/or guideline through this jungle of different programs.

It's a matter of fact that I can't neither own all the DOS versions ever pro-
duced for the 8 bit nor know all the features a every DOS offers.
So, if you're missing a DOS or even a fact here, don't flame me but send me
a mail (rossi@cs.tu-berlin.de) telling me about it. Write down all the details
you did't see here and I will write them down and add them to the list.

I NEED YOUR HELP AND SUPPORT IF THIS ARTICLE SHOULD BE A HELP FOR OTHERS.
Thank you in advance.
--==rossi==--

Oliver Rosenkranz
rossi@cs.tu-berlin.de

=-=-=-

G (densities) - which disk densities are supported by DOS
S - single density
M - medium density
D - double density
Q - quad density
O - other density
H (# of sectors DOS) - how many sectors do you have to reserve for DOS.SYS
I (# of sectors DUP) - " " " " " " " " " " DUP.SYS
J (RESET) - is the WHOLE DOS still in memory when RESET has been
pressed ?

Name A B C D E F G H I J

DOS 1.0 menu 28814 yes english 1 64 S 64 - no
DOS 2.0S menu 32274 no english 2 81 S 39 42 no
DOS 2.0D menu 32274 no english 2 ?? SD ?? ?? no
DOS 2.5 menu 32418 no english/nl/ 2 79 SM 37 42 no
german
DOS 3.0 menu 32274 yes english/ ? ? O ? ? no
german
DOS II+/D 4.3M command 32085 yes english 1 37 SM 37 - yes
DOS II+/D 6.1 command 31502 yes english 1 38 SMD 38 - yes
Happy DOS 1050 menu 31176 yes english 2 71 SMD 37 34 yes
DOS 2.5m menu 32418 no german 2 79 SM 37 42 no
Funny DOS 3.0 menu 32274 no english 2 115 O 39 76 no
K-DOS command 26956 yes english 9 151 S 81 - no
DOS XL 2.20 command 30990 yes english ? ? SMD 46 ? yes
DOS XL 2.30 command 30990 yes english 19 628 SMD 46 59 yes
Top-DOS .2 menu 31758 yes english 2 106 SDQ 38 68 choose
Top-DOS 1.5a menu 32014 yes english 2 126 SDQ 37 89 choose
SpartaDOS 1.1 command 31502 yes english 4 ? O ? ? yes
SpartaDOS 3.2c command 32654 yes english 3 ? O ? ? yes
MultiBoot XL4.0 menu - no english - - O - - no
SmartDOS 6.1D menu 31734 no english 2 104 SD 34 70 choose
SmartDOS 8.2D menu 32502 no english 2 104 SD 34 70 choose
DOS 2.6f menu 32274 no english 2 115 S 39 76 no
DOS 2.9 menu 32274 no english 2 115 O 39 76 no
OS/A+ V2.0/4DOS command 31630 yes english 1 44 S 44 - yes
MyDOS 3.013 menu 32424 no english 2 70 SD 28 42 yes
MyDOS 4.50d menu 31781 no english 2 89 SD 35 54 yes
MyDOS 4.53 menu ??? no english 2 89 SD 35 54 yes
XL-TOS 1.0 desktop 32418 no english 5 493 SD 37 50 no
G.O.S. 1.3 desktop 32274 no english/ 5 228 S 37 168 no
german
MachDOS 2.6XL menu 30222 no english 3 94 SD 37 50 yes
BiboDOS 5.4RN menu 31765 yes german 2 84 SMD 39 45 yes
BiboDOS 5.4RF menu 31216 yes german 2 84 SMD 39 45 yes
BiboDOS 5.4RFXF menu 31569 yes german 2 84 SMDQ 39 45 yes
BiboDOS 5.5RF menu 31901 yes german 2 84 SMD(Q)39 45 yes
ANTIC DOS 4.0 menu 39967? no english 2 ? SMD ? 48 no
1050 WS DOS 2.0 menu 23754 no english 2 81 SD 39 42 no

Action! DOS command 31758 yes english 1 38 S 38 - yes
GEM-DOS desktop - no english 7 216 S 39 - no
DOS IIs menu 32274 no english 2 81 S 39 42 no
TurboDOS XE 2.0 command 31890 no english/ 2 73 SMDQ 33 40 yes
german
DOS XE command ??? ? english ? ? ? ? ? ?

How man disk drives can be connected to your ATARI when using DOS :

Name D1 D2 D3 D4 D5 D6 D7 D8 D9
DOS 1.0 * * * *
DOS 2.0S * * * *
DOS 2.0D * * * *
DOS 2.5 * * * *
DOS 2.5m * * * *
DOS 3.0 * * * * * * * * *
DOS 2.6f * * * *
DOS 2.9 * * * *
Funny DOS 3.0 * * * *
DOS II+/D 4.3M * * * *
DOS II+/D 6.1 * * * * * * * * *
Happy DOS 1050 * * * * * * * * *
K-DOS * * * *
DOS XL 2.20 * * * * * * * * *
DOS XL 2.30 * * * * * * * * *
Top-DOS .2 * * * * * * * * *
Top-DOS 1.5a * * * * * * * * *
SpartaDOS 1.1 ???
SpartaDOS 3.2c * * * * * * * * * *
MultiBoot XL4.0 *
SmartDOS 6.1D * * * *
SmartDOS 8.2D * * * *
OS/A+ V2.0/4DOS * * * * * * * * * *
MyDOS 3.013 * * * * * * * * *
MyDOS 4.50d * * * * * * * * *
MyDOS 4.53 * * * * * * * * * *
XL-TOS 1.0 * *
G.O.S. 1.3 * * *
MachDOS 2.6XL * * * *
BiboDOS (all) * * * * * * * *
ANTIC! DOS 4.0 ???
1050 WS DOS 2.0 * * * * * * * * *
Action! DOS * * * * * * * * *
GEM-DOS * *
DOS IIs * * * *
TurboDOS XE 2.0 * * * * * * * *
DOS XE ???

But statistics isn't all....

Here are the features the DOS variants are standing for...

```
================================================================================
DOS 1.0 -devine device -full of bugs
--------------------------------------------------------------------------------
DOS 2.0S -standard -not very user-friendly
-doesn't allow lower-case filenames
(There are a lot of hacks of this DOS out there.
One of it allows lower-case-filenames, I don't
wanna mention all of them here, if they are only
a few-bytes-changed-version of DOS 2.0)
--------------------------------------------------------------------------------
DOS 2.0D -like DOS 2.0S -for use with ATARI 815 disk
drive
--------------------------------------------------------------------------------
DOS 2.5 -better than DOS 2.0 but not really user-friendly
--------------------------------------------------------------------------------
DOS 3.0 -uses system files -not kompatible to DOS 2.5
-convert DOS 2 -Files -online help
-create your own commands
-supports 130XE's RAMdisk
--------------------------------------------------------------------------------
DOS 2.5m -like DOS 2.5 but without the need to press RETURN
after the command letter
--------------------------------------------------------------------------------
DOS II+/D 4.3M -clear disk (delete files & new dir)
-diskname
-mini ml monitor (mem-dump,mem-change,show registers)
-12KB RANdisk (build-in,M: $5000 - $7F00)
--------------------------------------------------------------------------------
DOS II+/D 6.1 -like version 4.3M
-other features ???
--------------------------------------------------------------------------------
Happy DOS 1050 -1011 free sectors (1010 are normal)
-revive file -no RETURN after command
--------------------------------------------------------------------------------
FunnyDOS 3.0 -931 free sectors -drive speed test
-radix convert (hex,dec)-check sectors
-copy sectors
(DOS 2.9 is like this one but with a black background)
--------------------------------------------------------------------------------
DOS 2.6f -like Funny DOS 3.0 but only 707 free sectors
(for ATARI 810 users)
--------------------------------------------------------------------------------
K-DOS -uses system files -revive file
-ml monitor (procede,examine,alter register)
-boots system if RESET is pressed
-kill -UDC
--------------------------------------------------------------------------------
DOS XL 2.20 -uses system files -optional DOS 2 like menu
-other features ???
```

```
--------------------------------------------------------------------------------
DOS XL 2.30 -uses system files -debugged DOS XL 2.20
-other features ???
--------------------------------------------------------------------------------
Top-DOS .2 -undelete -create your own commands
-ml monitor (read,edit) -bypass-cartridge (choosable)
-set left margin -Auto-RS232 (choosable)
-system drive# -number of buffers
--------------------------------------------------------------------------------
Top-DOS 1.5a -like version .2
-choosable RAMdisk#
-set time-out -error list
-online help -number conversion
--------------------------------------------------------------------------------
SpartaDOS 1.1 -diskname -uses system files
-sub-directories -not compatible with DOS 2.5
-different dir (name,bytes,date,time)
-undelete -system clock
--------------------------------------------------------------------------------
SpartaDOS 3.2c -like version 1.1 -extra date/time line
-easy multifile copy -various disk init formats
-speed check -sector copy
-takes advantage of some disk speeders
-supports hard drives (up to 16MB per partition)
-supports batch files -RAMdisk support
-128 files per (sub-)directory
-different copy system-files (chaotic)
-GAME-DOS (run program with key-press)
-DOS menu choosable (file-selector-box)
-supports R-Time 8 cartridge (ICD)
-32 character-keyboard buffer
-many driver for communication devices
-set number of buffers -check disk
-works only with XL/XE computers (1.1 for 800 users)
--------------------------------------------------------------------------------
SpartaDOX X (SDX) 4.19 -not disk-based but cartridge-based
-uses no user-RAM -accepts 1-9 or A-I as drive
specification
-high speed possible -choose between ATARI format
mode and SpartaDOS mode
-diskname -medium density choosable (still
incompatible with DOS 2.5)
-supports most kind of RAMdisks & disk drives
-XEP 80 driver -arc/unarc function
-you can still use other cartridges
-basic on/off -most features of version 3.2d
-otpional directory format (with date/time or without)
-print files -alphabetical sorted directories
on screen, not on disk
-sort option choosable -prompt character choosable
```

```
-swapping drives -unerase files
-X command (turns cartridge off - power-up to return to
DOS)
-is not 100 % compatible with all software (only few
programs won't work)
-can't be copied to a disk
--------------------------------------------------------------------------------
MultiBoot XL! 4.0 -not really a DOS but a disk/cassette-copy/load utility
-not compatible with DOS 2.5
-it options : write MB4.0, load boot prg cass/disk,
write boot prg cass/disk, copy file
rename file,sector copy,format disk
delete file
--------------------------------------------------------------------------------
SmartDOS 6.1D -copy sectors -test sectors
(RANA-DOS) -speed check -easy to use
--------------------------------------------------------------------------------
SmartDOS 8.2D -like version 6.1D
-less memory needed -other features ???
--------------------------------------------------------------------------------
OS/A+ V.2.00/4 DOS -uses system files -predessor of DOS XL
-other features ???
--------------------------------------------------------------------------------
MyDOS 3.013 -drive configuration -choose system drive#
-directory name
--------------------------------------------------------------------------------
MyDOS 4.50d -like version 3.013 -supports hard disk up to 16MB
partitions
-subdirectories -disk directory by typing in a
number
-copy sectors -takes advantage of some disk
speeders (high speed)
-subdirectories have to be specified in program-
integrated filename specifications
--------------------------------------------------------------------------------
MyDOS 4.53 -same features as version 4.50d
-can handle multiple AUTORUN.SYS files (*.AR1 - *.AR9)
--------------------------------------------------------------------------------
XL-TOS 1.0 -uses windows,icons,pull-down-menues
-no wrtieTOS,save file,copy file/disk, go address
feature
--------------------------------------------------------------------------------
G.O.S. 1.3 -uses window/icons/pull-down-menues
-sub-directories -change colors
-directory name -disk name/drive name
-print file -edit file
(This is not the Diamond OS !!!!)
--------------------------------------------------------------------------------
MachDOS v2.6XL -choose system drive# -convert files
--------------------------------------------------------------------------------
```

```
BiboDOS 5.4 RN -good RAMdisk support -easy to use
-configuration (#of buffers, RAMdisk resident?,
RAMdisk?,keyboard buffer?)
-startup edit -1011 free sectors
-undelete -dir when number-key is pressed
-supports XF551
------------------------------------------------------------------------------
BiboDOS 5.4 RF -like version 5.4RN -supports several disk speeders
------------------------------------------------------------------------------
BiboDOS 5.4 RN/XF -like version 5.4RN -especially written for XF551
users
------------------------------------------------------------------------------
BiboDOS 5.5 RF -like version 5.4RF -BASIC on/off
-clear disk -show file
-special configuration (repeat frequence,wait time)
------------------------------------------------------------------------------
ANTIC! DOS 4.0 ???
------------------------------------------------------------------------------
1050 Warp Speed DOS 2.0 -like DOS 2.0 -supports warp speed
------------------------------------------------------------------------------
Action! DOS -like OS/A+ DOS -dir shows a line '# of files'
------------------------------------------------------------------------------
GEM-DOS -uses windows,icons,pull-down-menues,icons for files
-full of bugs
------------------------------------------------------------------------------
DOS IIs -like DOS 2.0 -special copy routine
------------------------------------------------------------------------------
Turbo-DOS XE V2.0 HS -short info about all commands (without disk access)
-uses system files -show/edit system variables
-radix convert(hex,dez,ATASCII)
-hexdump/edit -BASIC on/off
-recognizes automatically the density of the disk
-look at load/start addresses/areas of files
-get file checksum -show files
-clear dir -give command chain to cartridge
-write fileloaderDOS to disk (GAMEDOS)
-batch files -disk copy with density-mix
-supports disk speeder -complex but easy to use options for most commands
-online help -support for XF551
------------------------------------------------------------------------------
DOS XE -supports XF551 drive -version of DOS XL (???)
---------------------- without any guarantees -------------------------------

This list is incomplete. To make it more complete and help all users to
choose between DOS variants, please check out this list for failures or/and
lecks of information. If you find some facts I didn't pay attention for,
drop me a line via email (rossi@cs.tu-berlin.de) and I will update this list
and put your name to it, if the hint is new to me/the list.
Even if you have a new DOS or another DOS version you don't find on this list
gimme a description of it with all the facts you know about it which are impor-
```

tant for the list...

Thank you in advance
--==rossi==--
Oliver Rosenkranz
rossi@cs.tu-berlin.de

I would thank anybody giving information (for this list) to me about any of
these DOS variants :

- Super DOS (Australia)
- Dutch DOS
- DOS XE
- G.O.E.
- MyDOS 4.53
- SpartaDOS X
- mini DOS
- and others .....
- ANTIC!s DOS 4.0

Please notice that (summarizing features is quite nice, but since I don't own
all of those DOS versions, I can't get any info for myself.
Please look into this list and see, what needs to be added to this list in
detail (also the statistics !!).
---

250. Re: Turbofile/Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 16:33:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1kealfINNc4n@usenet.INS.CWRU.Edu>
Source record: 108212

Joe, I can't WAIT to try this! Like Jeff, I find it annoying that I can't get back to SDX from AW80. Though unlike him, I decided I could live with it.

I'll let you know when I give the mod a try.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

251. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 16:38:17 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1keatpINNce6@usenet.INS.CWRU.Edu>
Source record: 108213

In a previous article, bbs@neb (BBS System 801-572-4969) says:

>Why use _ANYTHING_ else when Textpro exists? _THE_ editor for the 8bit
>Atari! (griN)

Does Textpro run on the XEP80, run under SDX, take advantage of XE memory
for text buffer space?

Seriously, I don't know how Textpro compares to the others, but I'm curious.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

252. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 18:55:35 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jan30.185535.11154@ugle.unit.no>
Source record: 108214

In article <1993Jan30.043034.28515@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> In article <2694@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
> >
> >Was Action! ever available on any other platofrxxxx platforms? Is it
> >a dialect of BASIC?
>
> Action! is a structured language resembling Pascal, but without the semicolons.
> The cover of the manual has a yellow diagonal band in the upper left with the
> legend "FOR ATARI", which implies perhaps it was available on other systems.

No, it was only ever available for Atari. The yellow band is no evidence - you always label software (and firmware) after which computer it runs on, whether it's available for other computers or not...

> Perhaps the C64? It is very fast, but only does integer math, and usually
> requires the Action! cartridge.

You can (or you could at some point) get a run-time library. I've seen PD software written in Action! running without the cart.

-Eyvind

--
//| | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

253. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 20:16:30 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jan30.201630.11357@alw.nih.gov>
Source record: 108215

In article <1993Jan30.185535.11154@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <1993Jan30.043034.28515@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> > In article <2694@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
> > >
> > >Was Action! ever available on any other platofrxxxx platforms? Is it
> > >a dialect of BASIC?
> >
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> > legend "FOR ATARI", which implies perhaps it was available on other systems.
>
>No, it was only ever available for Atari. The yellow band is no evidence - you
>always label software (and firmware) after which computer it runs on, whether it's
>available for other computers or not...

Gee, that's too bad; it's a well designed package, and one reason I bought
Personal Pascal when I got an ST.

> > Perhaps the C64? It is very fast, but only does integer math, and usually
> > requires the Action! cartridge.
>
>You can (or you could at some point) get a run-time library. I've seen PD
>software written in Action! running without the cart.

Yeah, that's why I said 'usually'; I have no idea if the run-time library is
available anywhere, even though the cartridge & manual package may be.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd
---

254. 'nother 8-bit source gone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-30 21:33:47 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Jan.30.16.33.46.1993.28024@remus.rutgers.edu>
Source record: 108216

Just thought I'd pass along this bit of info -

Got a catalog update from Bellcom today. It is stated on the inside cover that over the past year 8-bit orders have drastically dropped. The owner is giving the 8-bit community one last chance - if enough orders are not received by April 30th, Atari 8-bit support will be dropped. So if you've been considering picking up some new stuff for your 8-bit, now might be a good time...

-Ray

255. Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 04:33:05 UTC
From: withers_n@kosmos.wcc.govt.nz
Message-ID: <1kfkq1INN1j9@golem.wcc.govt.nz>
Source record: 108217

Does anyone in this group know if Bill Wilkinson is available anywhere ?
He used to write the 'Inside Atari' column in COMPUTE.....one of the
main reasons i bought the mag.
I have translated his program 'Base Converter' to Commodore Basic (I
know I'm a traitor but the C=128D takes a lot of beating!)
As I think tha this is an interesting program I was thinking of putting
it on an FTP site.
I don't know if Bill would have any objections or if it is copyright
to COMPUTE.
Any information please let me know.

Thanks,

Nick Withers.

256. Re: 800XL As Car Computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 05:40:51 UTC
From: jeff@crash.cts.com
Message-ID: <1993Jan30.214051.19984@crash>
Source record: 108218

In article <9301291841.AA23932@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>As long as you run the computer from a car battery with the engine stopped, life
>is simple. A 7805 regulator, suitable heatsinked & decoupled, will do it.
>
>The problems begin when you start the engine. Mama mia!

Noise from a running engine can definitely be a problem, but it's not
that hard to solve. I use a heavy duty voltage regulator that outputs
3 amps at 5VDC (I think the 800XL needs only 1.5 amps), and the most
important noise suppression I use is a 6500 microfarad capacitor (it's
about the size of a D-cell battery) on the output side of the
regulator. I also use small capacitors at the individual ICs on my
home-built parallel bus device. I haven't found the need for special
shielding or anything like that, and my car is a 1964 Plymouth that
produces *lots* of electronic noise.

If you keep the equipment inside the car weatherproofing isn't
important, and it only needs to be mounted firmly enough that it stays
where you want it when you drive down a bumpy road or take a fast
corner. You'd be amazed at how rickety my setup is (I sure am)!

:: Jeff Makey

Department of Tautological Pleonasms and Superfluous Redundancies Department
Domain: jeff@crash.cts.com UUCP: nosc!crash!jeff

257. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 05:56:59 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jan31.055659.7368@ugle.unit.no>
Source record: 108219

In article <1kfkq1INN1j9@golem.wcc.govt.nz>, withers_n@kosmos.wcc.govt.nz writes:
> Does anyone in this group know if Bill Wilkinson is available anywhere ?
> He used to write the 'Inside Atari' column in COMPUTE.....one of the
> main reasons i bought the mag.
> I have translated his program 'Base Converter' to Commodore Basic (I
> know I'm a traitor but the C=128D takes a lot of beating!)

Are we talking about the Compute! one where he gave a number in base x which happened to be a word, and said that the same number in base y was another word? If so, did you get it? It's been annoying me ever since...

> As I think tha this is an interesting program I was thinking of putting
> it on an FTP site.
> I don't know if Bill would have any objections or if it is copyright
> to COMPUTE.

ALL programs that were printed in Compute! had (c) symbols all over them... I think they also had a small info-page for contributors with restrictions and copyrights for the programs. On the other hand, if you just ripped (;) the algorithms and not the source, you should be okay... I think. Unless OMNI is owned by Apple.

> Any information please let me know.

And speaking of Bill Wilkinson, what happened to OSS? I assume they packed up at some point, but when?

> Nick Withers.

-Eyvind

--
//| | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

258. DOS (cough...) XL files

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 05:58:53 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Jan30.215853.1@max.u.washington.edu>
Source record: 108220

I am having trouble with some .COM files that will only execute from DOS XL.
I do not particularly enjoy using this DOS, and would like to load the programs
from MyDOS or such. Does anyone know the format of a DOS XL .COM file?
I suspect it is very similar to the Binary Load format that has been tossed
around this newsgroup recently, since the unexecutable files will load without
error from a real dos... They just will not run.

James Evans, Nuclear Physics Lab, University of Washington
donor@u.washington.edu
"No need for that, Michelle."
---

259. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 12:35:48 UTC
From: bmarcum@world.std.com
Message-ID: <C1pxnp.5Bw@world.std.com>
Source record: 108221

In article <1keatpINNce6@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>Does Textpro run on the XEP80, run under SDX, take advantage of XE memory
>for text buffer space?
>
No, yes, and yes. Using XE memory, you can have three separate 16k buffers and use the rest of the extra memory for ramdisk. It also "knows" about subdirectories in Sparta or Mydos.

Bill Marcum bmarcum@world.std.com

260. Re: Sparta X321D.DOS???

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 12:39:31 UTC
From: bmarcum@world.std.com
Message-ID: <C1pxtv.5Et@world.std.com>
Source record: 108222

Even though ICD no longer sells it, Spartados is still a copyrighted program,
and shouldn't be uploaded to bulletin boards.

Bill Marcum bmarcum@world.std.com

261. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 14:17:06 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <1kgn12INNcvj@bigboote.WPI.EDU>
Source record: 108223

In article <1993Jan31.055659.7368@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>ALL programs that were printed in Compute! had (c) symbols all over them... I
>think they also had a small info-page for contributors with restrictions and
>copyrights for the programs. On the other hand, if you just ripped (;) the
>algorithms and not the source, you should be okay... I think. Unless OMNI is
>owned by Apple.

I doubt Compute! would really care any more... They haven't printed a
program since April 1988, and didn't seem too ripped when Antic accidentally
ran Biker Dave as a disk bonus.

>And speaking of Bill Wilkinson, what happened to OSS? I assume they packed up
>at some point, but when?

I think they also packed up in '88 or '89; I read about it in the ST
section of Compute! while waiting for my subscription to lapse. Something
about Wilkinson being "sick of it" and going off to program in some AI language
for who knows what.

If I remember correctly, OSS was absorbed by ICD, who only dropped
8bit support last year or the year before, but said they would license the
stuff to anyone that made them a reasonable offer.

262. Re: Power Per Posten

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 16:14:33 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1kgtt9Eors@uni-erlangen.de>
Source record: 108224

Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:

>I seem to have lost their address. What was it again and do you know if
>their catalog is free?

The adress of Power Per Post is:

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany

I think you can get a catalog for free.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

263. Re: DOS (cough...) XL files

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 17:38:51 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1kh2rbINN82e@usenet.INS.CWRU.Edu>
Source record: 108225

In a previous article, donor@max.u.washington.edu () says:

>
> I am having trouble with some .COM files that will only execute from DOS XL.
>I do not particularly enjoy using this DOS, and would like to load the programs
>from MyDOS or such. Does anyone know the format of a DOS XL .COM file?
>I suspect it is very similar to the Binary Load format that has been tossed
>around this newsgroup recently, since the unexecutable files will load without
>error from a real dos... They just will not run.

James,

If you can, look though last weeks postings considering file headers, they
will give you some information that you are looking for. What I think happens
is, if DOS XL doesn't see a RUN address, it defaults to executing the
file at the first load address it was given. MyDOS and othe AtariDOS
variants I am supposing don't seem to be that smart. So you need to
at that RUN address to the end of the file. If you can dig up the
file header information recently posted, you should be in good shape.
If you are still having problems, feel free to e-mail me.

Jef

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

264. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-01-31 17:48:52 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1kh3e4INN8dk@usenet.INS.CWRU.Edu>
Source record: 108226

In a previous article, bmarcum@world.std.com (Bill Marcum) says:

>No, yes, and yes. Using XE memory, you can have three separate 16k buffers
>and use the rest of the extra memory for ramdisk. It also "knows" about
>subdirectories in Sparta or Mydos.
>
>Bill Marcum bmarcum@world.std.com
>
>
I'd like to add to that if I may. The last comment referst to Textpro being able
to search your "PATH" for all it's needed files.
So even if you are working on your hard drive in a subdirectory

D3:Utilities/arced/sparta/

and Textpro is located in:

D4:apps/tpro/

as long as "D4:apps/tpro/" is part of your path setting, you can be anywhere,
and do something like :

-tpx SDVERT.DOC

SpartaDOS will automatically look for the TPX.BAT file, execute,
and Tpro will look for all it's support files, and then load in
SDVERT.DOC automatically. It's pretty darn powerful. Almost makes you feel
like you're using UNIX or MS-DOS. Especially if you are using a Hard Drive,
or some high capacity disks like 360K or 720K where you might have files
buried several subdirectories deep to keep things organized. In such
cases, not having to worry where your Editor, or any of your other
.COM files for Sparta is a real convenience. One of the big reasons why
I still stick to SpartaDOS X and haven't moved to MyDOS. You just can't do
those sorts of things with MyDOS!

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

265. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 06:52:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5060XB9w165w@cyberden.sf.ca.us>
Source record: 108227

Like I said before, my friend made a simple graphics demo in C and I ported it over to Action! (by asking "hey, what does this do?!" a lot, but that's MAINLY because I don't know C... him not commenting ANY of his code made it a little hard, too :))

But yeah, great idea.. porting IBM (and other, mind you!) C to Ataris..

that's the great thing about C (supposedly) ... it's easily ported!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

266. Re: Happy Cursor

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 06:54:05 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <uc70XB10w165w@cyberden.sf.ca.us>
Source record: 108228

Yeah, AtariBase was probably where I got it...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

267. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 06:56:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Rg70XB12w165w@cyberden.sf.ca.us>
Source record: 108229

bbs@neb (BBS System 801-572-4969) writes:

> Why use _ANYTHING_ else when Textpro exists? _THE_ editor for the 8bit
> Atari! (griN)
> -----

AtariWriter+ --- it has >40 column (scrolling) editor (up to 240 or
something, right?), print preview (with the ability to scroll around the
page), AND....

spell checking.

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

268. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 06:59:33 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yL70XB13w165w@cyberden.sf.ca.us>
Source record: 108230

Rick_Michael_Cortese@cup.portal.com writes:

> speed. I almost hate to admit it <g>, but Bill's only been coding in
>

Were you talking about me? I'm the only other Bill I know around here.
:) I just got Action! a coupla months ago. :) And you mentioned Bill
Wilkinson earlier... he's been outta the 8-bits for a while.

Correct me if I'm wrong.!
?

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

269. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 07:05:45 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <aw70XB14w165w@cyberden.sf.ca.us>
Source record: 108231

COOL! THanx! So these demos still happen, right? I recall reading in the scroller from the Expo91 demo that the music for the last scroller was hacked from a hobby tronic demo. I suppose that'd be from 91 or earlier. How many H.T. demos are there!?

GOing to send for it right now!

PhBill

____
| / |\
| H E \ Y B E R |/ E N [anyone@cyberden.sf.ca.us]

270. Re: DOS overview v.1.1

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 07:07:12 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <Py70XB15w165w@cyberden.sf.ca.us>
Source record: 108232

Boy, a lot of the beginning there sounded like it was from the SpartaDOS Const.Set manual (I'm borrowing a copy of it at the moment... what, me use SPARTA DOS!? hehehe..) :)

or did the SpartaDOS const.set manual copy it from an earlier source (like... Atari ...?)

Looks like a nice article tho. Don't have online time to read it tonight. (already using my alternate account! shhh!) :)

| / |\
| H E \ Y B E R |/ E N [anyone@cyberden.sf.ca.us]

271. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 08:18:40 UTC
From: jonc@status.gen.nz
Message-ID: <TXc0XB4w165w@status.gen.nz>
Source record: 108233

withers_n@kosmos.wcc.govt.nz writes:

> Does anyone in this group know if Bill Wilkinson is available anywhere ?

A Mr Bill Wilkinson is a very good friend of mine here in Auckland but
it is not the one you are after (grin) sorry.

Jon Clarke Z*NET Pacific
-=-=-=

272. quit

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 12:43:57 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Feb1.044357.1@max.u.washington.edu>
Source record: 108234

I am attempting to convert the serial bus output from an Atari 8 bit to something vaugely interpretable by rs232 standards. The frame size and all is the same, it is just the voltages that I am having trouble with. I have heard a homemade device called an Rverter. It sounds as though this may be a step in the right direction. Anyone with any information concerning this problem, please email.. Thank you.

@@@

273. Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 14:27:43 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1993Feb1.142743.28035@news.acns.nwu.edu>
Source record: 108235

Welp, I need the money so saddly some Atari Stuff Must Go.

OSS Action! Cart, Docs and the works, just had the cart repaired by OSS for $30 bucks last year. So for $32.50 (s&H) its yours in an ICD box none the less!

1020 Plotter, dont work, never did. I bought it new for $29.95 some years ago and never returned to the mail order place. Nearly factory new. Best Offer.

Books, Abunch of them Mapping the Atari, ML for Beginners, Compute!'s Atari series 1 and 2 and the Compute's Atari Basic Source Book. Hey take them off my hands for $5 bucks each or $20 bucks carries it all and a mystery surprise!

ElectroCop for the Lynx! Wow $10 bucks including Shipping. Box & Dox

Todd's Adventure In Slimeworld $25 bucks including Shipping. Box & Dox.

Non Atari Stuff

Sega Master System, Alex Kidd: The Lost Stars; Box Dox and All $15.00 including S&H. Play it on your game gear, wow what a deal.

Sega Master System, Alien Ayndrome $15.00; Box & Dox
Sega Master System, Space Harrier 3d $15.00; Wow! includes 2D mode!; B&D.
Sega Master System, AstroWarrior $15.00; Kill. Them. ALL. B&D.

MS DOS, Operation: Combat; Computer War Simulator
$10.00 box,dox and 3.5 or 5.25
MS DOS, Obliterator from Psygnosis $10.00 box & Dox 5.25

Wow what a deal. Make an Offer, any offer at all.

274. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 14:47:33 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb1.144733.18330@exu.ericsson.se>
Source record: 108236

Jason John Seaver writes:
>
> I doubt Compute! would really care any more... They haven't printed a
>program since April 1988, and didn't seem too ripped when Antic accidentally
>ran Biker Dave as a disk bonus.

Actually, Compute! is printing program listings again, but only for
the C-64. It's interesting to see 6502 assembly language listings in a 1993
magazine, though...

--
James Hague
exuhag@exu.ericsson.se

275. Local Atari User Group Meeting - Wed Feb 10/93

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 15:30:22 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C1s0EM.C4C@math.uwaterloo.ca>
Source record: 108237
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari

In February, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Printing Tricks.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the January issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, February 10, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

276. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 16:04:23 UTC
From: dam1@ra.msstate.edu
Message-ID: <1993Feb1.160423.8527@ra.msstate.edu>
Source record: 108238

I have the following Atari 8-bit hardware and software for sale:

Hardware - 1050 Disk Drive with US Doubler
1020 color pen plotter/printer

Accessories - 5 joysticks
1 set of paddles
1 ICD printer cable
1 ICD modem cable

Software on disk - SpartaDOS 3.2d
Bank Street Music Writer
The Converter version 1.51
Paper Clip
Print Power
The Print Shop
RAMbrandt version 2.0

Games on disk - Alternate Reality - The City
Alternate Reality - The Dungeon
Artic Antics
ballblazer
Boulderdash Construction Set
Chessmaster 2000
David's Midnight Magic
F-15 Strike Eagle
Hacker
Jawbreaker
Jewels of Darkness
Leaderboard Dual Pack
Master of the Lamps
MRCA Mach 2
Pinball Construction Set
Quest of the Space Beagle (no docs)
Silicon Dreams
Tail of Beta Lyrae
Temple of Apshai Trilogy
Gateway to Apshai
Trail Blazer

Books - Basic Atari BASIC
De Re Atari
Mapping the Atari, revised version (includes XL stuff)

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: May, July, Aug/1985

May*, June, Dec*/1987
Feb, Apr, Nov*, Dec*/1988
* these issues include the disk

I also have over 50 dd/ds SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
Miss. State, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Danny Martin : dam1@Ra.MsState.Edu

277. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 18:37:01 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.25.728591821@ibm3090.rz.uni-karlsruhe.de>
Source record: 108239

In article <aw70XB14w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:

>COOL! THanx! So these demos still happen, right? I recall reading in
>the scroller from the Expo91 demo that the music for the last scroller
>was hacked from a hobby tronic demo. I suppose that'd be from 91 or
>earlier. How many H.T. demos are there!?

I don't have any specific information but I think the following Hobbytronic fair 93 should take place around March/April/May. Provided I find out in which city it takes place and provided I have some spare time, I'll try to go to this fair and get the recent demo. As soon as possible you'll find it at a.a.u.e.

I don't know how many of these demos are around, I guess there should be a few of them. This 92 demo is the only one I have.

Does anybody happen to have another H.T. disks? Could anybody upload them to the archive? Thanks!

Marek Tomczyk
uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

278. Re: ANALOG reprint rights (was Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 20:01:33 UTC
From: jws@hpcuhe.cup.hp.com
Message-ID: <34620011@hpcuhe.cup.hp.com>
Source record: 108240

Well Bill still lived in Cupertino, CA a couple of years ago, as I used to run into him from time to time in a somewhat unrelated context (we were both taking Mountain Dulcimer lessons - we never talked computers although I knew who he was). But I'm afraid I don't know what he is up to these days.

279. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 21:29:41 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GU7NEO9UZ68Y5511@carleton.edu>
Source record: 108241

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 18-Jan-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current, currentm@carleton.edu.

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many of the
most commonly asked questions related to the 8-bit 800/XL/XE series of Atari
computers. This saves the veteran members of this discussion group
considerable time and effort answering the same questions over and over again.
At this time the FAQ List is heavily geared toward describing the various
resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

This type of discussion: Belongs in this newsgroup:
ST/TT/Falcon comp.sys.atari.st
Portfolio comp.sys.palmtops
Lynx, 2600, 5200, 7800 rec.games.video

(In terms of compatibility the XE Game System is really an 8-bit Atari
computer, so if you ignore its marketing as a game console its discussion
belongs on comp.sys.atari.8bit.

The 5200, while externally incompatible with the 8-bit computers, is internally
very closely related. Therefore, 5200 discussion may also be relevant on
comp.sys.atari.8bit.)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the
Internet side of this discussion group. All contributions to the Info-Atari8
Digest automatically appear on Usenet's comp.sys.atari.8bit.
To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu. (The list is maintained by John
Dunning, jrd@stony-brook.scrc.symbolics.com.)

To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to Info-Atari8@naucse.cse.nau.edu will not be cross-posted to the Usenet side. John Dunning would like to fix this, so if you are an accomplished UNIX programmer please contact him.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. The moderator of 8-bit Atari files is John Dunning, jrd@atari.archive.umich.edu, while the Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.
atari.archive.umich.edu is mirrored at the following 2 sites:
wuarchive.wustl.edu in the mirrors/archive.umich.edu/atari directory, and
src.doc.ic.ac.uk in the packages/atari/umich directory.
For downloading by FTP, the above mirror sites are functionally equivalent to atari.archive.umich.edu.

How do I download files from the Archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu (141.211.165.41), login as "anonymous" and type in your e-mail address as your password. Now type "cd atari/8bit" to reach the 8-bit directories. If this is your first visit to the archive, be sure to download the file -read-.-me-. Other files of general interest are 8-bit.cat, containing 1-line descriptions of all the files available, and 8-bit.text, which contains paragraph-long descriptions. Be sure to have file-type set to BINARY when downloading binary files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is atari@atari.archive.umich.edu. If you are a first-time BART user, send it a message that says:

```
help
send 8bit/-read-.-me-
send 8bit/0index
```

If you receive nothing within a day (it should take just a few minutes), include this line:

```
path {your mail address here}
```

This allows you to tell BART exactly where to mail the files requested. This can be useful for UUCP and other addresses that BART may not be able to figure out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other files of general interest are 8-bit.cat, containing 1-line descriptions of the files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.165.41), login as "anonymous", type in your e-mail address as your password, and then type

"cd atari/8bit/New". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you. Note that long binaries should only be posted to the discussion group as a last resort.

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to access any files available via anonymous FTP on the Internet, including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of your message says:
help

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made availble to people with email or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts

are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network. Send correspondence and press releases to xx004@po.cwru.edu.

What magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit) Classic 8-Bit Atari (disk only, games)
179 Sproul Rd./Rt. 352 Artacyis Publications
Frazer, PA 19355 639 W. Grace
USA: $25/1 yr (6 issues) Suite 336
Canada: $30/1 yr Chicago, IL 60613
Foreign: $32/1 yr $5 for sample disk
8-bit disk: add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

Atari Interface ATARImagazin (exclusively 8-bit)
Unicorn Publications Power per Post
3487 Braeburn Circle Postfach 1640
Ann Arbor, MI 48108 W-7518 Bretten
$18/1 yr (12 issues) GERMANY
Canadian: $42/1 yr 30DM + 4DM p&p/6 months (3 issues)
Foreign: $48/1 yr abroad: 30DM + 10DM p&p/6 months
8-bit disk: add $50/1 yr (12 disks)8-bit disk & membership: add 60DM
70007.4640@compuserve.com

AtariUser Current Notes
249 North Brand Boulevard CN Subscriptions
Suite 332 122 N. Johnson Rd.
Glendale, CA 91203 Sterling, VA 22170
$19.95/1 yr (12 issues) U.S.: $27/1 yr (10 issues)
71777.3223@compuserve.com Foreign: $35/1 yr
72130.2073@compuserve.com

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion

program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. A newer (better?) uuencoder/decoder is contained in the file 8bit/Utilities/uue.arc. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen

display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari BBSs and 8-bit Atari user groups, each of which is too long to include here. Contact him at 71450.1050@compuserve.com.

End of FAQ list.

280. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 22:33:01 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <C1sJzA.870@constellation.ecn.uoknor.edu>
Source record: 108242

exuhag@exu.ericsson.se (James Hague) writes:

>Actually, Compute! is printing program listings again, but only for
>the C-64. It's interesting to see 6502 assembly language listings in a 1993
>magazine, though...

What?! I haven't checked out Compute! in years; I ditched it when they dropped the 8-bit line and stopped running program listings. Why would they be running 8-bit program listings now, in a day and age where few people are willing to spend the time to type in lengthy programs?

I may just have to hit my local news stand and check this out.

-Norman
--
Norman Lin | norlin@mailhost.ecn.uoknor.edu (preferred)
| nlin@alliant.backbone.uoknor.edu (alternate 1)
| narc@obelisk.pillar.com (alternate 2)

281. For Ben Poehland

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 22:55:55 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <1029331.82555.4820@kcbbs.gen.nz>
Source record: 108243

To: poehland%phvax.dnet@smithkline.com

Sorry about this folks!
Hi Ben, I still can't send email to an address with a '%' in it! I just wanted to let you know that my copy of Atari Classics arrived okay last week. It took two months to the day from the postmark date, I guess that's not too bad for surface mail! You and all the team have done a fantastic job with it and I am very impressed. Did you get your required 500 subscriptions before the end of 1992 at all? Is it possible for you to find out how many from NZ have subscribed and to let me know? I would like to inform them of my access to the net in case anyone would like to write an article, although getting blood out of a stone would be much easier! Keep up the good work.
Cheers.....Dawn

| PLEASE READ THIS----As I must pay for every byte of email received |
| please do NOT quote my own message back to me. pandora@kcbbs.gen.nz |
---

282. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 23:28:00 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Feb1.232800.19799@news.ysu.edu>
Source record: 108244

OSS was bought by ICD and they are not handling 8bit stuff anymore.
Wo no more OSS stuff either.
Compute! released the rights to their software to GEnie ei. then
it is PD also and can be used without reprisal or donation.
BTW: in the end, the ONLY reason I read Compute! was for Bill's
articles.
--
Joe Sabatino-->ab588@yfn.ysu.edu

283. Alternate Reality PROBLEM!! Need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-01 23:34:34 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1993Feb1.153434.1@vax.sonoma.edu>
Source record: 108245

I was wondering if anyone could help me.

This is thecnically a MAC question, but as this is the ONLY place that
seems to still know about Alternate Reality, here goes.

I have AR for the MAC , and , alas, it comes on one of those OLD custom-systems
that made DarkCastle and such run.

I got a new machine, and it will not run anymore.

COULD someone help me, or better yet, since the source-code is somewhat
available, could the author possibly see his way to helping me out so that
I can get it running again?

Thanks.

Oberland@vax.sonoma.edu

284. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 00:04:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <s2HByB6w165w@cyberden.sf.ca.us>
Source record: 108246

Yes, Textpro does do RAM banking. So far 4.56 does only 4, right?
(someone correct me if I'm wrong), but I do do remember hearing that 5.0
will do as many as you have.

I'd like to figure out how to make my extra 192k RAM be part RAMDisk and
part TextPro (or something else) banked RAM...

is this possible!?!?? Hmmm

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

285. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 00:05:46 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B5HByB7w165w@cyberden.sf.ca.us>
Source record: 108247

Re: can (could) get run-time library.

Well, I have the PD RunTime package for Action! which does everything but the Break() library (who needs it? :)). Anyways.. it even has a file called RTSCAN.COM (and it's sourcecode!) that will scan a ".ACT" Action! source file and tell you (in order that the PD RUNTIME.ACT INCLUDE file has them!) what procedures you need... even the ones used by other ones (like the "_xxx" ones which are "system" procedures... used by other procedures to get THEIR jobs done)

cool, eh?

I do sometimes have problems getting stuff to run, but I most likely ruin things when editing down the original RUNTIME file..
s

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

286. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 00:08:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <29HByB8w165w@cyberden.sf.ca.us>
Source record: 108248

BTW: Action! seems to be getting VERY difficult to find!!!!

And again, the RUNTIME package is public domain... copiable... gettable,
inotherwords.

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

287. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 00:09:44 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XaiByB9w165w@cyberden.sf.ca.us>
Source record: 108249

I have Bill's address, actually! Don't all bug him at once tho, he doesn't get to it too much. If anyone wants it, e-mail me. I'm not going to go and post it, sorry...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

288. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 00:12:46 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZFiByB11w165w@cyberden.sf.ca.us>
Source record: 108250

bmarcum@world.std.com (Bill Marcum) writes:

> No, yes, and yes. Using XE memory, you can have three separate 16k buffers
> and use the rest of the extra memory for ramdisk. It also "knows" about
> subdirectories in Sparta or Mydos.
>
Well, I've been put wrong (off by one, actually). And also how exactly
do you get MyDOS to work around TextPro with extra RAM? (I have no TP
docs... lazy and waiting for 5.0 (non beta) to come out)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

289. putrun.com

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 00:15:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1kiByB12w165w@cyberden.sf.ca.us>
Source record: 108251

THat other person's trouble with DOS XL COM files not running under, say, MyDOS may be fixable with a SpartaDOS COMmand (perhaps it was file, perhaps it was simply internal.. not sure.. I only have the docs to it in the SDConst.set manual). It puts a run address (???) on the file to get it to work with Atari DOS.

I'll just guess that DOS XL acts like SD in this way (no RUN addresses)

I dunno what I'm talking about, actually.. :) Someone'll help out.

Just a suggestin!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

290. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 06:14:43 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1kl3gjlNN6sj@usenet.INS.CWRU.Edu>
Source record: 108252

In a previous article, phbill@cyberden.sf.ca.us () says:

>Yes, Textpro does do RAM banking. So far 4.56 does only 4, right?
>(someone correct me if I'm wrong), but I do do remember hearing that 5.0
>will do as many as you have.
>
>I'd like to figure out how to make my extra 192k RAM be part RAMDisk and
>part TextPro (or something else) banked RAM...
>
>is this possible!?!?? Hmmm
Bill,

Textpro only does 3 windows, the main bank, plus two more 130XE banks.
Textpro 5 will not have additional banking support added in, Ron says
he only has a 130XE and with all the different modifications out there,
he didn't want to mess with it himself. But he did say on the phone with
me a week or so ago that theoretically you could support at least 26 banks
of 16K each.

With SpartaDOS X, and Sparta 3.2d, I keep the 130XE banks clear, and use
the other 960K of my 800XL as a huge Ramdisk. Programs like Textpro are
free to use the 130XE banks without causing any harm to the Ramdisk.
Doing a similar thing with MyDOS requires putting in the banking codes
by hand when specifying a Ramdisk with the O option.

Jeff

>
>
>"I don't know about you, but I'm HUNGRY!" - Cat
>"Rimmer's father died" - Lister
>"I'd prefer chicken" - Cat
>---------------------------- RED DWARF
>The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US
>

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

291. Re: 'nother 8-bit source gone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 11:20:06 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.93Feb2112006@zappa.FtCollins.NCR.com>
Source record: 108253

```
>>>>> On 30 Jan 93 21:33:47 GMT, wilmott@remus.rutgers.edu (ray wilmott) said:

ray> Just thought I'd pass along this bit of info -

ray> Got a catalog update from Bellcom today. It is stated on the
ray> inside cover that over the past year 8-bit orders have drastically
ray> dropped. The owner is giving the 8-bit community one last chance -
ray> if enough orders are not received by April 30th, Atari 8-bit
ray> support will be dropped. So if you've been considering picking up
ray> some new stuff for your 8-bit, now might be a good time...

Could you post there number so I could call and get a catalog?

(Also, if anyone has a list of people still supplying 8bit
hardware/software *please* e-mail it to me!)
--
/*****************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*****************************************************************************/
Why are these athletic shoe salesmen following me??
```

292. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 13:15:00 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <1kls4kINNsq1@bigboote.WPI.EDU>
Source record: 108254

In article <1993Feb1.144733.18330@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>Jason John Seaver writes:
>>
>> I doubt Compute! would really care any more... They haven't printed a
>>program since April 1988, and didn't seem too ripped when Antic accidentally
>>ran Biker Dave as a disk bonus.
>
>Actually, Compute! is printing program listings again, but only for
>the C-64. It's interesting to see 6502 assembly language listings in a 1993
>magazine, though...

Really? I might have to pick one up sometime, translating from C64 to
A8 might be an interesting thing to do over vacation...

-Jay

293. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 17:51:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <NgVcyB5w165w@cyberden.sf.ca.us>
Source record: 108160

exuhag@exu.ericsson.se (James Hague) writes:

> Actually, Compute! is printing program listings again, but only for
> the C-64. It's interesting to see 6502 assembly language listings in a 1993
> magazine, though...

NO!!! they are!?!?! Hom many and how often! Jeez! Is Commodore even
still "officially" supported by the company? (Unlike the 8-bits as of
last year, was it?)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

294. HobbyTronic Demo 92!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 17:53:22 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <NJVcyB6w165w@cyberden.sf.ca.us>
Source record: 108161

That demo was nice! Biggest scrolling text >I've< ever seen. Great
graphics and the such.

One questions...
is it the fact that my mom picked up the phone during D/L
or is it just an NTSC vs. PAL problem:

The one demo one the "b" side of the Hobby92 disk .. the one with the
camel.. is WAY screwed up. Well, at least it doesnt crash.

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

295. Misc. Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-02 17:54:04 UTC
From: robby@freezer.cns.udel.edu
Message-ID: <C1u1q5.D8B@news.udel.edu>
Source record: 108155

Atari 400, No Docs, No Cartridges Make me an offer!

Atari Books

"Your Atari Computer
- a guide to Atari 400/800 personal computers" - Ion Poole $7

"Mapping the Atari" - Compute! $10

"Assembly Language Programming for the Atari Computer"
- Mark Chasin $7

"Atari Assembly Language Programmer's Guide" - Allan Moose $9

"The A.N.A.L.O.G. Compendium" - A.N.A.L.O.G. Computing $5

"Games for the Atari Computer" - Paul Bunn FREE with Purchase

OR take the whole lot for $30 plus shipping..

Atari Magazine

I have some back issues of Antic and A.N.A.L.O.G. that I no long need.
I would like to get rid of the whole lot for $10..includes shipping.

Antic
April 1983 Volume 2. Number 1
July 1983 Volume 2. Number 4
August 1983 Volume 2. Number 5
October 1983 Volume 2. Number 7
December 1983 Volume 2. Number 9
January 1984 Volume 2. Number 10
November 1987 Volume 6. Number 7

A.N.A.L.O.G

Number 8
Number 11
Number 12 July/August
Number 13 Sept./Oct.
Number 14 November/December
Number 15 January
Number 16 February
Number 31 June 1985
Number 32 July 1985
Number 37 December 1985

Number 38 January 1986
Number 39 February 1986
Number 40 March 1986
Number 47 October 1986

Rob Spotts E-Mail: robby@brahms.udel.edu
CNS User Services a.k.a ACS robert.spotts@mvs.udel.edu
University of Delaware Home: 410-392-5623
Newark, DE 19716 Office: 302-831-4204

296. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 05:40:28 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <60RDyB2w165w@cyberden.sf.ca.us>
Source record: 108162

Re: Other HobbyTronic demos and H.T. (H.T.T.?) demos.

(I'll assume you mean "high tech team" when you say "H.T.disks"...?)

These guys are great. It seems that the majority of demos of this calibure (HTT "BIG DEMO" and "Hobbytronic-92") are written in ATMAS II. I've seen ATMAS (I) advertised in Best or somebody's catalog (not sure who), and I'd like to see this version 2 of it. It might be the way to go when programing speed intensive programs such as these demos.

BTW: Anyone out here in the US (with NTSC.. USA is the only, isn't it? Is Canada PAL?)... anyways.. Anyone have trouble seeing that "camel"/"rock-band" demo? (The 2nd one on side B) I'm sure it looks fine (and AWESOME!) on your system, Marek.

I wonder if anyone'll be writing articles on all of these demos for _AC_]

(HINT! HINT!)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

297. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 05:45:33 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <misDyB3w165w@cyberden.sf.ca.us>
Source record: 108163

Oh yeah. You all know about the "DEMO8PL.COM" on side B of the Hobbytronic-92 disk, right?

I wonder. How the HELL >did< he get 8 players in one scan line with that quality!?!?!? I mean, NO flicker at all! Even on an NTSC!!

Jeez.. At first I thought 8-player mean as in voices (like "FOUR-TRACK" from France) or songs, but then I noticed "hey, those letters are multicolored, but bouncing around right smack-dab in the middle of a graphics 8 block of screen!!?!?!" Then I spent the time to read the scroller.

Unfortuantely.. no code included. :)

Speaking of "lotsa players"... I'd like to clear up a fuzz in my mind. In the old Atari games JOUST and MARIO BROS., as well as in the new MARIO BROS., the enemies are really just playfield (background) (and in 1988 Mario Bros., VERY well animated, might I add!). Also the players (as in mario/luigi, and the "good-guy" jousters) are playfield too, but with players adding distinction between the rest of the things on the screen, and each other.

I'm right, aren't I? If not, then I'm REALLY confused on how they made those games!!!!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

298. Re: HobbyTronic Demo 92!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 09:47:11 UTC
From: UJ1G@DKAUNI2.BITNET
Message-ID: <1ko4av$rst@nz12.rz.uni-karlsruhe.de>
Source record: 108168

Bill writes:
> One questions...
> is it the fact that my mom picked up the phone during D/L
> or is it just an NTSC vs. PAL problem:
>
> The one demo one the "b" side of the Hobby92 disk .. the one with the
> camel.. is WAY screwed up. Well, at least it doesnt crash.

Maybe it's again the NTSC vs. PAL problem. On my PAL 130XE this camel demo isn't screwed up by any means. I guess there's too much DLI/VBI time used in this demo that it would work on an NTSC Atari.

Any comments from other PAL 8bit computer owners?

Marek

299. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 14:42:46 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb3.144246.24764@exu.ericsson.se>
Source record: 108156

phbill@cyberden.sf.ca.us () writes:
>
>> Actually, Compute! is printing program listings again, but only for
>> the C-64. It's interesting to see 6502 assembly language listings in a 1993
>> magazine, though...
>
>NO!!! they are!?!?! Hom many and how often! Jeez! Is Commodore even
>still "officially" supported by the company? (Unlike the 8-bits as of
>last year, was it?)

I was amazed too. Compute! still officially covers the PC, Mac, Amiga,
and C-64, with most of the tecchie stuff being about the Commodore
machines. I picked up the January issue and the C-64 "Machine Language"
column by Jim Butterfield is _still_ kicking. There was at least one
other program listing, maybe more. It looks like this stuff appears
monthly.

C-64s are still supported and in production. Supposedly, Commodore
sold over half a million of the things last year, but your guess is
as good as mine as to who bought 'em. How the C-64 ever ended up
being more popular than the Atari 8-bit machines is a mystery
of the universe. That they've lived this long is simply incredible.

(All is not rosy in the Commodore world, though. The last glossy
newsstand periodical entirely devoted to the C-64, _Run_, has finally
gone under.)

--
James Hague
exuhag@exu.ericsson.se

300. Re: Power Per Posten

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 15:10:11 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1kon8jINNk1r@usenet.INS.CWRU.Edu>
Source record: 108157

In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) says:

>The adress of Power Per Post is:
>
>Power Per Post
>Postfach 1640
>D-W-7518 Bretten
>Germany

In the FAQ List I have
W-7518 Bretten

without the "D-". Which is correct? Maybe it's just my ignorance of
German addresses.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

301. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 16:41:43 UTC
From: bbs@neb
Message-ID: <1993Feb3.164143.28049@neb>
Source record: 108158

RE: Textpro as an editor

Well, I'm not aware of whether or not Textpro supports the XEP-80, but
it DOES support XE banking and multiple edit windows, multiple fonts via
DD3, virtually all WP processor commands (centering, margins, tabbing,
underlining, Bank left/right, global find/replace, ESC command mode,
Atascii mode and MANY other options.

In my opinion, its the _ONLY_ editor for me..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

302. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 16:45:00 UTC
From: bbs@neb
Message-ID: <1993Feb3.164500.28117@neb>
Source record: 108159

```
Per a notice on GEnie, all COMPUTE! disk-based software has been
released to the public domain (same with Antic and Analog), so you are
perfectly free to distribute any software found in those magazines.
-----
Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP
```

303. Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 16:49:29 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302031600.AA23581@smithkline.com>
Source record: 108167

I'm not 100% certain what Dave Oakley means by "advocacy" discussions, I assume it's something on the order of "27 Reasons You Should Own An Atari".

This sort of discussion seems so typical of the ST community. I suspect it is symptomatic of an inferiority complex borne by ST'ers who must justify their existence in a world dominated by 486's & Macs.

Advocacy as an issue is almost irrelevant to the 8bit community. The weak-kneed among the 8bitters have long since fled the scene, & those few of us who remain have long since made our peace with the outside world & accepted the fact that we are struggling against the tide. All of us 8bitters are well aware of the existence of other machines (the issue has been addressed in various ways in the first 2 issues of AC) but for our own reasons have elected to stay with this platform regardless of its limitations or obsolescence. I daresay no 8bitter in his right mind would even bother to attempt advocating a 400/800/XL/XE vs. a Mac, IBM, ST, or Amiga. I think we all implicitly pretty much acknowledge the clear technical superiority of 16- & 32-bit architecture, so we all just confine our discussions to issues arising within the context of our platform & our particular market. The very fact that one almost never sees postings comparing an 8bit to other computers supports my contention that this is a non-issue for us.

I'm also wondering if "advocacy" isn't just a euphemism for "flame wars". Anyone who ever participated in the ST newsgroup accepts flames as a way of life. I was in the ST group for exactly one week. The gutter language & mindless arguments of ST-vs-Amiga were repulsive to me; I immediately knew this crowd was NOT for me & got my butt outta there fast. The slower pace & generally well-mannered behavior of the 8bit newsgroup were far more to my liking, & I've stayed on for several years now. I would hate to see any part of the 8bit community drawn into "advocacy" discussions. Since Atari has abandoned us, we have our hands full just maintaining our own existence. Our numbers & resources are meager. For any of us to get drawn into these silly "my computer is better than yours" discussions would merely deplete our resources further & contribute nothing to our community.

So... what is my opinion of establishing a comp-sys-atari-advocacy newsgroup?

In the words of Rhett Butler:

"Frankly my dear, I don't give a damn."

- BENJAMIN LAWSON POEHLAND
"The 8-Bit Alchemist"
Managing Editor,
ATARI CLASSICS Magazine

****

304. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 18:00:59 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.27.728762459@ibm3090.rz.uni-karlsruhe.de>
Source record: 108172

In article <60RDyB2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>(I'll assume you mean "high tech team" when you say "H.T.disks"...?)

Oh, I meant HobbyTronic, but I wouldn't mind to see some "high tech team"
disk either

>These guys are great. It seems that the majority of demos of
this >calibure (HTT "BIG DEMO" and "Hobbytronic-92") are written in ATMAS
II. >I've seen ATMAS (I) advertised in Best or somebody's catalog (not sure
>who), and I'd like to see this version 2 of it. It might be the way to
>go when programing speed intensive programs such as these demos.

I've been using ATMAS II for many years now. It's just a macro assembler.
I like it despite of some bugs inside. It isn't exactly a perfect assembler
but I got used to it.

Marek Tomczyk

uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

305. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 18:15:31 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <1993Feb3.181531.11096@cbnewse.cb.att.com>
Source record: 108164

Ben, Just to set the record straight - most of the flaming that you see going on in c.s.a.s. was not started by Atarians - but usually by some of the non-atari users who can't stand the thought of their being another good atari machine out on the market. I think the setting up of the advocacy newsgroup is to drain that behavior away from the technical and discussion groups so that we, like you 8 bitters can get on with what is important to us - our Atari computers and knowledge of same.

I was as surprised as you to see the call for discussion include the mention of the 8 bit newsgroup also. I didn't know there was any "advocacy" going on there at all.

was an ardent 8 bitter-
and still run that machine-
a happy ST user and
anxiously awaiting the Falcon
Wayne Booth

306. Hobby92a (b).dcm

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-03 22:10:11 UTC
From: bbs@neb
Message-ID: <1993Feb3.221011.1149@neb>
Source record: 108165

I just sent a request to the archives for it to send me hobby92a.dcm and
hobby92b.dcm but got back multiple errors indicating that no such file
or directory (8bit/demos) exists..anyone have any ideas?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

307. Re: Alternate Reality PROBLEM!! Need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 02:09:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <N7cFyB3w165w@cyberden.sf.ca.us>
Source record: 108166

WOW! I didn't realize that AR was for the Mac!!!

And I hate to inform you, but from seeing AR, it seems QUITE unlikely
that you'd ever get the source to run on the Mac any way near how it runs
on the Atari or even how the Mac-specific version would run.

I mean, if you see an Atari version, and you know diddly-squat about
programming, you'd know what I'm saying. The graphics, etc.etc.etc. are
VERY system-specific. ho-hum.. as goes most programs. At least
Philip Price took advantage of it like he did! It looks great! (at least
the city. THat's the only one I've seen)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

308. Re: C vs Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 03:09:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <74836@cup.portal.com>
Source record: 108170

Yep! I meant you. As long as I'm posting, I might as well mention that the runtime package is available, at least on CI$. It also allows you to edit the runtime pack so you can write really tight code. For example, the file I was using to test my encoding scheme was a multiple window color scrolling demo, but even though it was written in Action!, it only took less then 400 bytes.

309. [--- ATARI Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 09:48:53 UTC
From: winston@merk.com
Message-ID: <C1x4LI.4t4@merk.com>
Source record: 108169

When did the ATARI archive put up an FTP time window of 11pm - 4am Eastern Standard Time? (That's 4pm "tea time", Greenwich (GREN'-ICH) Mean Time, until 9pm GMT, isn't it ?) Are there any facilities that I can use to circumvent this limitation, or does this apply to all access? If I submitted a BART request, would it also be held in the mail queue until 11pm EST U.S.A., also ? Does this limitation apply only to the current academic session, or is it permanent ? I'm curious....

310. Re: Power Per Posten

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 10:33:36 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1kqre0$o60@news.cs.tu-berlin.de>
Source record: 108174

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) says:

>>The adress of Power Per Post is:
>>
>>Power Per Post
>>Postfach 1640
>>D-W-7518 Bretten
>>Germany

>In the FAQ List I have
>W-7518 Bretten

>without the "D-". Which is correct? Maybe it's just my ignorance of
>German addresses.

The 'D' character in this line is absolutely unnecessary if you write 'Germany'
beacause 'D' means 'Deutschland' and this is 'Germany'.
--==rossi==-- (a Deutschman)

311. Marconi Trackball for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 13:17:26 UTC
From: ksweber@cip.informatik.uni-erlangen.de
Message-ID: <1kr516Ec7b@uni-erlangen.de>
Source record: 108171

Hi !

I'm offering a Marconi Trackball RB2, which is thought to be
used with an Atari Microcomputer.

Offers at :

email: ksweber@cip.informatik.uni-erlangen.de

312. Re: Textpro

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 16:00:36 UTC
From: bbs@neb
Message-ID: <1993Feb4.160036.18657@neb>
Source record: 108173

Yeah, AtariWriter is okay -- but it doesnt support all the fonts, and
configurations that Textpro does (GEnie config, DD3 config,
Underlinining config, etc..)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

313. Atari 400/800 Joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 19:04:16 UTC
From: mattock@rand.org
Message-ID: <16115@nntp.rand.org>
Source record: 108175

Is there a joystick that has buttons for start, select, reset, etc. that works with the Atari 400/800? I'm getting tired of having to reach over to the keyboard every time I want to set off a smart bomb or go into hyperspace in Defender!

Michael Mattock | Post: Human Capital Department
Voice: (310) 393-0411 x6548 | The RAND Corporation
Internet: Michael_Mattock@rand.org | 1700 Main Street
UUCP: uunet!randvax!mattock | Santa Monica, CA 90407-2138

314. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 19:50:10 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb4.195010.274@exu.ericsson.se>
Source record: 108185

In article AA23581@smithkline.com, poehland%phvax.dnet@smithkline.com () writes:
>
>So... what is my opinion of establishing a comp-sys-atari-advocacy newsgroup?
>
>In the words of Rhett Butler:
>
>"Frankly my dear, I don't give a damn."

Dave Oakley originally proposed a group name of comp.sys.atari.st.advocacy.
I (and others, I'm sure) suggested he drop "st" from the title because
of the Falcon and whatever future machines Atari Corp. may introduce. I
realized that the broader name encompassed the 8-bits as well, but I didn't
think this would make any difference for the same reasons you noted.

As for whether the group should be established, I don't care in the least.
On the positive side, it will get all the screaming kids out of c.s.a.st,
but pn the other hand it will legitimize the Atari vs. The World flame wars.
Personally, I wish there was a way to restrict access to these groups,
though I know it isn't possible. If only people who have serious interest
in Atari computers could participate in an Atari forum then most of the
problems would go away. After all, you don't see PC or Amiga devotees
going to Atari user groups and shouting "Atari sucks!" That would require
too much commitment for such a trivial act of stupidity.

I've found the best way to avoid undue stress and increase the enjoyment
you get from your computer is to flat out admit that it is not the most
powerful machine available or anywhere even close and just leave it at that.
A tremendous weight will be lifted from your shoulders when you stop trying
to compete with millions of computer collectors with big wallets who just
have to own whatever is hawked as cutting edge this month. Let them
go about their business.

--
James Hague
exuhag@exu.ericsson.se

315. Wanted: 1050 drive w/Happy Mod

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 20:17:43 UTC
From: SMSwanson@ehssun.lbl.gov
Message-ID: <28833@dog.ee.lbl.gov>
Source record: 108176

Anyone with a 1050 Happy Disk Drive for sale, please send me e-mail. I have various Atari computers and software available for trade, or will pay cash.

316. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 20:35:12 UTC
From: wookie@terapin.com
Message-ID: <wookie.3ofc@terapin.com>
Source record: 108177

In article <1993Feb3.164500.28117@neb>, bbs@neb (BBS System 801-572-4969)
writes:
>Per a notice on GEnie, all COMPUTE! disk-based software has been
>released to the public domain (same with Antic and Analog), so you are
>perfectly free to distribute any software found in those magazines.
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa
>--
>Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

I assume that anything photocopied from Antic and Analog is legal to pass out
then too right???

Wookie

Wookie@Terapin.com

317. Re: Alternate Reality PROBLEM!! Need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 20:49:02 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1993Feb4.124902.1@vax.sonoma.edu>
Source record: 108188

In article <N7cFyB3w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
>
> WOW! I didn't realize that AR was for the Mac!!!
>
> And I hate to inform you, but from seeing AR, it seems QUITE unlikely
> that you'd ever get the source to run on the Mac any way near how it runs
> on the Atari or even how the Mac-specific version would run.
>
>
> I mean, if you see an Atari version, and you know diddly-squat about
> programming, you'd know what I'm saying. The graphics, etc.etc.etc. are
> VERY system-specific. ho-hum.. as goes most programs. At least
> Philip Price took advantage of it like he did! It looks great! (at least
> the city. THat's the only one I've seen)

Lessee... came out for:
Alternate Reality The City:
Mac,AppleII,Atari, Atari ST, Amiga,C-64,T

The other one came out for only about 3 platforms.

My problem is that there SHOULD be the source somewhere for each of these
versions, since the Atari one is supposed to be "available".

With the source-code and a bit of tweaking, my mac version should run
on my new(er) machine.
As it is, my machine now gets wierd and dies, but then again, I no longer have
a Mac 512, either(came out for mac 512-talk about OLD).

Q to author of AR:
could it be possible, since nobody sells the program anymore, to release it as
pd/shareware? I don't know if this is so, but I know of a couple programmers
who were able to due to the company dying(and it reverting to them), or
their asking/it being okay since it is SUCH an old progrgram.

Joe

318. Re: [--- ATARI Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-04 21:05:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1ks0ekINNm54@usenet.INS.CWRU.Edu>
Source record: 108178

In a previous article, winston@merk.com (Winston Smith) says:

>
> When did the ATARI archive put up an FTP time window of 11pm - 4am
>Eastern Standard Time? (That's 4pm "tea time", Greenwich (GREN'-ICH) Mean
>Time, until 9pm GMT, isn't it ?) Are there any facilities that I can use
>to circumvent this limitation, or does this apply to all access? If I
>submitted a BART request, would it also be held in the mail queue until
>11pm EST U.S.A., also ? Does this limitation apply only to the current
>academic session, or is it permanent ? I'm curious....

From the FAQ List (albeit a new edition to the FAQ List):

atari.archive.umich.edu is mirrored at the following 2 sites:
wuarchive.wustl.edu in the mirrors/archive.umich.edu/atari directory, and
src.doc.ic.ac.uk in the packages/atari/umich directory.
For downloading by FTP, the above mirror sites are functionally equivalent
toatari.archive.umich.edu.

BART works all the time.

The change is probably permanent.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

319. Re: Hobby92a (b).dcm (especially James King)

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 01:02:30 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C1yAw8.3A2@mentor.cc.purdue.edu>
Source record: 108184

Hello 8-bitters!

I don't know if it was a typo or what, but James King mentioned
'8bit/demos' in his post. Well, all the subdirs are capitalized. So, please
try 8bit/Demos next time.

Jody Lenn
8-bit Atari archivist

lenn@atari.archive.umich.edu

320. 8-bit C packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 03:16:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <728913641.AA02503@tdkt.kksys.com>
Source record: 108179

I would like to know about the C packages (compilers, runtime, etc.) that are available for the 8-bit. I have the pd CC65 and think it is fairly powerful, but I would also like the ability of structs and pointers. Are there other packages that support them? Thanks.

-Dag- *** Dag.Hugdahl@tdkt.kksys.com

321. Re: DOS (cough...) XL files

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 04:46:24 UTC
From: jimlynch@netcom.com
Message-ID: <1993Feb5.044624.789@netcom.com>
Source record: 108180

In addition, you could always append a header specifying a run address (just make sure the run address is the same as the first load address...)

322. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 11:56:47 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb5.115647.21285@ifi.informatik.uni-stuttgart.de>
Source record: 108181

In <uj1g.25.728591821@ibm3090.rz.uni-karlsruhe.de> uj1g@ibm3090.rz.uni-karlsruhe.de (Marek Tomczyk) writes:
>I
n article <aw70XB14w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:

>>COOL! THanx! So these demos still happen, right? I recall reading in
>>the scroller from the Expo91 demo that the music for the last scroller
>>was hacked from a hobby tronic demo. I suppose that'd be from 91 or
>>earlier. How many H.T. demos are there!?

>I don't have any specific information but I think the following Hobbytronic
>fair 93 should take place around March/April/May. Provided I find out in
>which city it takes place and provided I have some spare time, I'll try to
>go to this fair and get the recent demo. As soon as possible you'll find it
>at a.a.u.e.

>I don't know how many of these demos are around, I guess there should be a
>few of them. This 92 demo is the only one I have.

>Does anybody happen to have another H.T. disks? Could anybody upload them
>to the archive? Thanks!

>Marek Tomczyk
>uj1g@dkauni2.bitnet
>or
>uj1g@ibm3090.rz.uni-karlsruhe.de
>

Before you'll go to the Hobbytronic '93, I must say:
This year the A.B.B.U.C. (the initiator of the Hobbytronic-Demo) will not be present at the Hobbytronic, and therefore there's no Hobbytronic Demo. Perhaps a Atari Messe Demo is created for the Atari-Messe in August (if it will happen).

Until know, there no plans for it. Sorry guys ...

If there is an interest, I'll try to upload some older Hobbytronic-Demos to the archive (I've never uploaded stuff before).

Peter

Peter Straif
Gustav-Schwab-Strasse 2
7317 Wendlingen
E-Mail: straif@minnie.informatik.uni-stuttgart.de

Member of A.R.G.S. : ABBUC Regionalgruppe Stuttgart
---

323. Re: HobbyTronic Demo 92!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 12:01:10 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb5.120110.22010@ifi.informatik.uni-stuttgart.de>
Source record: 108182

In <1ko4av$rst@nz12.rz.uni-karlsruhe.de> "Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

>Bill writes:
>> One questions...
>> is it the fact that my mom picked up the phone during D/L
>> or is it just an NTSC vs. PAL problem:
>>
>> The one demo one the "b" side of the Hobby92 disk .. the one with the
>> camel.. is WAY screwed up. Well, at least it doesnt crash.

>Maybe it's again the NTSC vs. PAL problem. On my PAL 130XE this camel
>demo isn't screwed up by any means. I guess there's too much DLI/VBI
>time used in this demo that it would work on an NTSC Atari.

>Any comments from other PAL 8bit computer owners?

Yes, most of the code in demos runs in the vbi or dli,
and on 60Hz, there's not enough time left.
Pitty ...

Peter

Peter Straif
E-Mail: straif@minnie.informatik.uni-stuttgart.de
---

324. Re: Power Per Posten

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 12:07:16 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb5.120716.23169@ifi.informatik.uni-stuttgart.de>
Source record: 108183

In <1kon8jINNk1r@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) says:

>>The adress of Power Per Post is:
>>
>>Power Per Post
>>Postfach 1640
>>D-W-7518 Bretten
>>Germany

>In the FAQ List I have
>W-7518 Bretten

>without the "D-". Which is correct? Maybe it's just my ignorance of
>German addresses.

The "D" stands for "Germany". It'll be better to write:

....
W-7518 Bretten
Germany

Peter

Peter Straif
E-Mail: straif@minnie.informatik.uni-stuttgart.de
---

325. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 14:50:26 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb5.145026.22266@exu.ericsson.se>
Source record: 108186

In article 28117@neb, bbs@neb (BBS System 801-572-4969) writes:
>
>Per a notice on GEnie, all COMPUTE! disk-based software has been
>released to the public domain (same with Antic and Analog), so you are
>perfectly free to distribute any software found in those magazines.

This is true for COMPUTE! and Antic, but not Analog. Analog gave
authors the option of either selling or keeping their rights (not
surprisingly, the former option paid more). Being the money happy
dolt that I was, I gave up the rights to anything I ever wrote,
but that doesn't mean everyone did. A few years ago David Plotkin
and Jan Iverson were selling a collection of their Analog contributions
via mail order, before Analog went under. I assume they retained the
rights to the programs they were selling.

--
James Hague
exuhag@exu.ericsson.se

326. Re: 8-bit C packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 15:07:47 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <93036.100747JJMCWILL@MTUS5.BITNET>
Source record: 108187

In article <728913641.AA02503@tdkt.kksys.com>, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) says:
>
> I would like to know about the C packages (compilers, runtime, etc.) t
>tha
>are available for the 8-bit. I have the pd CC65 and think it is fairly
>powerful, but I would also like the ability of structs and pointers. Are
>there
>other packages that support them? Thanks.
>
>
Dag,

CC65 does support pointers and structs. The only other one I am aware of is CC8, which is a compiler that you use with the Ace C library and linker and stuff.

Jeff McWilliams

327. ANALOG reprint rights (was Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 16:50:28 UTC
From: greg@Quotron.COM
Message-ID: <greg.728931028@duke>
Source record: 108189

bbs@neb (BBS System 801-572-4969) writes:

>Per a notice on GEnie, all COMPUTE! disk-based software has been
>released to the public domain (same with Antic and Analog), so you are
>perfectly free to distribute any software found in those magazines.

I don't know if this is strictly true for ANALOG. When I sold stuff to
them, they bought North American first publication rights, not the copyright,
so technically they can't place it into the public domain without my
permission. (Antic and Compute both bought copyrights.)
I, personally, don't care one way or the other. It's about as
moot a point as you can get. But there are people who might, and if you're
concerned about staying inside the letter of the law, you should get
author permission before releasing anything...

And as long as we're talking about ANALOG -- I've got an Action! game I wrote
for them years and years ago that they never got around to printing. You
folks want me to dig it out and post it here? Pretty cool game. A quasi-
sequel to Yar's Revenge. (Heh. Speaking of copyright infringement.)
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

328. Re: [--- ATARI Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 18:42:43 UTC
From: <>
Message-ID: <1kucf3INN4ul@master.cs.rose-hulman.edu>
Source record: 108190

In article <1ks0ekINNm54@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu
(Michael Current) writes:
> In a previous article, winston@merk.com (Winston Smith) says:
>
> > When did the ATARI archive put up an FTP time window of 11pm - 4am
> >Eastern Standard Time? (That's 4pm "tea time", Greenwich (GREN'-ICH)
Mean
> >Time, until 9pm GMT, isn't it ?) Are there any facilities that I can
use
> >to circumvent this limitation, or does this apply to all access? If I
> >submitted a BART request, would it also be held in the mail queue until
> >11pm EST U.S.A., also ? Does this limitation apply only to the current
> >academic session, or is it permanent ? I'm curious....
>
> From the FAQ List (albeit a new edition to the FAQ List):
>
> atari.archive.umich.edu is mirrored at the following 2 sites:
> wuarchive.wustl.edu in the mirrors/archive.umich.edu/atari directory,
and
> src.doc.ic.ac.uk in the packages/atari/umich directory.
> For downloading by FTP, the above mirror sites are functionally
equivalent
> to atari.archive.umich.edu.
>
> BART works all the time.

For those of us running AFS (Andrew File System) we can just access it by
cd /afs/umich.edu/group/itd/archive/atari/8bit
and then copying or viewing files as I usually would.

Perhaps something should be added to the FAQ about this.
Jerry Zdenek

329. 800XL for sale ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 19:57:47 UTC
From: D1SAR@VM1.CC.UAKRON.EDU
Message-ID: <16B6CD26D.D1SAR@VM1.CC.UAKRON.EDU>
Source record: 108191

I have the following ATARI equiptment and may be selling it in a few weeks.
What would it be worth? If I sell it I would like to sell it all together.
1- ATARI 800xl computer.
1- 1050 disk drive.
1- 850 interface.
1- comadore monitor.
numerous games, utilities,dos's, word processing, and misc.
Epson RX80 9 pin dot matrix printer & cable.
Everything works and is in excellent condition.

330. Re: Atari 400/800 Joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 22:49:34 UTC
From: tracton@phoenix.radonc.unc.edu
Message-ID: <1993Feb5.224934.2502@samba.oit.unc.edu>
Source record: 108192

In article <16115@nntp.rand.org> mattock@rand.org (Michael G. Mattock) writes:
>Is there a joystick that has buttons for start, select, reset, etc. that
>works with the Atari 400/800? I'm getting tired of having to reach over
>to the keyboard every time I want to set off a smart bomb or go into
>hyperspace in Defender!

It's not the joystick that is the restriction, it's the atari. I think
that you would have to modify your Atari to bring the switches out
through the cable. Good idea, though!

--gregg

Gregg Tracton -=- (919)-966-7700 FAX:966-7681
Dept of Radiation Oncology -=- GEnie: G.TRACTON
School of Medicine -=- tracton@RadOnc.unc.edu
Univ of North Carolina -=- {...}mcnc!godot!tracton

331. Indus GT for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-05 23:08:39 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.728953719@pv0a27.vincent.iastate.edu>
Source record: 108193

I've got an Indus GT disk drive for the atari 8bit I'd
like to sell. I'd like at least $40 + shipping.

email with best offer if interested.

Todd

--
Todd Greenfield
tgreen@iastate.edu

332. For Sale!! 800XL and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-06 03:20:08 UTC
From: sikorski%nyneve.dnet@delcoelect.com
Message-ID: <9302060313.AA06385@koedgw01.delcoelect.com>
Source record: 108194

I have the following items available for sale:

1 - Atari 800XL [stock] $35.00 obo
1 - Atari 1050 Disk Drive $50.00 obo
1 - Advanced Interface Devices [AID]
Printer Interface/ 2K Buffer $20.00 obo

Books:
Atari XL Users Guide
Computes Second Book of Atari
Games Ataris Play
$2.50 each obo

Or $90 takes it all!!

SIKORSKI%NYNEVE.DNET@DELCOELECT.COM

333. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-06 06:51:54 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1993Feb6.065154.16417@cbnewsc.cb.att.com>
Source record: 108195

From article <1993Feb3.144246.24764@exu.ericsson.se>, by (James Hague):
>
> C-64s are still supported and in production. Supposedly, Commodore
> sold over half a million of the things last year, but your guess is
> as good as mine as to who bought 'em. How the C-64 ever ended up
> being more popular than the Atari 8-bit machines is a mystery
> of the universe. That they've lived this long is simply incredible.
>
> (All is not rosy in the Commodore world, though. The last glossy
> newsstand periodical entirely devoted to the C-64, _Run_, has finally
> gone under.)

Hey, does that mean that the Atari 8bit actually is outlasting the C64
in at least one area (assuming you call AC a glossy newsstand periodical -
a stretch right now)?

I don't know how many parts of the U.S. (or the world) have the equivalent
of the 'Trading Times', a very large newspaper print paper with pages of
for sale ads by individuals. In the computer section, that are an ungodly
number of ads for used C64 computers. I don't know if they ever sell
them. I'm not going to bother calling to find out.

One other note about Commodore. They just posted a huge loss for the last
quarter. Something in excess of $40 million (US) if memory is anywhere
close. Should be able to remember since I just read it a day or two ago,
but it wasn't important enough to commit to memory and I don't remember
where I read it. Probably the business section of the paper.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

334. Re: Power Per Posten

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-06 15:08:00 UTC
From: Martin_Bartsch@mk.maus.de
Message-ID: <P9220@MK.maus.de>
Source record: 108196

a>>The adress of Power Per Post is:
a>>
a>>Power Per Post
a>>Postfach 1640
a>>D-W-7518 Bretten
a>>Germany

a>In the FAQ List I have
a>W-7518 Bretten

a>without the "D-". Which is correct? Maybe it's just my ignorance of
a>German addresses.

Hi,

correct is D-W-7518 Bretten, but if you write W-7518 the letter will arrive
at the right adress too, I think.

Bye,

Martin

335. Re: [--- ATARI Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-06 22:21:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1l1dlfINNeft@usenet.INS.CWRU.Edu>
Source record: 108197

In a previous article, zdenekjs@white.Rose-Hulman.Edu. (Jerry Zdenek) says:

>For those of us running AFS (Andrew File System) we can just access it by
> cd /afs/umich.edu/group/itd/archive/atari/8bit
>and then copying or viewing files as I usually would.
>
>Perhaps something should be added to the FAQ about this.
>Jerry Zdenek

No problem, except I don't have any idea what AFS is. Care to offer a
description?

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

336. AFS -warning, not atari related (was Re: [--- ATARI Archive ---])

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 01:12:56 UTC
From: spam@iastate.edu
Message-ID: <C220pL.IA2@news.iastate.edu>
Source record: 108198

In article <1l1dlfINNeft@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, zdenekjs@white.Rose-Hulman.Edu. (Jerry Zdenek) says:
>
>>For those of us running AFS (Andrew File System) we can just access it by
>> cd /afs/umich.edu/group/itd/archive/atari/8bit
>
>No problem, except I don't have any idea what AFS is. Care to offer a
>description?

AFS is an internet-wide file system. The entire network could (concieveably) become akin to one, huge (& slow) distributed harddrive. It solves many of security/administration problems inherent in NFS. (NFS has been described as "an adequate replacement for FTP"). The root of the file system lies at Carnige-Mellon (CMU) and has child dirs at different sites all over the world. So a user on a system using afs can read files over the world in the same way (s)he reads files on the local disk. For example, my account has the home directory of /afs/iastate.edu/015/spam. Any user at any internet site that uses the AFS can access my files jas easily as their own (provided I give them access to my files. AFS provides good controls for limiting/granting access).

-mike begley
spam@iastate.edu
--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

337. rs232 port spews "Q"s

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 01:43:22 UTC
From: spam@iastate.edu
Message-ID: <C2224A.Ixu@news.iastate.edu>
Source record: 108199

Hi... My atari 800xk is connected to a P:R: connection. I loaded the sparta dos R: handler (called "rs232"), then ran the fillowing trivial program:

```
10 OPEN #1,12,0,"R:"
20 GET #1,A
30 PRINT CHR$(A);
40 GOTO 20
```

and all it does is spew out a stream of ASCII 81's (the Q character).

I know my PRconnection is working because 850 express works fine. So, does anyone know what I'm doing wrong?

-mike begley
spam@iastate.edu

--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

338. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 05:36:16 UTC
From: malak@grebyn.com
Message-ID: <1993Feb7.053616.2995@grebyn.com>
Source record: 108200

withers_n@kosmos.wcc.govt.nz writes:
>
> Does anyone in this group know if Bill Wilkinson is available anywhere ?

Someone told me once that he was the one who wrote Hypercard. So you
might want to ask your question in a mac newsgroup.

339. Re: HobbyTronic Demo 92!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 07:21:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <qLBLyB7w165w@cyberden.sf.ca.us>
Source record: 108201

Re: that camel demo...and lotsa stuff going on..

hell ya! even my IBM-owning friend thought it was awesome. and he doesn't know the half of it! all that "color" animation (like down at the bottom.. the snaking colors behind the scroll-line) is actualy mutliple-DLI's going on!

I actually was replying to a comment he made about it on his BBS. but when I went to type "+++" as an ASCII illustration, "ato" hung up on his BBS..

damn!!

and it was a long post, too! (of 3 long posts! oh well..2 for 3 :))

anyone got questions on scrolling? maybe I could capture those posts on his (IBM, even!) board and mail 'em to ya! :) hehe...

anything to impress the short-sighted IBM 13-year olds of my area.

grumble

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

340. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 07:26:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2uBLyB8w165w@cyberden.sf.ca.us>
Source record: 108202

Perhaps we should create the "-advocacy" newsgroup, and then when other people (non Atari users) start posting useless flames, simply reply as best we can, with honest facts...

like if someone came and said

"atari 8-bit suck!"

one might reply

"atari 8-bits can view 4096 color images..."

but not something like:

"atari 8-bits can view 4096 color imgaes.. c=64s cant! haha"

(no matter how much we'd like to, either...hehe)

sorry

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

341. Re: Hobby92a (b).dcm

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 07:29:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4ZBLyB9w165w@cyberden.sf.ca.us>
Source record: 108203

bbs@neb (BBS System 801-572-4969) writes:

> I just sent a request to the archives for it to send me hobby92a.dcm and
> hobby92b.dcm but got back multiple errors indicating that no such file
> or directory (8bit/demos) exists..anyone have any ideas?

Try the directory "8bit/Demos"... capital "D"... it's case sensitive..
(grr)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

342. Re: Atari 400/800 Joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 07:32:07 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <94BLyB10w165w@cyberden.sf.ca.us>
Source record: 108204

Re: joystick that can do console buttons (Start/select/option)

no, I'm almost positive there isnt... but Atari's CAN use Sega/Sega Genesis controllers.. if that's any consolation.

ANy software out that supports multi-fire button/"start" capability of these controllers?

When I ever get finished with all my current projects and start work on a game, it'll support 'em!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

343. Re: Hobbytronic-Demo '92 at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 07:37:28 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6ccLyB12w165w@cyberden.sf.ca.us>
Source record: 108055

Cool! A demo-maker appears! :) Is the HTT around this net? I know
I've seen Frankenstein somewhere..

TOo bad about no 93 demo. BTW: are the demos made at the BEGINNING or
the END of each year??

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

344. Re: rs232 port spews "Q"s

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 17:27:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <75052@cup.portal.com>
Source record: 108056

```
You should be doing a STATUS command, then only reading the port if
a PEEK(747)<>0
```

345. Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 20:35:10 UTC
From: maloney@cs.hope.edu
Message-ID: <1993Feb7.203510.17066@cs.hope.edu>
Source record: 108057

Are there any Atari 8-bitters out there still?

346. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-07 23:48:50 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Feb7.234850.22437@news.ysu.edu>
Source record: 108058

```
>Are there any Atari 8-bitters out there still?

How bout it guys and gals -- are we still here?
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

347. Re: Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 01:30:37 UTC
From: norlin@bearcat.ecn.uoknor.edu
Message-ID: <C23w75.IoC@constellation.ecn.uoknor.edu>
Source record: 108059
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit

Jeremy_Reimer@mindlink.bc.ca (Jeremy Reimer) writes:

>I came across the following quote in alt.folklore.computers:

>"One of the few who thought Atari Star Raiders was worth $1000"

>response: "I'm one of the many who thinks Star Raiders is still worth $1000"

>How did I manage to miss this game when I was growing up? What was it, what
>did it run on, what was it like to play, etc.

It ran on the Atari 8-bit computers, and was (I believe) the first game
included with the Atari 400/800. It was a realtime 3-D space combat game,
with a Star Trek style starfield zooming past you, and enemy spacecraft
flying all around you. You had to romp through the galaxy killing off
all the bad guys, while simultaneously making sure that they didn't
destroy your starbases.

The graphics were phenomenal for the time period (1979). They still are
impressive today. The game was just darn PLAYABLE; nothing can compare to
the moment when you're about to blast away the last enemy, and he scores
a direct hit on you, smashing your shields. The tint of deep space, formerly
a soothing blue, turns pitch black without your protective shield, and the
control panel flashes bright yellow in warning. Another hit, and you'll
be just so much scrap metal, if even that. Veering to avoid the enemy photon
racing towards you, you fire and miss! The enemy Zylon swoops behind you.
The computer tracking automatically switches to aft view as you momentarily
reorient yourself. Firing one last desperate shot, you hear a distant
rumble as a cascade of sparks blossoms on the screen and your enemy vanishes
in a violent explosion. The debris is slowly swept into the distance until
it fades into the infinite blackness.

Man, what a gem of a game. I think I'm going to play it when I get home
tonight.

--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

348. 800XL for sale ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 03:24:00 UTC
From: Terry.Streeter@f47.n282.z1.tdkt.kksys.com
Message-ID: <729155109.AA03500@tdkt.kksys.com>
Source record: 108060

```
Please let me know when you
sell.
I'd like to buy
Thanks!
```

349. Action! crash...the TYPE command

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 04:29:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <3aymyB3w165w@cyberden.sf.ca.us>
Source record: 108061

Well.. I've been working on what SHOULD be a simple command in my DOS CLI... the TYPE command. It opens up a file, and reads and displays it (via my display routines, which are simply routines that Print and PrintE, but also have the ability to pause every screen or so... that bit's still a little flakey I think. Needs more work.))

Unfortunately, it loves to TOTALLY crash... not just does it crash... but it crashes where RESET doesn't get out... and it crashes to the point that I have to hold RESET, and pull out the Action! cart (thus usually screwing up my RAMDisk a little) to get the computer to stop sitting there (probably grinning at me.)

Anyways... Is this a revision bug... this crash syndrome.

Also, I've found that Action! kills my program sometimes. My commands die, (ie, I type "DIR" and it says "can't open directory", so, even after making a small program in window 2 of Action! that sets the directory to "D1:", I eventualy have to resave the source and "BOOT" from Action!'s monitor)

And fianlly.. I got a nice device NAK (MyDOS error 139) when doing ANYTHING to one of the files on my RAMDisk. I eventually was able to rename it "_._" and resave what it was (source) and have that bit of wasted space "Out of my way"...

Anwyays.. what's with Action! acting weird after a couple of Compiles and Runs???

Is it just my source!? :)

BTW: since restarting MyNI_DOS over (rather than have my release end up being called "MyNI_DOS 3.0", since this is a >from scratch< restart), it's ended up being quite smaller, and still doing about as much as it did before, but much more nicely..

see next post for some nifty variable handling I've programmed! :)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

350. ScotchDOS (aka MyNI_DOS 3.0) variables!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 04:35:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2kymyB4w165w@cyberden.sf.ca.us>
Source record: 108062

Alright folks. You've probably all been waiting for the release of MyNI_DOS 2.0. Don't hold your breathe. MyNI_DOS 3.0 (now officially called ScotchDOS) (for now, at least. :) any ideas on a better name? :) hehe) is being worked on.

So, far I've got planned over 50 internal commands (from things like directory changing and making, to key repeat speed setting, to file typing, to batch file running, to memory dumping), but by far the most notable difference between ScotchDOS and any other DOS out there (that >I< know of) is that it handles variables.

36 to be exact. 36 card variables (2 bytes.. decimal values ranging from 0 to 65535 each) named "0-9" and "A-Z".

Variables are denoted with the "#" character. So if you said:

#A=1

then the 10th variable, variable "A", will be assigned the value of one.

If you said:

#A=+1

then you would be incrementing the value of "A" by 1.

The other operands include "-" (subtract), "*" (multiply), and "/" (divide...no decimals used)

I'll add MOD and DIV and all the other goodies that Action! handles if anyone is the least bit interested (updating that bit of source is easy-peasy).

ScotchDOS also handles environmental commands:

CLS clear screen
PAUSE screen pausing (ooh!)
NOISE i/o noise
CLICK key noise (feedback, click, what-have-you)
SPEED key repeat speed
REPORT status reporting (ie, errors, things like "Directory made", etc.)
% display text (with end-of-lines allowed (via "\E"), as well as displaying of variables (decimal for now.. hex and character is planned) (via "\#"), and the ability to wait for keypress! (via "\K"))
An example would be:
% Hello, user number \#A.\EPlease press a key.\K\EThank you.\E
that would do this:

Hello, user number 0.
Please press a key. <waits for keypress>
Thank you.

I may allow for variable declaration out of the keypresses.
(there will definately be a command for it, tho... good for menu
programs...
programs?! yes..with batch file processing, IF/THEN and even
GOTO-style commands will be avaliable...all using Note/point
and line skipping.)
(I've made languages before... I know what I'm doing!)
(at least >I< think I do! :))
ECHO batch file echoing
PROMPT full/partial prompting (a "D1:HELLO:GAMES:" verses just a "D1:")

Here's an example of how most of the above commands work.. using the
PAUSE command as the first one:

typing:

PAUSE

returns (as default)

PAUSE ON

this tells you that the screen pausing is on..

typing

PAUSE OFF

returns (as a response to your action)

PAUSE OFF

this tells you that the screen pausing is now off. so if you type "PAUSE
" again, it will reply with "PAUSE OFF" now...since you just turned it
off!...

Numbers are allowed, as well..

typing

PAUSE 1

returns

PAUSE ON

because any non-0 number returns an "ON" value (because PAUSE is just an
On/Off situation)

you can also use variables...

say you said:

#P=1

it replies

Variable assigned

telling you that your command was Ok. Now the variable "P" has a numeric value of 1.

typing:

PAUSE #P

returns:

PAUSE ON

because Pause is on, since variable "P", being 1, has turned it on. (1=on, remember?)...(actually... <>0 = on, to be exact)

Finally... you can have variables be assigned values of these commands

say you said

PAUSE ON

it'll reply

PAUSE ON

... pausing is now on...

then you type:

PAUSE |#A

it says

Variable assigned

varivariable #a is now 1!!

see next post
gotta run

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

351. Re: ScotchDOS (aka MyNI_DOS 3.0) variables!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 05:06:09 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <y1ZmyB6w165w@cyberden.sf.ca.us>
Source record: 108063

Part 2:

Well, in my last post, I described all of the ways I got ScotchDOS to handle "flag" commands (things that are toggled... either ON or OFF.. like ECHOing, PAUSE-ing, PROMPTing, etc.)

Now for something even better... variable "switches" (hmm... let's call them..."dials" :))

The SPEED "dial" is an example. SPEED lets you control the key repeat speed of your keyboard. 6 being the normal, Atari OS default, 0 being no repeating (you must release and re-press the key to repeat i), and 1 being the FASTEST... and 255 being downright SLOW..)

Put simply, speed affects the value of location 730 (or was it 731)? on an XL/XE computer..

Here're some things we could do with it:

```
SPEED |#A
#A=+1
SPEED #A
```

the above would increase the value of the SPEED register by one.

Theoretically (it's planned.. just not tested as of yet), you could do that in one fell-swoop (is that how you say/spell it?)

```
SPEED +1
```

Now, if my program correctly sends the current value of the speed register into the Function "FindVal()", the value sent back should be 1 more than the one sent in.

FindVal() works in correlation with GetVar() (when it sees a "#" symbol) and even has that little routine to react to "|"s by assigning variables)

Well.. that's enough about the numeric variables of ScotchDOS.

Now for STRINGS! :)

They've not been added yet, but eventually, you'll be able to do the following (the command names used are just being made up as I go, however):

```
BAT FONT ITTY.FNT
```

that would run the batch file "FONT", and send it the parameter
"ITTY.FNT".

(you could just as easily make a COM file to do it, as well.. the
parameter handling would most likely be handled by an INCLUDEd routine
included in the ScotchDOS files...

!FONT ITTY.FNT

where FONT is a ".COM" file on the drive..)

The file FONT.BAT would looks something like this (when TYPEd or EDITed,
or loaded into an editor or w/p or printed to paper,
etc.etc.etc.etc.etc!):

GETPF 1 (gets a paremeter, as a filename, and stores it
in filename (string) number 1... I'll make at
LEAST two or three filenames (strings) avail-
able... again, there are 36 card values avail-
able already)
RAMTOP |#A (gets RAMtop (location 106..a PEEK would be just
as effectve) and stores it in variable A)
#A=-16 (take off... oh.. 16 pages ...we only really need
4, because a font is 1K (4 pages), but I'm so
used to 16 pages... oh well)
#A=*256 (now convert the page number in an address, for
the next command to use)
OPEN 1,!1,4,0 opens file thru IOCB #1 for read ... the file
name here is "!1", meaning string #1...in this
case (with the ITTY.FNT being sent), it's the
same as "OPEN 1,ITTY.FNT,4,0")
BGET 1,#A,1024 (load the font)

gotta run
(again)

>>> phbill@cyberden.sf.ca.us <<<

352. Atari 8-bit equipment wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 09:48:45 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.41.729164925@dhhalden.no>
Source record: 108064

Atari 8-bit equipment wanted.

List of wanted equipment/software:

20 Mb SCSI harddisk with controller, or ADAPTEC 4000A SCSI
controller.

Action (cartridge)+ toolkit + runtime

AND a NTSC version of the ATARI 130XE For testing linecounters and
stuff. The demos want work in america unless I can get hold of one.

Starfleet 1 on disk

Also contact with other DEDICATED 8-bitters wanted

If you want to sell any of the things listed please contact us. Preferably
through e-mail, but also through snail-mail

Write to this adress

Vidar Olavesen
Ostadveien 2
N-1712 Gralum
NORWAY

or e-mail me at runehy@sofus.dhhalden.no

Greetings from

Vidar Olavesen and Rune Hyldmo

353. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 10:12:38 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb8.101238@cs.bham.ac.uk>
Source record: 108076

Hi!

I think the latter two letters on the subject pretty fairly show my point of view. Once this newsgroup is set up I'll be soon unsubscribing it.. I'm doing it all because the flamewars are ruining our atari.st newsgroup!

I fully appreciate that 8-bitters (that's the correct term, isn't it?) won't be taking much of an active role in the new newsgroup, but since Atari have a policy of giving their new computers new names, then the name seems to fit best. At some time someone will probably create a atari.falcon newsgroup for the latest in the line (please keep your fingers crossed for it!) and again the advocacy group will need to encompas this.

Oh, lastly, I know it doesn't really affect you much, but those who are in favour to the group, in principal even if you wouldn't use it, please vote for it when the CFV comes through. Vote against it, even, but we need 100 votes in total to get it counted, and I have this nagging doubt that we'll have enough people!

Thanks for your time....

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

354. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 14:48:27 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb8.144827.8836@exu.ericsson.se>
Source record: 108065

Michael Malak writes:
>
>Someone told me once that he was the one who wrote Hypercard. So you
>might want to ask your question in a mac newsgroup.

I can't remember who wrote Hypercard, but it wasn't Bill Wilkinson
(maybe Bill something-else?).

--
James Hague
exuhag@exu.ericsson.se

355. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 14:57:47 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb8.145747.9088@exu.ericsson.se>
Source record: 108066

Kit Kimes writes:
>
>Hey, does that mean that the Atari 8bit actually is outlasting the C64
>in at least one area (assuming you call AC a glossy newsstand periodical -
>a stretch right now)?

Someone emailed me that COMPUTE!'s Gazette, a Commodore only magazine,
is still being published. I don't know if this is true or not. The
only other C-64 'publication' I know of is "C Hacking" which is
sporadically posted to comp.sys.cbm. It's surprisingly good IMO.
My monitor is glossy, does that count?

For whatever it's worth, I much prefer to read old-timey, informal
publications like AC over almost all PC programming rags. I can't
quite put my finger on why (and it's not that I hate the PC).
Possibly there is an underlying arrogance and lack of tolerance.
(This is meant as kudos for AC, not a flame against PCs.)

--
James Hague
exuhag@exu.ericsson.se

356. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 15:10:03 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb8.151003.9575@exu.ericsson.se>
Source record: 108067

In article 2uBLyB8w165w@cyberden.sf.ca.us, phbill@cyberden.sf.ca.us () writes:
>
>Perhaps we should create the "-advocacy" newsgroup, and then when other
>people (non Atari users) start posting useless flames, simply reply as
>best we can, with honest facts...

After reading the advocacy groups for a while, you'll see that this
won't work. Those people just like to argue and will go on and on
about anything. Actually, it isn't just the advocacy groups
(watch rec.food.cooking for the dreaded 'Cool Whip vs. whipped cream'
or 'Miracle Whip vs. mayo" debates).

IMO you can't discuss the merits of one machine versus another on
a purely rational level--or maybe you just shouldn't. There is a
lot of personal preference involved. You could systematically 'prove'
a particular machine to be better than the 130XE, but what does it
matter if the Atari owner is enthusiastic about his computer and
uses it to increase his productivity and general enjoyment and the
other person is simply a collector and comparer? Or even if this
mythical other person really _does_ like and use his computer, what
does it matter?

--
James Hague
exuhag@exu.ericsson.se

357. Re: Action! crash...the TYPE command

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 17:54:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <75128@cup.portal.com>
Source record: 108078

Blame it on your source. The code Action! generates does not do anything special, it's really rather vanilla stuff: [no garbage collection, no stack usage, etc.] . I make/made a lot of mistakes with Actionn! that are hard to track down. My favorite is to switch from another language like Assembler, then do a:

```
CARD x=0
or
BYTE x=0
vs
CARD x=[0]
```

Pointers are also deadly when you're doing memory operations. A nickel for everytime I'd pointed to the middle of page 0 & I'd be a rich man. In the good programming is really good debuggin vein. Start doing dumps from the monitor of page zero before & after you run your code. Sometimes you can catch something like DOSVEC being modified. One of the best methods is just making the PROCEDURE's null one at a time to find the offending code. Something like original:

```
PROC BS()
;bunch of code;
RETURN
Becomes:
PROC BS()
RETURN
;bunch of code;
RETURN
```

As soon as the thing stops crashing, you've solved the riddle.

358. Re: ANALOG reprint rights (was Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 18:47:10 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1l69re$o3q@nz12.rz.uni-karlsruhe.de>
Source record: 108068

I've got some nice Antic programes at home. Do you think it is
ok if I'd upload them to the archive? I've to be 100% sure that
the stuff IS PD before I'll upload it to anywhere.

greetings

-Marek

359. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 19:06:29 UTC
From: bbs@neb
Message-ID: <1993Feb8.190629.12298@neb>
Source record: 108069

Wookie: Couldnt tell you where the law stood on photo-copying back
issues of those magazines (antic, analog, compute, etc..)

I am simply going by what was posted in the GEnie Atari8 RTC regarding
public domain distribution of the magazine disk software.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

360. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 19:07:16 UTC
From: bbs@neb
Message-ID: <1993Feb8.190716.12360@neb>
Source record: 108070

Joe: There are still a ton of us 8bitters out there! I've just finished
reading a hundred new messages in this sig.. Where you been? <grin>

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

361. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 20:00:20 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1l6e4k$kol@news.cs.tu-berlin.de>
Source record: 108081

ab588@yfn.ysu.edu (joseph sabatino) writes:

>>Are there any Atari 8-bitters out there still?
>How bout it guys and gals -- are we still here?
I guess I'm still where I ever have been. Where are YOU ?
--==rossi==--

362. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-08 20:18:22 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.iNGj4EP_aWI@sanity.tdkcs.waterloo.on.ca>
Source record: 108071

In <1993Feb7.203510.17066@cs.hope.edu>, Permanent Waves writes:
>
>Are there any Atari 8-bitters out there still?
>
>
>

Well, I'm still faithful to my 8-bit.

I have 2 130's, a 600XL, and still have my original 400.

and something called a TT :-)

--

George Kirkaldie

363. Re: Action! crash...the TYPE command

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 00:19:43 UTC
From: bmarcum@world.std.com
Message-ID: <C25nKw.JGA@world.std.com>
Source record: 108072

Are you talking about an MIO ramdisk? I don't think error 139 can happen on an internal ramdisk unless you have a bad copy of Mydos. If it's an MIO, could be a hardware problem, or maybe it's configured wrong (DOS configuration not matching the actual size of the ramdisk).

Bill Marcum bmarcum@world.std.com

364. MulitMouse Driver (M:)

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 00:20:35 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1gHoyB2w165w@cyberden.sf.ca.us>
Source record: 108073

Got a copy of the _AC_ disk today. With Multi-Mouse drive on it.

VERY nice. Only thing I dislike about it is the fact that it's not multitasking, but hey... it's still pretty damned awesome!

I'm sure we'll soon see some nice M: supporting software coming out soon, eh? :)

(hmm... with ScotchDOS, since you can do pretty much ANYTHING (call routines, access POINT/NOTE/XIO, etc.) from the command line, I could see programs handling the M:ouse that are even run from batch!

wow
...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

365. MyDOS "current directory" ("D:") address!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 00:27:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <gsHoyB5w165w@cyberden.sf.ca.us>
Source record: 108074

I seem to have come across a moving string :). Unless it's in the part of the technical manual that I have that is corrupt (couldn't finish the unARC), it seems that the MyDOS manuals don't specify where the current directory is stored.

Great help to me, eh? Since I'm working on a replacement (let's call it an upgrade? :)) for the current DUP.SYS menu, that is...

Anyways... oh damn.. lost the paper. Well.. I did a search of all of the memory (via BASIC) for any string that is the same as what I set the current directory to (via XIO 41, aka "CD", aka "R"-set directory)

But... I found that it moves around in memory. So ... can anyone out there supply me with the pointer to this string? Or if it doesn't have a pointer, what it's offset is... and to what RAM position (ie, is it above RAMTop, below MEMLO ... have I got that backwards?)

Inotherwords.. could SOMEBODY help me!? (geez.. I hope I don't
get 100 responses saying
"yeah! sure! it's ....,
didn't you KNOW that!?!"
...would I feel dumb..)

hehe

thanx in advance

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

366. Re: Action! crash...the TYPE command

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 02:31:38 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <75176@cup.portal.com>
Source record: 108075

Not relative to the specific problem Bill brought up, but I went to a meeting the other day where a guy was getting a group together to do some graphics presentations on a PC clone... and one of the presentation-graphics packages was called "ACTION!" Complete with exclamation point, just like our pet language here...

I guess they didn't do a very thorough copyright search...

Chris
Chris_F_Chiesa@cup.portal.com

367. AC Reaches New Zealand (At Last!!)\

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 10:56:51 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302092139.AA00716@smithkline.com>
Source record: 108077

Hello Dawn,
I hope you get this, I'm CC'ing it to the Newsgroup also.

I received the first New Zealand subscription in the mail yesterday. From the scribled note on the back of the subscription order it appears the Premier Issue appeared Down Under about the end of January or so.

Although I'm glad all you folks Down Under have finally received the magazine, I must say I'm rather depressed at how long it took. Apalling, really. a pattern has emerged that I find disturbing. From various reports around the world, the following picture emerges as to the timing of the mass mailout of the Premier Issue of AC:
October 30: 800 magazines arrive at the mailer
November 3-4: the mailer posts the magazines
November 15-December 15- the magazines are delivered in the USA
December 1-December 30- the magazines are delivered in Canada
November 5-December 5- all overseas deliveries are sitting in Chicago for one solid month!! Sidetracked by the Xmas rush?
December 10-January 3: the magazines are delivered in the UK
& also in mainland Europe (France/Italy/Belgium/
Germany etc.)
January 4-11: AC reaches Israel
January 11-20: some copies still being delivered in Germany
January 15: AC reaches Korea
January 25-February 12: AC reaches Australia & New Zealand

The one-month holdup in Chicago is causing us some awful logistical problems RE: late subscription orders from Europe & the Pacific where the delays were most severe.

Fortunately nearly all our overseas subscribers are wise to the hideous performance of surface mail & are electing airmail delivery. Late-arriving subscriptions from the delayed mailings will be serviced as though they had been sent in on time back in December. AC will not penalize those folks for being late; their subscriptions will start with the Premier Issue as stated on the order form & they will be sent the Feb. 1993 issue as soon as their order is received & processed. I estimate that Australians & New Zealanders will have the February issue in their hands 3 weeks from the date they mail off their subscription order- provided the order is sent airmail & they elect airmail delivery of the magazine (1 week to get to me, 1 week for processing, 1 week for delivery). Late arrivals who also want the Software Disk will find the disk included in with the magazine. In future mailings the disk & magazine will be mailed separately.

Subscriptions are still dribbling in at the rate of about 10/week. The total paid subscriber base is somewhere around 350-400, with disk subscriptions

numbering around 225.

Since we are about 20% shy of the original goal of 500- upon which all our business cost projections were based- we'll be stuck at 32 pages & crummy 3rd Class Bulk delivery (North America only), & will likely drop an issue over the summer. I'm monitoring subsscriptions on a weekly basis, so things could improve linearly as a function of the growth of the subscriber base.

In any event we have enough people on board to publish at least 5 issues in 1993 plus 3 Software Disks. That's the worst-case scenario. If we reach the magic 500 figure, then we'll start looking at restoring that 6 th issue, going to 2nd Class mail in the USA, & possibly going to 40 pages. If the dribble of subscription orders continues at the present rate we might get there by May. At this point in time we are only limited by the sluggish participation of the 8-bit community.

The February issue was mailed out last week & the April issue is now in production.

BTW, I'm still working full-time at my regular job as a research chemist, AC doesn't pay anything. The only sacrifices to my personal life demanded by AC are that I gave up sleeping & having a social life. Other than that, it's not too bad!!

Best wishes to all you Down Under 8-bitters from AC!

- BEN POEHLAND
Managing Editor
Circulation Editor
ATARI CLASSICS Magazine

****

368. Re: Hobby92a (b).dcm

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 12:18:00 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb9.121800.29759@ifi.informatik.uni-stuttgart.de>
Source record: 108079

In <1993Feb3.221011.1149@neb> bbs@neb (BBS System 801-572-4969) writes:

>I just sent a request to the archives for it to send me hobby92a.dcm and
>hobby92b.dcm but got back multiple errors indicating that no such file
>or directory (8bit/demos) exists..anyone have any ideas?
>-----

All directory names at the Archive have uppercase capital letters.
Therefore you should try 8bit/Demos/xxxxx instead of 8bit/demos/xxxx.

Peter

369. Re: 8-bit C packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 12:24:31 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb9.122431.751@ifi.informatik.uni-stuttgart.de>
Source record: 108080

In <728913641.AA02503@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:

> I would like to know about the C packages (compilers, runtime, etc.) that
>are available for the 8-bit. I have the pd CC65 and think it is fairly
>powerful, but I would also like the ability of structs and pointers. Are there
>other packages that support them? Thanks.

> -Dag- *** Dag.Hugdahl@tdkt.kksys.com

The CC65 compiler supports structs and pointers!
Only typedef, unions and realmath aren't supported.
Especially the absense of typedef restricts the use of
structs, because normaly, you define a structure as a new
type, and then use ist.
But something like

```
struct $(
int c;
char buffer[40];
char * pointerfield[100];
$) myvariable;
```

should be possible.

Peter

E-Mail: straif@minnie.informatik.uni-stuttgart.de
----

370. Mega-Font-Texter 2.06

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 14:03:10 UTC
From: chrisker@cs.tu-berlin.de
Message-ID: <1l8diu$bqv@news.cs.tu-berlin.de>
Source record: 108082

Hi,

i am the creater of the program MEGA-FONT-TEXTER wich was distibuted
by werner-raetz.
in last summer i offer him a new very good version of this program:
Mega-Font-Texter 2.06

it has the folowing features:

WYSIWYG on a 640*192 scrolling Screen !!!!
a column-lineal in inch
module-feature (for later developments (bar-graph-display etc.))
and it works with new mega-fonts (more disk-space in directory)

it runs (really run - because i take only assembler and quick as language
NO MORE turbo-basics)
on a normal Atari 800XL but it also supports a ram- or eprom disk in
your system (configurable...)

it includes also a very good printing-module,
(the best prints on a 9-Needle-Printer with a 8-Bit Atari i ever
had) because it transforms the screen-resolution into the
hires 240*212 DPI printer resolution.
7 printing-modes are supported

when changing from the TEXTER to the PRINTER-Module (and back) your
workspace is saved (also normal XL) in RAM !!!
German - special-characters (ue,sz .. are supported).

this program is realy fantastic (and take a lot of time development)
but it not seems that mr. raetz want to distribute it....

so i will try to distribute it on my own...

if you want to have more informations from this program, mail to
chrisker@cs.tu-berlin.de

thanx !

371. Re: Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 15:41:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb9.154117.8630@exu.ericsson.se>
Source record: 108083
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

The neat thing about Star Raiders, something that still makes it impressive and playable today, is that nothing is canned or faked. All the different game elements act independently and together they create tremendous variation and subtlety. The detail was simply amazing: varying degrees of damage on at least half a dozen subsystems, you could still shoot and be attacked when you were looking at a full-screen chart, you could shoot your own starbases, you could be shot by enemies behind you, explosions weren't precomputed sequences--each particle moved properly in relation to your ship, you should shoot things while decelerating from hyperspace, etc., etc.

I remember reading a strategy guide to Star Raiders, and MAN was it detailed. There were all sorts of things that I never even _thought_ of trying.

--
James Hague
exuhag@exu.ericsson.se

372. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 16:15:15 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Feb09.161515.25885@yuma.ACNS.ColoState.EDU>
Source record: 108084

In article <1993Feb8.190629.12298@neb> bbs@neb (BBS System 801-572-4969) writes:
>Wookie: Couldnt tell you where the law stood on photo-copying back
>issues of those magazines (antic, analog, compute, etc..)
>
>I am simply going by what was posted in the GEnie Atari8 RTC regarding
>public domain distribution of the magazine disk software.
>-----
>Posted by BBS User: James King

At our school there was a big deal about copyrights with professors handing
out scientific papers and diagrams taken from books.

The solution was that students now are told what to copy (paper etc.) and
then do it themselves since a copy for personal use or study is not in
violation of the law.

I think any kind of mass copying/distributing of the mag. or articles would
be illegal though...

Sam

| Sam Patton -=> spatton@lamar.colostate.edu |
----

373. Re: rs232 port spews "Q"s

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 18:57:25 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.2.729284245@1302.watstar.uwaterloo.ca>
Source record: 108085

In article <75052@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: rs232 port spews "Q"s
>Date: Sun, 7 Feb 93 09:27:02 PST
>You should be doing a STATUS command, then only reading the port if
>a PEEK(747)<>0

I don't think this is the problem. The problem is that the port needs to be
put into a concurrent mode first, before one can read from R:. This is done
by issuing an XIO 40,#1,0,0,"R:" from BASIC

Art
atwarecki@1302.uwaterloo.ca
==========
725-8547

374. Re: Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 19:59:12 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25957@galaxy.ucr.edu>
Source record: 108086
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit

There were also versions of Star Raiders for the Atari 2600 and the Atari ST computer. The 2600 version came with a touch pad controller. The controller had buttons for shields on/off computer on/off, warp, Galatic map, etc. This was the only game that used this controller. There was a bigger version of this controller for the Sesame Street games call Kid Pad (?) though. The ST version was as a reviewer said, like Star Trek: The Motion Picture, great graphics but no story. It was just too easy compared to the 400/800 version. The playablity sucked badly. For example to fire AFT torpedos, you had to manuver with the joystick and press the space bar to fire while being attacked from fron't and back at same time. I believe there was a 5200 version of Star Raiders too. Looked and played just like the 400/800 version. I don't know how they managed the keyboard though. Anyone know?

Paul

375. Re: 8-bit C packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 23:21:56 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C27FKM.810@moscow.uidaho.edu>
Source record: 108087

In article <1993Feb9.122431.751@ifi.informatik.uni-stuttgart.de>
straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:
>In <728913641.AA02503@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
>
>> I would like to know about the C packages (compilers, runtime, etc.)
>>that
>>are available for the 8-bit. I have the pd CC65 and think it is fairly
>>powerful, but I would also like the ability of structs and pointers. Are
>>there
>>other packages that support them? Thanks.
>
>> -Dag- *** Dag.Hugdahl@tdkt.kksys.com
>
> The CC65 compiler supports structs and pointers!
> Only typedef, unions and realmath aren't supported.
^^^^^^^^

I have a set of Floating-point math routines, similar to those in the ACE-C
runtime (ENGINE.OBJ) for CC65 that I'll be releasing shortly. Not conveinent
but useful for when floats are required.

--
Duane Tribe, tribe@ted.cs.uidao.edu
--
Duane Tribe, tribe@ted.cs.uidaho.edu

All about me data, but not a byte to compute.

376. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 23:42:50 UTC
From: billt@NeoSoft.com
Message-ID: <C27GJF.IvB@sugar.neosoft.com>
Source record: 108088

```
Yea, I'm here! Well, I think I am. If anyone can see this message then
please reply and let me know if I am here or not. If I am not here then I
don't know where I am. Maybe I am someplace else?

--
```

377. Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-09 23:48:30 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302092311.AA01162@smithkline.com>
Source record: 108099

This is for the various replies to my missive on the proposed newsgroup. Yeesh, I was merely expressing my opinion of the matter. Possibly I got carried away, as the issue raised up some unpleasant associations I've had with other groups in the past.

I wasn't aware Dave Oakley posted the message here out of courtesy. I took it at face value. He invited opinions, I gave mine.

Whether the flame wars in the St newsgroup are posted there by outsiders or by ST'ers is almost irrelevant to me. The bottom line is that the flames appeared to me to be TOLERATED by the newsgroup in general. I recall seeing nothing in the way of condemnation for the vulgar language I saw. I got no use for such goings-on. Especially here at work, I'm dumping the digest to a printer down the hall & my boss shows up to retrieve his email just as a pageful of the "F word" is coming out the printer from the ST digest. The commentary from my supervisor left- shall we say- a lasting impression upon me.

Any newsgroup founded for the express purpose of advocating one platform vs. another stikes me as just plain wasteful. I mean, what, people got nothing better to do with their time?

And I maintain that for this is a non-issue for us 8-bitters. I'm just one person expressing my personal opinion, others may disagree, let them say so on their own merits without reference to what I say.

And of course I'm grateful to Dave for extending the courtesy.

So now, let's try dealing with some SUBSTANTIVE issues. Anyone care to venture opinions on why 615 people last year signed their names pledging support for an all 8-bit magazine, then when the time comes fewer than 200 honor their pledge?

- BEN POEHLAND
Managing Editor
ATSRI CLASSICS Magazine

****

378. FAQ List

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 00:06:48 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302092352.AA01258@smithkline.com>
Source record: 108100

I'm of the opinion AtariUser should be struck from the FAQ list. Unless those guys have found a new 8-bit columnists I don't know about, they aren't really an 8-bit support mag any more. Chuck Steinman disappeared from the pages of AU sometime around the spring of 1992, & the last issue I saw (Oct. '92) had no 8-bit coverage at all.

In Sept. '92 AU pressured me to write for AU in Chuck's place. I declined, being at that time somewhat preoccupied (!) with preparing the Premier Issue of AC in time for the WAACE Fest.

I'd be real surprised if they've resumed 8-bit coverage since October.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

379. Re: Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 03:27:07 UTC
From: wookie@terapin.com
Message-ID: <wookie.3syn@terapin.com>
Source record: 108089

Great description of SR!!! I used to play it with Star Wars sound track on the cassette!!!

Wookie

380. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 03:29:14 UTC
From: wookie@terapin.com
Message-ID: <wookie.3syp@terapin.com>
Source record: 108090

In article <1993Feb7.203510.17066@cs.hope.edu>, maloney@cs.hope.edu (Permanent Waves) writes:
>
>Are there any Atari 8-bitters out there still?

Y E S !!! Many of us out here! There are a number of posts here regularly!

Wookie

381. 8-bit C packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 04:07:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <729346144.AA04050@tdkt.kksys.com>
Source record: 108091

On <05 Feb, 15:07>, Jeff McWilliams wrote to All :

JM> CC65 does support pointers and structs. The only other one I am aware
JM> of is CC8, which is a compiler that you use with the Ace C library

I wonder how I overlooked that. I was just reading the doc's and it says
in plain print "Structs, unions, arrays, and pointers are all supported in the
usual fashion." Oops!! I don't know what I was thinking about!

BTW: The docs I have say they are preliminary docs. Is there any other,
more extensive documentation available?

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

382. Atari 8-bit equipment wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 04:24:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <729346144.AA04051@tdkt.kksys.com>
Source record: 108092

On <08 Feb, 09:48>, RUNE HYLDMO wrote to All :

RH> Action (cartridge)+ toolkit + runtime
RH>
RH> AND a NTSC version of the ATARI 130XE For testing linecounters and

Check out Toad Computers here in the US. They have quite a lot of used
8-bit hardware and software. Their address and phone number is:

Toad Computers
556 Baltimore Annapolis Blvd.
Severna Park, MD 21146-3818
USA

Phone: (410) 544-6943 Fax: (410) 544-1329

RH> Vidar Olavesen
RH> Ostadveien 2
RH> N-1712 Gralum
RH> NORWAY
RH>

Det er bra at du bruker Atari 8-bits!!

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

383. TrakBall

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 05:54:23 UTC
From: bbs@neb
Message-ID: <1993Feb10.055423.7017@neb>
Source record: 108093

Just got my Cx-80 TrakBall from BEST today and was curious about just what programs/games exist exclusively for use with this device?

Thus far, I have found that Missile Command works great in TB mode (this is a switchable TrakBall [from Joystick to TrakBall mode] after hitting Control T, but Centipede will not allow upward movement without tiresome upward rolling of the ball.

Also, if anyone has any interest: I ordered what I thought were two 130xe dust covers from BEST, but what I got instead were two 2600 VCS dust covers. Upon calling BEST, Brad (the owner) indicated that this was what he was selling as a dust cover for the 130xe since the sizes were 'ALMOST' the same. After much playing with these dust covers, I've come to the conclusion that they are worthless for my 130xe machines, so I've put one on my old 2600 and would like to sell the other. If anyone wants it, send $3.00 plus postage to me at:

James King
4729 South 4180 West
Kearns, Utah 84118

brand new and in the box!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

384. For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 05:56:08 UTC
From: bbs@neb
Message-ID: <1993Feb10.055608.7086@neb>
Source record: 108094

I have this extra system (one of five) for sale:

Stock 130xe w/power & IO
Atari 1050 single/enhanced drive with power
P:R: Connection serial/parallel interface
13" mono monitor (green, no sound)

First $150.00 plus shipping takes (or best offers)
Shipping cost will be around the $25.00 area (first class, insured)

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

385. Looking for

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 05:57:26 UTC
From: bbs@neb
Message-ID: <1993Feb10.055726.7169@neb>
Source record: 108095

I seek a Star Nx-1000 rainbow 9pin printer..

Will pay cash or make Atari8 trades...

Contact me Monday thru Friday at 800-678-3440 between the hours of 0700
and 1600 (7:00am and 4:00pm) Mountain Standard Time. Ask for Jim..

Printer doesnt necessarily have to be the Rainbow or even the Nx-1000,
but must be somewhat compatible or similar to those printers..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

386. Atari Archive address

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 05:59:07 UTC
From: bbs@neb
Message-ID: <1993Feb10.055907.7229@neb>
Source record: 108096

Just finally got hobby92a.dcm and hobby92b.dcm from the archives, but happened to notice the FROM: address when these files came through (via mail)

I sent my request to: atari.archive.umich.edu!atari

And the return from indicated: manet.css.itd.umich.edu!atari

Should I send to the last address or continue sending to the first address? Anyone know? Anyone care?

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

387. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 06:02:34 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Feb10.060234.27470@cs.tulane.edu>
Source record: 108098

In article <1993Feb8.144827.8836@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>Michael Malak writes:
>>
>>Someone told me once that he was the one who wrote Hypercard. So you
>>might want to ask your question in a mac newsgroup.
>
>I can't remember who wrote Hypercard, but it wasn't Bill Wilkinson
>(maybe Bill something-else?).
>

Hypercard was written by Bill Atkinson, also author of QuickDraw and MacPaint.
---just thought I'd toss that in... When everyone else was jumping to the
IBM boat, I jumped Mac.... Still will never equ my ol' 130xe, set the
ol' girl up in my office and she's never let me down yet....

Mike
WBUG Atari Archive
Louisiana

388. Archives file list

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 06:02:42 UTC
From: bbs@neb
Message-ID: <1993Feb10.060242.7315@neb>
Source record: 108097

Does anyone happen to have (or can get) a recent list of uploads to the
Atari archives? My latest list is at least 2 years old..

Repeated attempts to get an updated file list from the archives prove
fruitless, as I keep getting a list dated over a year old..

Any help appreciated!

Send your updated file list to:

uplherc.upl.com!neb!bbs!1fa
or via GEnie (last resort as they bill me per incoming message) to:
j.king73@genie.geis.com

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

389. Re: Atari Archive address

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 14:37:12 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Feb10.143904.29317@umr.edu>
Source record: 108101

>Lines: 15
>
>Just finally got hobby92a.dcm and hobby92b.dcm from the archives, but
>happened to notice the FROM: address when these files came through (via
>mail)
>
>I sent my request to: atari.archive.umich.edu!atari
>
>and the return from indicated: manet.css.itd.umich.edu!atari
>
>Should I send to the last address or continue sending to the first
>address? Anyone know? Anyone care?
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa
>--
>Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

Yes keep using theatari.archive address, this is to help you find the archive
if it is moved to another machine.

Sam Groves

390. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 15:16:10 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb10.151610.7721@exu.ericsson.se>
Source record: 108102

In article AA01162@smithkline.com, poehland%phvax.dnet@smithkline.com () writes:
>
>So now, let's try dealing with some SUBSTANTIVE issues. Anyone care to venture
>opinions on why 615 people last year signed their names pledging support for an
>all 8-bit magazine, then when the time comes fewer than 200 honor their pledge?

For the record, I honored my pledge. I planned on subscribing even if
I hated the magazine, but fortunately I like it.

Now for the speculation as to why not everyone chose to subscribe:

* The pressure to switch to an ultra-cheap PC clone is very strong,
stronger than it ever has been: prices are at an all time low, there
are finally some tolerable operating systems available, the PC games
market has really heated up, etc.

* It was easy to get swept up in the "yeah! we're gonna take over
the world!" talk of the mail campaign. After all, making commitments
via the net or a postcard is a lot less of a hassle than writing
a check.

* Unfortunately, there hasn't been much significant activity in
the Atari world. Some stale new games, some new utilities, etc.
Look at the ads in the premiere issue of AC--pretty blah IMO (this
is not AC's fault, of course). What's sorely needed is a company
that produces 8-bit products which get people excited again.

* Many of the 615 people were college students, still using their
parents' Atari 8-bit computers. These people will most likely buy
a Mac or PC when they _have_money_. Lack of which being the reason
they can't subscribe to AC.

In addition to an 800, I also own a PC clone. I don't see the
clear cut "PC is powerful, Atari is a piece of junk" line that is
so clear to many; I know enough about computers to realize that
there are very few such lines. I don't see what's wrong with
using and programming a 486-based machines and also working with
a 130XE? Heck, the two activities aren't mutually exclusive.

--
James Hague
exuhag@exu.ericsson.se

391. C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 16:38:13 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Feb10.163813.7169@aber.ac.uk>
Source record: 108103

Forget C and Action, QUICK is here! (Or at least it will be when I finish the manual!).

I have the system disk for QUICK from PPP, and I am currently in stage 3 of editing the manual (i.e. checking the first typeset draft).

Quick arrived on the doormat this morning (we don't have mailboxes in the UK, mail gets shoved through a hole in the door called a letterbox if you folks in the US didn't know!) and within 2 minutes I had my very own nice scrolling text flying accross the screen! Just had to change a scroll demo program on the system disk!

OK, you should know this, but QUICK has lots of features built-in which are unique on the Atari. Things like built-in mouse control, Blitter, Digitized sounds player built-in, built-in synchronization command for synchronizing statements to M/C, built-in support for interrupts with no hard work!

QUICK outputs straight to a .OBJ file which you can run from DOS.

I will be distributing it in the UK, and we think we may have a distributor in the US as well, so it will not be difficult to get hold of!

Dean Garraghty. djg0@aber.ac.uk

392. BOOK WANTED: "Your Atari Computer"

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 17:16:16 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15290001@iftccu.ca.boeing.com>
Source record: 108104

I am looking for the book "Your Atari Computer" by Poole. I am willing to pay up $12.00 (if in excellent condition). Please e-mail me if interested.

Thanks, Bob

393. Game Fun w/ the Black Box!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 22:46:24 UTC
From: alj@bilver.uucp
Message-ID: <1993Feb10.224624.2685@bilver.uucp>
Source record: 108107

After purchasing a Black Box, I quickly realized it could help me
breathe new life into some old games that I gave up on because they were
too difficult or didn't quite work the way I wanted. How? By entering
the 6502 monitor and messing around a bit with memory, you can produce
some wonderful results with many programs, mostly greatly extending how
many lives you have. I've compiled a list of programs I've bothered to,
shall we say, "fix". They are listed below, along with some comments on
what you are actually doing. Have fun and if anyone else has done this
with other programs, feel free to post your modifications!
! Note ! Since there were many different versions and formats of the
programs I will describe, these cheats may not work with what you have.
In fact, it's possible they may be damaging to your system. Therefore,
please write-protect your hard drive, remove the disks and take whatever
precautions you can to ensure that if your computer goes blammo nothing
that a simple reset won't fix will occur. Be careful!
To use this information, make sure you have a Black Box. Next, load
the game. Select whatever options you want and then start the game.
Press the left black button on your Black Box to get your menu of
options. Choose <C>, the 6502 Monitor. When told to place a value at
a certain memory location, type an "*" followed by a space, the
memory location and then press RETURN. For example:
* D01D <Press RETURN>
Next, type a "D" then a space and the desired value finished with a
RETURN, like so:
D 3 <Press RETURN>
When you are finished poking around with memory, press the ESCAPE
key twice, once to get to the menu and another to return you to your
program.
As a special note, the Black Box tries to restore you to exactly how
you were upon entering it. However, it cannot retrieve your player-missile
graphics, as it has no way of knowing whether or not they were on when
you were in the program. Therefore, deposit the value of three (3) into
location $D01D just before pressing Escape twice to get back to your game.
This will restore the graphics, although they might just look like screen-
length lines when you are still in the monitor mode. This step may also
not be necessary for all games (those that don't use PM graphics).
****
Joust (Cartridge) - Place $7F in locations $A8 and $A9 to give 127 lives
----- to each player.
Gauntlet (Shareware Shoot-'Em-Up File) - Dump $EAEA (NOP instructions)
-------- at location $5375 for infinite
special weapons and at $24A3 for
invulnerability.
Wizard o' Wor (Cartridge) - Setting $667 and $668 to $F0 will give 240

---------- lives to each person.
Special Delivery (File) - Make the following locations $EAEA to never lose
---------- a gift from your bag: $55AF, $55E3, $563B,
$6B56, $6C96. Doing the same at $556C, $55E9 and
$6C2B will give you unlimited hours. Press RESET
after doing so and then start the game.
Popcorn (File) - Put $EAEA at $2CAA to miss as much as you want.

Fort Apocalypse (Disk) - $EAEA at $43F7 gives you everlasting fuel and
---------- $EAEA at $2A68 provides all the lives you'll need.
Galahad and the Holy Grail (Disk) - To always have the benefits of the ring
---------- AND wedge, place $EAEA at locations
$1149 and $11A5.
Upward (File) - A $EAEA at $3742 makes you float up whenever you push the
------ joystick up. Play around with it a little and you'll be
able to find exactly when to do this.
Snowplow (File) - Want infinite lives? Try an $EAEA combo at $49D5.

--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
****

394. QUICK???

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-10 23:43:30 UTC
From: marsham@pell3l1.alleg.edu
Message-ID: <1993Feb10.234330.25472@pellns.alleg.edu>
Source record: 108105

QUICK?????
A new 8-bit programming language????

Hmmm... I'm interested. Is it based on any more common languages, like C?
How much $$$$ (sorry, no punds symbol on this keyboard)?

395. Re: TrakBall

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 00:50:28 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <75342@cup.portal.com>
Source record: 108108

James King writes:
>Just got my Cx-80 TrakBall from BEST today and was curious about just
>what programs/games exist exclusively for use with this device?
>
>Thus far, I have found that Missile Command works great in TB mode (this
>is a switchable TrakBall [from Joystick to TrakBall mode] after hitting
>Control T, but Centipede will not allow upward movement without
>tiresome upward rolling of the ball.

Another game that uses 'true' trackball mode is Synapse's Slime. It's
the only other program I've seen that will.

I wonder if it works as a mouse; will the buttons work independently...

Could test it with that new game Ping (on port 2).

Jeff_M_Lodoen@cup.portal.com

396. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 01:11:19 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <k69RyB11w165w@cyberden.sf.ca.us>
Source record: 108114

If _AC_ is glossy... I want a refund! :) Honestly.. do you folks think
that _AC_'ll reach glossy any time soon? >I'd< like it! :)

>>> phbill@cyberden.sf.ca.us <<<

397. Re: Action! crash...the TYPE command

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 01:14:17 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <ia0RyB13w165w@cyberden.sf.ca.us>
Source record: 108115

bmarcum@world.std.com (Bill Marcum) writes:

> Are you talking about an MIO ramdisk? I don't think error 139 can happen on
> an internal ramdisk unless you have a bad copy of Mydos. If it's an MIO,
> could be a hardware problem, or maybe it's configured wrong (DOS configuratio
> not matching the actual size of the ramdisk).
>
> Bill Marcum bmarcum@world.std.com
>

How much ya wanna bet it was that CONF.COM program I was playing with?
(it pretty much mimicks MyDOS DUP's [O]-config system command...)

grumble..

>>> phbill@cyberden.sf.ca.us <<<

398. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 04:11:22 UTC
From: wookie@terapin.com
Message-ID: <wookie.3uhk@terapin.com>
Source record: 108112

In article <Feb09.161515.25885@yuma.ACNS.ColoState.EDU>,
spatton@lamar.ColoState.EDU (Samuel Patton) writes:
>In article <1993Feb8.190629.12298@neb> bbs@neb (BBS System 801-572-4969)
writes:
>
>>Wookie: Couldnt tell you where the law stood on photo-copying back
>>issues of those magazines (antic, analog, compute, etc..)
>>
>>I am simply going by what was posted in the GEnie Atari8 RTC regarding
>>public domain distribution of the magazine disk software.
>>-----
>>Posted by BBS User: James King
>
>At our school there was a big deal about copyrights with professors handing
>out scientific papers and diagrams taken from books.
>
>The solution was that students now are told what to copy (paper etc.) and
>then do it themselves since a copy for personal use or study is not in
>violation of the law.
>
>I think any kind of mass copying/distributing of the mag. or articles would
>be illegal though...
>
>Sam
>
>
>-- -
>| Sam Patton -=> spatton@lamar.colostate.edu |
>-- -

I SURE there is a time limit on the copyright of software. From a previous
post that said Antic and Analog gave the rights to the software authors
themselfs. Wonder if that starts the time limit over again?

Any one care to comment or know for sure???? I have just about EVERY Analog
from issue #3 on! Would be GREAT if I could send copies (Being legal)

Wookie

399. WANTED: TV modulator cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 05:51:54 UTC
From: ez033399@othello.ucdavis.edu
Message-ID: <22439@ucdavis.ucdavis.edu>
Source record: 108109

Hi everyone,

I just pulled out my 800xl after several months of having it in the closet. To my horror, the modulator that connects the computer to the TV switchbox was stripped (it got caught under something). Anyway, I need a replacement, and have no idea where to get one. Could anyone sell me one, or kindly direct me to someplace I could get one cheap? I live in Northern California for purposes of nearby shops. I've heard of TOAD, but I don't currently have a catalog from them. I would like to get this modulator ASAP.

Please reply to the address ez033399@chip.ucdavis.edu, as I do not log onto the above account very often.

Much appreciated,

John Peters

400. Re: TrakBall

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 06:16:56 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb11.111656.15574@miavx1.acs.muohio.edu>
Source record: 108106

In article <75342@cup.portal.com>, Jeff_M_Lodoen@cup.portal.com writes:
> James King writes:
>>Just got my Cx-80 TrakBall from BEST today and was curious about just
>>what programs/games exist exclusively for use with this device?
>>
>>Thus far, I have found that Missile Command works great in TB mode (this
>>is a switchable TrakBall [from Joystick to TrakBall mode] after hitting
>>Control T, but Centipede will not allow upward movement without
>>tiresome upward rolling of the ball.
>
> Another game that uses 'true' trackball mode is Synapse's Slime. It's
> the only other program I've seen that will.
>
> I wonder if it works as a mouse; will the buttons work independently...

I have a file that tells how to describe to modify it to work on a
ST as a mouse, all it involves is some soldering of wires. I might be able
to find it if people want it.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 11-FEB-1993

401. Re: QUICK???

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 08:46:24 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ld3p0E21t@uni-erlangen.de>
Source record: 108111

marsham@pell3l1.alleg.edu (Michael Marshall) writes:

>QUICK?????
>A new 8-bit programming language????

>Hmmm... I'm interested. Is it based on any more common languages, like C?
>How much $$$$ (sorry, no punds symbol on this keyboard)?

Yes, finally we have done it!
QUICK will be available in an english version in about 2 weeks.

Look out for an ANNOUNCE about this topic in a few days.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

402. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 14:39:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C2AGMy.8J8@acsu.buffalo.edu>
Source record: 108119

In article <wookie.3uhk@terapin.com>, wookie@terapin.com (Barry Vanover) writes...
>I SURE there is a time limit on the copyright of software. From a previous
>post that said Antic and Analog gave the rights to the software authors
>themselfs. Wonder if that starts the time limit over again?
>Any one care to comment or know for sure???? I have just about EVERY Analog
>from issue #3 on! Would be GREAT if I could send copies (Being legal)
>Wookie

Sure. The copyright law covers intellectual property (books,
paintings, software, etc.) Current copyright extends to the
life of the individual holding the copyright plus 50 years.
So, well into the next century you could post all the Analog
and ANTIC articles you wanted.

Copyright protection, on the other hand, is the responsibility
of the copyright holder. If a copyright is infringed, it's up
to the holder to pursue the legalities.

Witness the song you sing at someone's birthday party. Officially
known as "The Happy Birthday Song". It _is_ copyrighted, two
sisters hold the copyright. You can sing away any time you want,
but don't try to do it in any revenue-generating manner (ie:
commercials, TV shows) cause you'll have to pay a royalty. They
copyrighted the song in the early part of this century, btw, so
the copyright is due to run out by the middle of the next century.
(They're still alive!)

Of course, one could contact Larry Flint Publications, the last
owner of Analog. Issue #12 of Analog states that published
submissions become property of the magazine. I'm sure this was
carried over when they sold it to LFP.

David Anderson

403. Sale: Action! , C, Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 19:23:23 UTC
From: simmons@cs.washington.edu
Message-ID: <1993Feb11.192323.8675@beaver.cs.washington.edu>
Source record: 108124

I seem to be spend my time writing C and lisp code for Unix boxes these days, so I want to lessen my grad-student poverty by selling off some of my beloved 8bit development tools. <sniff, sniff>

I'm willing to ship outside the U.S. if you'll pay for the shipping and any duty or value-added-tax. U.S. shipping will be $3-4.

Action! Cartridge & Goodies ($30 ?)
==========
* Action cartridge (version 3.6)
with 208-page manual in a spiffy yellow mini-binder
* Programmer's Aid Disk
full single-density disk (0 free) from OSS, with Action! source for demos, turtle graphics, player-missiles, extended disk I/O, etc.
* Runtime disk (from back when you had to _buy_ it :-))
* Top Level Tarry magazine #1 - 3
"beginning Action!" tutorial (16 8.5x11" pages), tips, bug notes, some code listings.

Deep Blue C compiler ($15 ?)
==========
* disk version (with manual) from Atari Program exchange
* produces executable code (no assembler needed)

C/65 C compiler ($15 ?)
==========
* disk version (with manual) from OSS
* produces MAC/65-compatible assembly code, so you'll need MAC/65 or a compatible assembler.

MAC/65 assembler & Bug/65 debugger ($15 ?)
==========
* disk version (with manual) from OSS
* spiffy assembler -- back when I was forced to write some assembly code for the C= 64, I used my Atari as a cross-assembler rather than use C= tools.

Documents: DeRe, Tech, OS/DOS source ($15 ?)
==========
(I'm typing the names at the U, from memory (such as it is :-)))
* De Re Atari ("All about Atari") -- programming overview
* Atari's hardware / OS technical manuals. With these and De RE you're ready to do low-level I/O programming, create custom display lists, etc.
* DOS (2.0?) and (400/800) OS source code listings

Prices are negotiable, especially if you want more than one item.

--Dave

--

Dave Simmons | "Quod erat demonstrandum, baby.
CS grad student | (ooh you speak French)"
U of Washington Dept CS | --Thomas Dolby "Airhead"

404. Re: Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 20:39:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <F9qTyB2w165w@cyberden.sf.ca.us>
Source record: 108110
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

exuhag@exu.ericsson.se (James Hague) writes:

> was it detailed. There were all sorts of things that I never
> even _thought_ of trying.
>

Elucidate! :)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

405. nasm v20 (finally) released

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 22:36:16 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1993Feb11.223616.14333@news.th-darmstadt.de>
Source record: 108113

Well I hope everything went well, when I grabbed the source from the
Sun and the binaries from my Atari, but since I am under intense
time pressure and I needed to get this stuff out, finally I have
released it today.

Just a rundown of the features:

o Crossassembler for 6502
- produced linkable code
- code is runtime relocatable, no more Page 6 blues
- is MAC65 compatible
- does everything you want, and better than you expect

o Linker
- produces Bootsectors (if asked to)
o Librarian

o Mac65 detokenizer

o Disassembler

o Binaryconverter for C64 and AppleII (should work)

o and two or three more goodies.

Binaries provided for Atari ST and Amiga.
Sourced provided, compiles on Unix (HP and SUN tested)
Will probably compile under MSDOS with TC2.0.
Will definetely compile under MSDOS with gcc. I couldn't
provide those binaries, coz M.Reichl didn't send them to
me. Bugger him about it (har). Nah just kidding.
Will not compile with TC3.1++ (that compiler sux bigtime)

If someone manages to compile them for MSDOS, please put
them in the nasm20 folder on atari.archive.umich.edu in
the 8bit directory. They should be moved there pretty
soon. For German users I put the stuff in ftp.uni-paderborn.de
in incoming/nasm20. Due to a bug they are already fetchable
there (hint). Please put ported binaries there too. Also
please include in your port a statement, that you did this,
since I don't want the fame nor the flames.

If your still doing 6502 development, this is what you
were waiting for. (shameless braggin' eh ?)

Enjoy
Nat!
--

----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Waltari - Torcha! VfL Bochum: "Unabsteigbar"

406. Re: FAQ List

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-11 23:55:01 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Feb11.235501.17522@vpnet.chi.il.us>
Source record: 108116

In article <9302092352.AA01258@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>I'm of the opinion AtariUser should be struck from the FAQ list. Unless those
>guys have found a new 8-bit columnists I don't know about, they aren't really
>an 8-bit support mag any more. Chuck Steinman disappeared from the pages of
>AU sometime around the spring of 1992, & the last issue I saw (Oct. '92) had
>no 8-bit coverage at all.
>
The Nov. '92 and Dec. '92 (Dec. is the latest issue that our Users'
Group received) also have no 8-bit coverage at all, unless you count 1
(one) letter in the Dec. issue on an 8-bit topic (I don't, since the
people responsible for the magazine didn't write the letter, just the
reply). It's a shame - AU still shows their little square 8-bit
"logo" along with the ST, TT, Lynx, etc. but no 8-bit
articles/columns are actually in the magazine.

BTW, does anyone know if Chuck Steinman is still working on any 8-bit
stuff? I had been looking forward to his TC8 'C' compiler, but I
don't think he ever finished it.

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

407. Fractasia

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 02:00:52 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GULXV54VOI8ZDX8I@vax.edinboro.edu>
Source record: 108125

Has anyone tried Fractasia v1.57 yet? I uploaded it to the archives
a while back. (I also still have several copies that need mailed, for those
still waiting...). Anyway.... I just wanted some feed-back so I can
eliminated any bugs that may have shown up.

Thanks....
-Adam Conover.

408. Re: rs232 port spews "Q"s

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 02:33:55 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.5.729484435@1302.watstar.uwaterloo.ca>
Source record: 108117

In article <75268@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>From: Rick_Michael_Cortese@cup.portal.com
>Subject: Re: rs232 port spews "Q"s
>Date: Tue, 9 Feb 93 20:44:43 PST
>I'm about 99% sure that reading a byte from a RS232 port when
>one isn't available well result in a 'Q. The alternative would
>mean the program would freeze at the GET waiting for a byte that
>may never come. The T: device doesn't have to be opened for
>the concurrent mode Whoops! R: above, for most stuff, just modeming.

As far as I remember the PR connection manual says that one can't read from
the R: device until it's put in the concurrent mode. If there are no
characters to be received, freezing up is _precisely_ what happens, that is
until some characters arrive at the input

Art Twarecki
atwarecki@1302.uwaterloo.ca

Computer Engineering | 'I have become comfortably numb'
University of Waterloo | -Pink Floyd
==========

409. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 02:37:37 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.6.729484657@1302.watstar.uwaterloo.ca>
Source record: 108118

In article <1993Feb10.163813.7169@aber.ac.uk> djg0@aber.ac.uk (Dean John Garraghty)
writes:
(stuff deleted)
>I have the system disk for QUICK from PPP, and I am currently in stage 3 of
>editing the manual (i.e. checking the first typeset draft).
(stuff deleted)
>OK, you should know this, but QUICK has lots of features built-in which
>are unique on the Atari. Things like built-in mouse control, Blitter,
>Digitized sounds player built-in, built-in synchronization command for
>synchronizing statements to M/C, built-in support for interrupts with no
>hard work!

This doesn't sound like an 8-bit product to me! :)

>Dean Garraghty. djg0@aber.ac.uk

Art Twarecki
atwarecki@1302.uwaterloo.ca

Computer Engineering | 'I have become comfortably numb'
University of Waterloo | -Pink Floyd
==========

410. ScotchDOS update

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 08:06:23 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <c2muyB1w165w@cyberden.sf.ca.us>
Source record: 108120

```
well.. slowly I've been working... made a REALLY nice little parameter
catcher for the "OPEN", "XIO", and "POINT" commands! (the ones with more
than two "," separated parameters.. hmm.. guess I could use it for ALL
of the ","-using commands...!)

anyways: update!-------------------------------snip-----------------------
------ ScotchDOS Current Commands ------
--- (as of 2/11/1993) ---
------ By Bill Kendrick, NBS 1993 ------

Thanks: Bob Woolley, Rick Cortese & Glenn Saunders

_________________KEY____________________
[] denotes optional (when listed in command)

[] denotes key (when listed in description and options)
"^" denotes hold [CONTROL] key while pressing the key
"s" denotes hold [SHIFT] key while pressing the key

v denotes variable ("#" followed by "0"-"9" or "A"-"Z")

* denotes value (decimal value or variable, or "+","-","*","/"
followed by another value (for manipulation))

o switch command:
"ON", "OFF" or a value (where "0" denotes "OFF" and non-"0"
denotes "ON"), "|v" to assign a variable to that value,
or nothing to display current value

-- file or device name

_________________EXAMPLES_________________
[](cmd)[v] variable is optional
[](cmd)[--] file/device is optional

[](dsc)[Y] press [Y] key
[](dsc)[^A] press [CONTROL]+[A] keys simultaneously
[](dsc)[s^1] press [SHIFT]+[CONTROL]+[1] simultaneously

v #A variable 10 (A)

* 5 value 5
* #1 variable 1
* #A+#1 variable 10 plus variable 1
* 6/#B value 6 divided by variable 11

o ON on
o 1 on
```

o +#1 increment switch by one (if 0, then on, if on, then on)
o |#A assign variable 10 to switch's current value

-- D:*.* current D:rive/directory as path, *.* as filemask
-- R: R:S232 handler
-- P2: P:rinter 2

_____________ORDER_____________
command name
description and options
____

CLS clear screen
Clears the screen.

CLR clear variables
Clears all numeric variables to 0.

[D]x[:] change drive
Changes to a new drive (also can be used to return to root of
current drive).

LAST last report
Displays last report (ignores whether report mode is on or off).

v=* set variable
Sets variable "v" to a value of "*".

CLOSE [*] close channel
Close an IOCB channel (no parameter closes all used (1-5)).

% [--] display text
Displays text onto the screen (no parameter does an end-of-line).
Commands available within text:
\\ display a "\" character
\E do an end-of-line
\#v display a variable
\K wait for keypress

WHERE current directory?
Displays current drive/directory (ignores whether prompt mode is
on or off).

CD [--] change current directory
Changes directory (on current drive).
No parameters or ".." moves back one directory.

> -- change current directory forward
Changes directory (on current drive).

< change current directory backward
Moves back one directory.

DIR [--] display directory listing
Displays listing of files.

No parameters displays directory of "D:*.*" (all files).
No drive path defaults to current drive/directory ("D:").
No filemask at all or after a ":" defaults to "*.*" (all files).

MK -- make directory
Creates a new directory.

DEL -- delete file/directory
Deletes a file or a directory (if it is empty).

REN --,-- rename file/directory
Renames a file/directory.

LMAR o left margin
Sets/displays left margin value.

RMAR o right margin
Sets/displays right margin value.

ECHO o batch-file echo
Sets/displays batch-file echo mode.

XIO *,*,*,*,--
special I/O command
Calls a special I/O command.
First parameter is command.
Second parameter is IOCB channel to operate through.
Third and fourth parameters are auxilliary 1 and 2 values.
Fifth parameter is device/file to do operation to.

LOCK -- lock a file
Locks a file (disabling it from being written to or deleted).
Aka "read only mode."

TYPE -- type a file
Displays a file onto the screen.
Switches are:
/I use input (legal only with files of records
(characters separated by end-of-lines)
made of less than 256 characters).
/X translate ASCII (legal only when not using /I
command).
Translates [^M] characters to end-of-lines and
ignores [^J] characters.
/E Editor off (displays editor command characters,
rather than doing the commands).

OPEN *,*,*,-- open a channel
Opens a channel.
First parameter is IOCB channel to open.
Second parameter is mode (auxilliary 1).
Third parameter is auxilliary 1.
Forth parameter is device/file to open to.

PAUSE o screen pausing
Sets/displays screen display pausing ("[More]"ing).
(Press [ESC] or [^X] at a more to disable most listings.)

NOISE o I/O noise
Sets/displays I/O noise mode.

CLICK o key click
Sets/displays key feedback click mode.

SPEED o repeat speed
Sets/displays key repeat speed value.

REPORT o system report
Sets/displays system report mode.

PROMPT o prompt
Sets/displays full/partial prompt mode (full displays current
drive/directory, partial displays drive only).

WRITE -- create file
Enter a file from the keyboard (editing works on one line only).
[^3] to end file and close (after a [RETURN] (end-of-line) only).

UNLOCK -- unlock a file
Unlocks a file, opposite of lock.

EXIT exit ScotchDOS
Return to Action! (if valid).

I forgot to mention the current switches for the DIR command:
/W wide directory - displays 4 column listing, with the
sector lengths not shown (like "/W" on MeSsDOS)
/D directories only - lists only those files that have a ":"
at the beginning (directories!)..

also, switches can be used in any order, so "DIR A*.*/W/D" is the same as
"DIR A*.*/D/W"...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

411. HobbyTronic and QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 11:20:50 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Feb12.112050.10451@aber.ac.uk>
Source record: 108121

The HobbyTronic 92 demo (the camel bit!) works fine on my PAL 130XE as well. My guess it's the old NTSC problem again! HA HA! Us PAL guys have one over on you lot again!!

I very much think I have the HB 89 demo in my PD library. If it is, I will have it on the Archive soon. I also have loads of ABBUC/POKEY ones as well. If you lot are really after this stuff, I'll sit here all weekend and upload them if you want!!

Just another plug for the QUICK programming language. If you folks out there want to create demos of the HB quality without the headaches of 6502, then you NEED QUICK! Trust me!

I have made sure that we can make QUICK available in the US, and I have found a distributor on behalf of PPP. That means everyone in Germany, UK/Ireland, and the USA can get at it "locally" without need for sending money abroad. I have spent 30 hours editing and typesetting the English langauge version of the manual!

Also, the SAM 80 column desktop system for the Atari is also to become available in the US and UK at the same time.

Dean Garraghty. djg0@aber.ac.uk

412. AC #2

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 14:21:19 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Feb12.142119.5761@news.ysu.edu>
Source record: 108122

Just received the Atari Classics #2 yesterday - Now I wish I had
subscribed for the disk...I wonder if I do it now can I be sent
this disk????? Jeff...Ben...????
--
Joe Sabatino-->ab588@yfn.ysu.edu

413. 800XL system For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 15:11:09 UTC
From: adcock@bnr.ca
Message-ID: <1993Feb12.151109.5625@brtph560.bnr.ca>
Source record: 108123

I have the following Atari stuff for sale:

o Atari 800XL w/dust cover (I have added a locking
option key to save my index finger while loading)

o 1050 disk drive (unbutchered)

o 850 Serial/Parallel interface

o Zenith Color Monitor

o RF modulator

o Game paddles

o All Power Supplies and cables

Manuals:
O.S. Users Manual, O.S. Source Manual, Hardware w/ schematics,
850 Interface, Zenith monitor

Books:
6502 Hardware Reference, 6502 Assembly Language Programming,
"Your Atari Computer" Poole McNiff Cook, Atari Basic Programming

Software:
60 Disks many double sided including:

Microsoft Basic, Home Filing Mgr. , Deep Blue 'C', Ham Radio
stuff, AtariWriter Plus, Flight Simulator w/Manuals, Atari
Paint w/Manuals, Music Writer w/Manuals, XL Translator,Conan,
Strip Poker, Pole Position, and (Of Course) ton's of other
games.

Everything is in excellent condition and works perfectly.
I'm not sure what this stuff is worth but $150 + shipping
seems about right to me. Will take best offer.

Sorry I don't have email yet. Call (919) 991-7705 or write
Doug Adcock @ 3209 Treewood Ln. Apex, NC 27502

--
Doug Adcock Doug.Adcock@bnr.ca (919)991-7705 ESN 294
Bell-Northern Research Research Triangle Park, NC

414. Re: FAQ List

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 15:19:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1lgf60INNaq7@usenet.INS.CWRU.Edu>
Source record: 108129

In a previous article, poehland%phvax.dnet@smithkline.com () says:

>I'm of the opinion AtariUser should be struck from the FAQ list. Unless those
>guys have found a new 8-bit columnists I don't know about, they aren't really
>an 8-bit support mag any more. Chuck Steinman disappeared from the pages of
>AU sometime around the spring of 1992, & the last issue I saw (Oct. '92) had
>no 8-bit coverage at all.

Consider it struck. (I obviously don't read AtariUser myself.)

Thanks for letting me know.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

415. Re: Archives file list

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 15:21:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1lgf9sINNav2@usenet.INS.CWRU.Edu>
Source record: 108130

In a previous article, bbs@neb (BBS System 801-572-4969) says:

>Does anyone happen to have (or can get) a recent list of uploads to the
>Atari archives? My latest list is at least 2 years old..
>
>Repeated attempts to get an updated file list from the archives prove
>fruitless, as I keep getting a list dated over a year old..

Get the file 8bit/0index

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

416. Wanted: Atari 8bit Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 18:15:37 UTC
From: ken@wrs.com
Message-ID: <ken.729540937@wrs.com>
Source record: 108131

Hi,

I'm looking to replace my dead 810 floppy drive. If you've got a drive to
sell, please respond via e-mail with your asking price to the address below.

Thanks,

-ken

****
* Ken Malik *
* Wind River Systems Tel: 415-814-2146 *
* 1010 Atlantic Avenue FAX: 415-814-2010 *
* Alameda, CA 94501 USA E-mail: ken@wrs.com *
****

email: ken@wrs.com (inet) or [sun,uunet]!wrs!ken (uunet)

417. Fun with dead 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 22:52:47 UTC
From: mute@bigwpi.WPI.EDU
Message-ID: <1lh9nv$h5g@bigboote.WPI.EDU>
Source record: 108126

I was recently given an 800XL and a wide variety of neato hardware
and software to go with it. Unfortunately, it has some problems.

When I power it up, it goes automatically into auto-diagnostic mode
and shows me the screen with the little squares representing memory
chips. The ROMs are okay, but the RAM is spotted with red squares.

Now, are these chips replaceable? I assume they would be if I had
appropriate replacements. However, I'd prefer not to replace all of
them, if I can absolutely help it. How do the little red squares
correspond with the physical chips?

Has anyone out there done this before? Could you give me any
assistance? I'd like to get this machine working sometime.

Thanks in advance,
Josh Brandt

--
De-evolution... Self-execution... No solution...
I'm a potato- I've got eyes all around! Devo
- mute@wpi.wpi.edu Joshua Brandt -

418. Re: TrakBall

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 23:24:09 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Feb12.232409.10572@vpnet.chi.il.us>
Source record: 108127

In article <75342@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>.....
>I wonder if it works as a mouse; will the buttons work independently...
>
>Could test it with that new game Ping (on port 2).
>
>
>Jeff_M_Lodoen@cup.portal.com

An Atari 8-bit TrakBall can be modified to work as a mouse (in particular, an ST mouse). I've never done it, but I've seen them for sale, and there are instructions for doing the modifications in one or more text files floating around somewhere.

I use my TrakBall in joystick mode with Blazing Paddles (Illustrator program), when I'm placing text on the picture or otherwise want more precise postioning than I can get with my Koala pad (the cursor in TABLET mode "jiggles" back-and-forth by a couple pixels).

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

419. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-12 23:35:23 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Feb12.233523.1395@news.ysu.edu>
Source record: 108128

>Look at the ads in the premiere issue of AC--pretty blah IMO (this
>is not AC's fault, of course). What's sorely needed is a company
>that produces 8-bit products which get people excited again.

I disagree with that statment, James, When the CSS ad in the 1st
AC came out with a xmas discount on their hardware I took advantage
of the Duel Drive mod for the XF551 and that's the most exiting
piece of hardware I've bought for the 8bit since '86 when I bought
my MIO.....(hhmmmmm, well I forgot about my harddrive I bought in
'91)
--
Joe Sabatino-->ab588@yfn.ysu.edu

420. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 00:41:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <23wVyB2w165w@cyberden.sf.ca.us>
Source record: 108133

Well, I honored my pledge, if not a little late (outta money!!)

I just got my 2nd issue, too!

Look at a later post for some notes I wanna mention about it..

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

421. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 00:42:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <R6wVyB3w165w@cyberden.sf.ca.us>
Source record: 108134

But, Dean... some things I DISliked about Quick when I started using it:

doesn't work (yet) on standard 1200xl. Not sure about 400/800, either.

editor supports 40 columns, ONLY.. no scrolling. Lines MUST be 40 cols.
or less!

But, I'm sure once many people've gotten used to it, etc.. we'll see just
as many includable toolkit-like files for it as we have for Action!

For now, I'll stick to Action! But once I start working on games
it'll be Quick all the way.
(i hope)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

422. _AC_ issue 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 00:45:19 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <90wVyB4w165w@cyberden.sf.ca.us>
Source record: 108135

Well.. I'm a little confused about a issue 2 of _AC_, which just arrived
today..

it says "volume 2, #1"... so, was the premiere(sp?) issue the only issue
of volume #1?

_AC_ isn't going to go against the flow and do this:

issue called:
1 vol.1 #1
2 vol.2 #1
3 vol.3 #1

!?!??! I do hope not!?

:)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

423. Tips'n'Tricks in _AC_#2

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 00:46:54 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VcXVyB5w165w@cyberden.sf.ca.us>
Source record: 108136

Well, I'd like to add (I guess, unless I don't have to, that I'll mail in these "Ts'n'Ts" via postal mail..?) that:

1) Not only can you use ESCALPAINT to colorize Gr.9 pictures, you can use Colorizer 1.1 (my PD program). It does it in a lower resolution, but it is PD, and when you think about it, the lower resolution (APAC mode, 80 x 96, rather than Przym/Int.APAC, 80 x 192) takes less memory, which in some cases may be more help ful...

2) Re: "Another AtariWriter-80 bug": I think in many word processors that [^A] is the standard key-command for "return to left of line", and I'm sure you may find that [^Z] will put you at the end of a line.

It's probably not a bug. It may not have been DOCUMENTED, which is another story, but I've used many programs (I think Quick is one, come to think of it!), like AtariWriter-Plus, which use the [^A]/[^Z] commands...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

424. Finally..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 00:51:45 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ykXVyB6w165w@cyberden.sf.ca.us>
Source record: 108137

Quickly looking over the "keycode getter" article, I don't see anywhere
where it says that

A returns "whatever"
sh+A returns "whatever"+64
ct+A returns "whatever"+128
ct+sh+A returns "whatever"+192

OR that [ct+sh+A] returns 255!

So, if you were, say, loading a file, and accidentally hit a key,
just press [s^A] (shift+ctrl+A) to "clear the buffer".

just a note
not to be nit-picky! :)

hell, for all I know, it may explain this and I just didn't look closely
enough... :)

Oh yeah, one more thing... how about this in a program:

```
POKE 764,254 dunno what key it represents
REPEAT
IF PEEK(764)=255 THEN PRINT "DON'T PRESS [CT]+[SH]+[A]!!! >:^("
UNTIL PEEK(764)<>254
```

that way, a [CT]+[SH]+[A] WON'T break out of a loop, but anything ELSE
(except whatever 254 is) will..

just thot of that one day when I discovered what [s^A] did.

Also, for those of you with the game "Gemstone Warrior", try hitting [^1]
at the title screen! ([^1] normally pauses screen displays, but in this
instance, it does something sneaky :))

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

425. Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 01:33:20 UTC
From: jleon@usc.edu
Message-ID: <1lhj51INN9os@koh-sun1.usc.edu>
Source record: 108139

Sorry if this is a stupid question.
I want to buy a very cheap monitor for my atari, it could be
monochromatic and with no sound. But I don't know where to buy it,
nor where to look for it. I've been in some electronics store and it
seems that nobody carries this kind of cheap monitors.
Do you know any place (mail order) which handles this, how much
it would be?
I remember an ad in an Antic Magazine, but the last one I received was
about three years ago.

Thanks.

Juan Leon.

426. Re: _AC_ issue 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 18:08:51 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93044.130851JJMCWILL@MTUS5.BITNET>
Source record: 108132

In article <90wVyB4w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us says:
>
>Well.. I'm a little confused about a issue 2 of _AC_, which just arrived
>today..
>
>
>it says "volume 2, #1"... so, was the premiere(sp?) issue the only issue
>of volume #1?
>
>_AC_ isn't going to go against the flow and do this:
>
>issue called:
> 1 vol.1 #1
> 2 vol.2 #1
> 3 vol.3 #1
>
>
>

Bill,

Nope. The reason this issue is volume 2, number 1, is because this
is now 1993, and issue 1 came out in 1992. Make sense? Magazines
are ordered so that each year has a different volume number.

Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.

427. Re: Game Fun w/ the Black Box!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-13 21:56:58 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <N6JXyB1w165w@cyberden.sf.ca.us>
Source record: 108142

Sounds like the Atari 8-bit Game Genie! :)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

428. Atari Classics argument

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 00:30:48 UTC
From: mark@md386.uucp
Message-ID: <20qXyB1w165w@md386.uucp>
Source record: 108146

Just to throw in my two cents worth:

I am one of the people who sent their pledge in saying they'd subscribe. I also received a card saying "Thanks" and telling me I'd be told when to send in my money for my subscription. I never heard anything after that. The next thing I know, I'm hearing "Only 200 people signed up!". I am sending in a check for my subscription next week (to honor my commitment), but I think someone dropped the ball, because I never got the note saying "Send your money in!"...

Mark Davidson
...!uunet!md386!mark

429. 800xl "KEYBOARD" aaaggggghh!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 00:38:48 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Feb13.163848.1@max.u.washington.edu>
Source record: 108138

Does anyone know of a good source for the 800xl RAM enhancements?

Secondly, I love my 800xl and all.. BUT.. THAT KEYBOARD! I have made several semi-educated attempts at replacing it, but it always ends up in the trash, and my 800xl is becoming very butchered.

Does anyone know of a replacement kit? Or does anyone have a schematic of the keyboard bus so that I may make another attempts (God help my 800xl)?

Please Email to
%%%

430. Re: _AC_ issue 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 00:39:07 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1lk4bbINNkjq@usenet.INS.CWRU.Edu>
Source record: 108147

In a previous article, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) says:

>Nope. The reason this issue is volume 2, number 1, is because this
>is now 1993, and issue 1 came out in 1992. Make sense? Magazines
>are ordered so that each year has a different volume number.

Well, they don't have to do it that way. An example is the latest issue of
Tennis, which is Vol. 28, No. 10, Feb. '93.

It just depends on whether the publisher's preference is for Volume 1 to be
the first full year's worth of issues, or to be the issues released in the
first calendar year, the way AC chose. Who cares?

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

431. GIVE ME STAR RAIDERS

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 01:31:12 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Feb13.173112.1@max.u.washington.edu>
Source record: 108140

Great. Thanks alot guys.. Just when I am broke and DONT need to be flinging money around... You guys bring back all the Star Raiders memories!

Who wants to sell me theirs?

Email to
%%%

432. Re: 800XL system For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 04:39:53 UTC
From: rkim@opus.uucp
Message-ID: <1993Feb13.203954.4165@nic.csu.net>
Source record: 108141

In article <1993Feb12.151109.5625@brtph560.bnr.ca> adcock@bnr.ca (Doug Adcock P125) writes:

| I have the following Atari stuff for sale:
|
| o Atari 800XL w/dust cover (I have added a locking
| option key to save my index finger while loading)

You silly boy you. All you had to do to disable BASIC was to hold down the OPTION key until you heard the drive beeps on your monitor speaker. Then you can release the key.

Rich K.
email/inet> rkim@opus.calstatela.edu

433. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 06:09:39 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <sy7XyB2w165w@cyberden.sf.ca.us>
Source record: 108143

billt@NeoSoft.com (Bill Tart) writes:

> Yea, I'm here! Well, I think I am. If anyone can see this message then
> please reply and let me know if I am here or not. If I am not here then I
> don't know where I am. Maybe I am someplace else?
>
>
> --

I guess it all depends on where you WANT to be....

Where DO you want to be? THen again, if you're not here, we'll never
know, either, eh!?

:)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

434. Re: HobbyTronic and QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 06:10:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <y17XyB3w165w@cyberden.sf.ca.us>
Source record: 108144

I LOVE DEMOS! Esp. of the HTTeam, ABBUC, POKEY, etc. quality!

PLEASE! UPLOAD THEM! I'm sure it'll take me a LOT longer to d/l them
than you to u/l them (even if you have 1200bps like I do... I got a 30
min time limit... it takes DAYS to get stuff... took two for the HB92
demo! hehehahaha)

later!

thanx!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

435. Parrot disk .. kaput!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-14 06:12:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <N47XyB4w165w@cyberden.sf.ca.us>
Source record: 108145

My Parrot disk is DEAD! (the poor bird)

humph... shouldn't joke about it, eps. since just Thursday I got leant a copy of a sampling keyboard "sample tape"... full of 121 1.5 second sounds, many of them that I'd like sampled on my computer (for the heckuvit, ya know?)...

grumble..

it seems the disk has gone scatty.. here's the deal:

Since I got my 256K RAMbo upgrade, I usually do the following:

boot up MyDOS (it's 1050 format is NOT the same as AtariDOS's (AtariDOS is what Parrot boots with))

create a RAMDisk and format it, copying MyDOS DUP.SYS to it...

pop in the Parrot disk in drive 1

copy the appropriate files from the Parrot disk to the RAMDisk
AUTORUN.SYS handles loading (and I do believe it
contains some sort of compiled BASIC
runtime package!? comparable to RUNTIME
from TurboBASIC XL!? Hmm... maybe they
compiled it with "ABC"...)
CODE an OBJect file, I guess...has the header
of "MMMMMM" and then some code (I could
tell by the "h" at the beginning)
SAMPLER the sampler program
EMULATOR the emulator (editor/keyboard player)

Then I change directory to "D9:" (the RAMDisk)

and tell DOS to load "AUTORUN.SYS" from it...

here's what USUALLY happens:

"LOADING PARROT" appears on the screen
drive 1 whirls for a moment.. this is the program checking for the copy protection (call it a hunch :) ... if I don't have the disk in drive 1, it crashes on me...)

here's what happens NOW:
"LOADING PARROT" appears
drive 1 whirls a bit...
drive 1 starts having a fit (sounds like when you have an un-formatted disk in the drive and are trying to read from it)

it retries the copy-protection check a bunch of times (takes a
few minutes for it to give up!)
and it totally dies..

Now, does anyone out here have a remedy for this? One of the ways I
first found that I couldn't copy the Parrot disk successfully was when I
copied all of the files onto a freshly MyDOS formatted and DOS/DUP'd disk
and it didn't boot... (back before I had a RAMdisk and knew I wouldn't
be able to run MyDOS AND the program without constant disk-swaps and
[RESET]s to get back to the DUP menu, so I could switch between SAMPLER
and EMULATOR)

or, even better... does anyone have a spare copy that they'd like to
donate!? :) ... or ... does anyone have a copy and also have a Chipmunk
or other "copy-or-die" type of upgrade on one of their drives?

Or...finally... (this question would most suitably go to Dean :))

how much does Replay cost... (or to anyone else) where can I find that
supposed text file that explains how to build a <$20 sampler, and comes
with sampling source?

(if worse comes to worst, I'll be able to make my own sample editor, or
check into DigiStudio ;) (wink wink))

thanx a bunch alll!

I feel so ... naked without my sampler!!! :)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

436. For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 02:36:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <729952619.AA06337@tdkt.kksys.com>
Source record: 108148

On <10 Feb, 05:56>, BBS System 801-572-4969 wrote to All :

BS8> From: bbs@neb (BBS System 801-572-4969)
BS8> Newsgroups: comp.sys.atari.8bit
BS8> Organization: Nebula - Public Access Unix/bbs SLC Ut, USA
BS8>
BS8> I have this extra system (one of five) for sale:
BS8>
BS8> Stock 130xe w/power & IO
BS8> Atari 1050 single/enhanced drive with power
BS8> P:R: Connection serial/parallel interface
BS8> 13" mono monitor (green, no sound)
BS8>
BS8> First $150.00 plus shipping takes (or best offers)
BS8> Shipping cost will be around the $25.00 area (first class, insured)
BS8> -----
BS8> Posted by BBS User: James King
BS8> Mail Path: uplherc.upl.com!neb!bbs!1fa
BS8> --

Would you be willing to "part" out the system? I am interested in the
P:R: connection.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

437. Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 03:03:58 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Feb.14.22.03.57.1993.1611@remus.rutgers.edu>
Source record: 108149

'twas just cleaning out and sorting through 3 shelves full of old
Atari stuff in my room when I came upon something that I had
TOTALLY forgotten about - "Atarian Magazine" from just 4 years ago.
Real interesting...lots of stuff about the XE game system and
upcoming games, etc. Anyway, I've got 3 issues here...how many
were there in total? (does anybody else even remember this mag?)

-Ray

438. Re: Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 07:23:30 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1993Feb15.072330.7441@cbnewsc.cb.att.com>
Source record: 108150

From article <Feb.14.22.03.57.1993.1611@remus.rutgers.edu>, by (ray wilmott):
>
> "Atarian Magazine" from just 4 years ago.
> Real interesting...lots of stuff about the XE game system and
> upcoming games, etc. Anyway, I've got 3 issues here...how many
> were there in total? (does anybody else even remember this mag?)
>
Yes, I have a couple of issues also. I picked them up at The Summer
Consumer Electronics Show here in Chicago a few years back when Atari
was actually on the floor instead of squirreled away in suites. As I
recall they were in the packet of information meant primarily for dealers.
I think there was a form where you could subscribe, but I never did.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

439. Re: Comp-Sys-Atari-Advocacy

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 11:10:42 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb15.111042@cs.bham.ac.uk>
Source record: 108151

James, Ben!

No, we don't tolerate bad language and general flaming in the st newsgroup, at least not these days. That's why for the time being we're asking people to use titles of ADVOCACY:title when they're doing their IMHO's.

I don't care what they talk about... But my KILL list could do without it! Thanks for your opinions anyway and as you said, I'll let you get on with more interesting discussions!

Thanks...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

440. Re: Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 13:12:03 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <1lo4r3$2ss@bigboote.WPI.EDU>
Source record: 108152

In article <Feb.14.22.03.57.1993.1611@remus.rutgers.edu> wilmott@remus.rutgers.edu (ray wilmott) writes:
>
>'twas just cleaning out and sorting through 3 shelves full of old
>Atari stuff in my room when I came upon something that I had
>TOTALLY forgotten about - "Atarian Magazine" from just 4 years ago.
>Real interesting...lots of stuff about the XE game system and
>upcoming games, etc. Anyway, I've got 3 issues here...how many
>were there in total? (does anybody else even remember this mag?)

I remember it; I got the first two issues (Kay-bee was giving them away). I never saw any after that; but some of the upcoming games were pretty neat. Did Atari ever release Midi-Maze, Deflektor, or Ninja Golf for the 8bit at all, or are they just more sad examples of great programs never to see the light of day?

-Jay

441. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 15:21:15 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb15.152115.7784@ifi.informatik.uni-stuttgart.de>
Source record: 108154

Don't be too happy, Quick hasn't the flexiblity of ACTION!,
also it has a very restricted memory management.

The most disadvantage is, that you can't use such simple
expression like a:=b+c, but must write add(a,b,c) ...
Quick supports as data types only bytes and words,
and if you want to program recursivly, stack overflow happens
faster than you expect to...

Ok, this is my personal opinion, but I've tried to program in QUICK,
and now, I program in Assembler again...
Perhaps it's the right language for Basic programmers ...l

Peter

Peter Straif
E-Mail: straif@minnie.informatik.uni-stuttgart.de

442. Demos uploaded to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 15:26:20 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb15.152620.8876@ifi.informatik.uni-stuttgart.de>
Source record: 108005

```
Hi,

I've uploaded some demos to the archive today.

Now, a short description:

hobby90.dcm : Hobbytronic-Demo 1990 from A.B.B.U.C.
It's an enhanced Density Disk, so be sure to
set Maximum Sector in the Disk Comunicator to 1040.

wwonder.dcm : World of Wonders.
A nice sound demo, made with SoftSynth.
This is an enhanced Density Disk, too.

compyII.dcm : An older Compy-Shop-Demo from Peter Sabath.
This is a single Density Disk, so Maximum Sector is
720.

hobby91a.dcm
hobby91b.dcm : This is the Hobbytronic-Demo 1991 in a special Version:
You can select the single parts of the Demo in a Menu,
because not all parts will work on a NTSC-Atari.
Sorry guys, but with 60hz, vbi-time is too short.
These two disks are enhanced Density.

TheTop1.arc : The Top 1 Demo from Poland.

Our5oft.arc : Unity-Demo from Our5oft, from Poland, too.

Muaddib.arc: From Poland.

Nemesis.arc: Guess, from Poland, too.

I hope, you'll enjoy this demos.

Peter Straif
straif@minnie.informatik.uni-stuttgart.de
```

443. Re: Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 16:04:09 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb15.160409.21054@exu.ericsson.se>
Source record: 108153

In article F9qTyB2w165w@cyberden.sf.ca.us, phbill@cyberden.sf.ca.us () writes:
>
>> was it detailed. There were all sorts of things that I never
>> even _thought_ of trying.
>
>Elucidate! :)

The article was printed in ANALOG's 8-bit Extra, which I no longer
own so I can't go into too much detail. Someome out there must have
a copy.

One neat idea I remember was advice on how to fly into a sector
containing a starbase and dock using minimal fuel. If you are
moving too fast, move your ship repeatedly up and then down
while flying forward--i.e. follow a sine wave toward your target.
It uses more energy than flying in a straight line so you won't
overshoot the starbase and have to turn around.

--
James Hague
exuhag@exu.ericsson.se

444. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 16:08:36 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lof64Ea2d@uni-erlangen.de>
Source record: 108006

straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:

>The most disadvantage is, that you can't use such simple
>expression like a:=b+c, but must write add(a,b,c) ...
>Quick supports as data types only bytes and words,

That's not completely right. Just include the MATH.LIB and you can use floating point variables, too. (Would you say, that "C" only supports integers?) And the STRING.LIB provides all routines known to "C" for strings, too.

>and if you want to program recursivly, stack overflow happens
>faster than you expect to...

Well, the "Towers of Hanoi" and the "N!" I programmed worked fine, although they were recursive. But certainly, you can't use local variables for recursion as they are static.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

445. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 16:11:28 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lofbgEa5o@uni-erlangen.de>
Source record: 108007

straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:

>Don't be too happy, Quick hasn't the flexiblity of ACTION!,
>also it has a very restricted memory management.

I wouldn't call a language that is able to use the ramdisk for
program code "restricted"! Also QUICK is able to do Multitasking,
something that is really not possible in Action! or BASIC.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

446. C on the Atari 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 18:46:46 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <1993Feb15.184646.20859@mcs.kent.edu>
Source record: 108008

I know I posted this message before and got a few responses, but I lost
all info I had and that was a while ago so here goes:

I was wondering what sort of C packages are out there, and which ones
you think are best. I am a Unix programmer who extensively uses GNU-C
so I would like the C package to support char *name and also int *name
and all sorts of structures like that. Also if it supports Makefiles,
Includes Headers, and Function Pointers.

BRiT
clisowsk@mcs.kent.edu

447. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 18:49:17 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93046.134917JJMCWILL@MTUS5.BITNET>
Source record: 108009

In article <1lofbgEa5o@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de
(Harald Schoenfeld) says:
>>also it has a very restricted memory management.
>
>I wouldn't call a language that is able to use the ramdisk for
>program code "restricted"! Also QUICK is able to do Multitasking,
>something that is really not possible in Action! or BASIC.

Well, actually, there is the fork() routine written for action!
which lets you run two processes at the same time, and even allows
you to specify which process, the main process, or the spawned
one, gets more clock cycles.
I don't know how to compare this with Quick's multitasking however,
because until the Quick magazine that shows how to multitask is
translated into English, it doesn't really exist for us.

jeff

448. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 19:24:01 UTC
From: grh@nde.unl.edu
Message-ID: <1loqkhINNjcm@crcnis1.unl.edu>
Source record: 108010

jleon@usc.edu (Juan Carlos Leon) writes:

>Sorry if this is a stupid question.
>I want to buy a very cheap monitor for my atari, it could be
>monochromatic and with no sound. But I don't know where to buy it,
>nor where to look for it. I've been in some electronics store and it
>seems that nobody carries this kind of cheap monitors.
>Do you know any place (mail order) which handles this, how much
>it would be?
>I remember an ad in an Antic Magazine, but the last one I received was
>about three years ago.

In this letter, Juan Leon is looking for a monitor which would be a composite monitor. I too would like to acquire one somewhere. Now, I have heard this: IBM CGA monitor are this, but the pin outs are different. If you have a repair shop handly nearby, you should be able to obtain the pin outs from them and make an adaptor cable.

This is what I have been told, but I have yet to try it myself. If anyone out there know of a good monitor outlet, or has a color composite monitor they would like to sell, please write back to grh@nde.unl.edu.

449. Re: C on the Atari 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 19:47:13 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93046.144713JJMCWILL@MTUS5.BITNET>
Source record: 108011

BRIT,

Well, I think the one compiler which most supports those sorts of things
is CC65, but it doesn't have makefiles. The problem is, CC65 is really
slow when compiling and linking. If you can deal with having to wait
for the linker to churn away, you might want to look into CC65.

Jeff

450. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 20:02:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930215150233MIS0160@MVS.UDEL.EDU>
Source record: 108012

In article <1loqkhINNjcm@crcnis1.unl.edu>,
grh@nde.unl.edu (gregg hutchison) writes:

>jleon@usc.edu (Juan Carlos Leon) writes:
>
>>Sorry if this is a stupid question.
>>I want to buy a very cheap monitor for my atari, it could be
>>monochromatic and with no sound. But I don't know where to buy it,
>>nor where to look for it. I've been in some electronics store and it
>>seems that nobody carries this kind of cheap monitors.
>>Do you know any place (mail order) which handles this, how much
>>it would be?
>>I remember an ad in an Antic Magazine, but the last one I received was
>>about three years ago.
>
>In this letter, Juan Leon is looking for a monitor which would be a composite
>monitor. I too would like to acquire one somewhere. Now, I have heard this:
>IBM CGA monitor are this, but the pin outs are different. If you have a repair
>shop handly nearby, you should be able to obtain the pin outs from them and make
>an adaptor cable.
>
>This is what I have been told, but I have yet to try it myself. If anyone out
>there know of a good monitor outlet, or has a color composite monitor they
>would like to sell, please write back to grh@nde.unl.edu.
>
>
When I wanted a color monitor a couple of years ago, I went to a
local dealer that specialized in used computer equipment called Second
Source. At that time they carried used Commodore equipment as well
as Mac and IBM. The Commodore 1702 monitor is well suited to the
Atari 8bit. It accepts both composite and chroma/luma input (the
best resolution for the 130XE). I think Commodore had a later model
1803? that replaced the 1702. It wasn't super cheap, but I've been
quite pleased with it. Your best bet would probably be to find a
dealer who still handles Commodore equipment (or maybe scan the
Commodore newsgroup for equipment for sale).

451. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-15 23:42:10 UTC
From: dgb@owlnet.rice.edu
Message-ID: <C2IKIB.9Cq@rice.edu>
Source record: 108013

NO! Don't get a CGA monitor unless it has dual inputs (RGB and Composite).
Very few CGA monitors have this. You need a monitor with Composite input.
You can't use a monitor with RGB input with ANY kind of adaptor (except an obscure 80-column board for the original Atari 800).

One person suggested the Commodore 1702. It's great. I have 2 of them (one for my C64, one for my Atari 800) and the picture is really, really good (no artifacting on text, etc).
You'll have to look for them used, and you should be able to find them for around $75 or less.
If you're really desparate, Commodore still sells the 1084, which is the Amiga monitor, which also has separated Composite inputs (also excellent picture quality -- but the retail price is around $329).

452. sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 04:57:27 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.729838647@pv0a27.vincent.iastate.edu>
Source record: 108014

a rather technical question about hard drives:

I'm thinking about trying to design a interface similar to
the sio2pc, except using the parallel bus instead of the
sio, and connecting to the PC's parallel port. Why? speed,
I hope. Anyway, what I think I need to know is what is
the standard hard drive interface? what drivers are normally
present, and what does sparta look for to determine that
there is a drive present? I've read the articles on the
pbi, and what little info I can find on the generic handler
interface, but I'm still pretty clueless. The MyDos
source doesn't seem to treat harddrives as all that special,
so thats no help.

I bet this would be a lot easier if I had a hard drive,
but then there'd be no point :-)

Any tips or pointers to info or an expert would be
appreciated.

Todd

P.S. I thought the 2nd issue of AC was very good.
Nice job guys!

--
Todd Greenfield
tgreen@iastate.edu

453. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 05:23:42 UTC
From: bmarcum@world.std.com
Message-ID: <C2J0BI.8Jy@world.std.com>
Source record: 108015

If you want a really cheap monitor, check trhift stores, DAV, Salvation Army, classified ads, etc. Monitors with the round screw-on connector (looks like a CB antenna connector), used for security cameras, should work too.

Bill Marcum

454. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 05:45:22 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fdexuaAzsGU@sanity.tdkcs.waterloo.on.ca>
Source record: 108016

In <C2AGMy.8J8@acsu.buffalo.edu>, David L Anderson writes:

>Of course, one could contact Larry Flint Publications, the last
>owner of Analog. Issue #12 of Analog states that published
>submissions become property of the magazine. I'm sure this was
>carried over when they sold it to LFP.
>
>David Anderson

So, if I wanted to get ahold of back issues etc... of Analog, I would have
to write a letter to the editor of Hustler???

"me and my 8-bit have had a long relationship (oops, can I say that here?
Look for it in Hustler :-)"

--

George Kirkaldie

455. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 05:47:01 UTC
From: bmarcum@world.std.com
Message-ID: <C2J1EE.A7v@world.std.com>
Source record: 108017

As I understand it, (not very well :), the SIO routines in ROM are written so that anytime there is a JSR $E459 instruction, it calls a routine in the PBI device's ROM if there is a PBI device; otherwise the command is sent through the serial bus. I'm not exactly sure how this works, but your best bet is probably to disassemble the OS.

Bill Marcum bmarcum@world.std.com

456. Z*NET ISSUE 9307 in alt.znet.pc

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 14:32:48 UTC
From: znet@status.gen.nz
Message-ID: <gate.DHX3yB1w165w@status.gen.nz>
Source record: 108018
Cross-posted to: comp.sys.atari.8bit,alt.znet.pc

```
Greetings Info-junkies,

The latest issue of Z*NEt Atari International has been released into
alt.znet.pc for your enjoyment.

ISSUE 9307

There are the following postings - UUEncoded znet9307.lzh
- Long ASCII Listing
- 900 line ASCII listing

This weeks edition covers these topics.............

Name: ZNET9307.LZH
Address: Z-NET Date: 930215
Approximate # of bytes: 38272

Newsgroup: alt.znet.pc

Description:
|#| Feedback To Z*Net |#| Falcon Compatibility Update
|#| Z*Net Newswire |#| More Cuts From IBM Due
|#| NeXT Changes |#| Atari Lynx FAQ
|#| Atari 8-Bit Owners Update |#| Expanded Atariophile!!!
|#| Z*Net Calender Updated |#| Perusing CIS
|#| AtariNet Update |#| And more.....

----
Please use the latest version of Quester's LZH to extract.
Keywords: ZNET, Atari, News, Next, 8-Bit, Lynx, AtariNet, Falcon
---------------------------------
Regards from the Z*NET Crew Worldwide
-----------------------------------
```

457. Re: ANALOG reprint rights (was Bill Wilkins

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 15:27:29 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb16.152729.21811@exu.ericsson.se>
Source record: 108019

John Stafford writes:
>
>Well Bill still lived in Cupertino, CA a couple of years ago, as I used
>to run into him from time to time in a somewhat unrelated context (we
>were both taking Mountain Dulcimer lessons

I _love_ news like this. One cool thing about Atari Classics: it
gives you the impression that the writers are not just a bunch of
techno-geeks with nothing better to do.

--
James Hague
exuhag@exu.ericsson.se

458. Re: Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 15:31:24 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb16.153124.22002@exu.ericsson.se>
Source record: 108020

Jason John Seaver writes:
>
> I remember it; I got the first two issues (Kay-bee was giving them
>away). I never saw any after that; but some of the upcoming games were pretty
>neat. Did Atari ever release Midi-Maze, Deflektor, or Ninja Golf for the 8bit
>at all, or are they just more sad examples of great programs never to see the
>light of day?

Ninja Golf was released for the 7800 game system. After seeing it,
I'm glad it wasn't released for the 8-bit computers. Nifty title,
though.

--
James Hague
exuhag@exu.ericsson.se

459. Re: Archives file list

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 17:36:27 UTC
From: bbs@neb
Message-ID: <1993Feb16.173627.13247@neb>
Source record: 108021

I'll try for 8bit/0index and see if that list is more current.
Thanks!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

460. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 17:39:07 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb16.173907.25717@exu.ericsson.se>
Source record: 108022

George Kirkaldie writes:
>
>So, if I wanted to get ahold of back issues etc... of Analog, I would have
>to write a letter to the editor of Hustler???

Well, Compute! is owned by Bob "Penthouse" Guccione. In the Jan 1993
issue there is a full-color 2 page ad for some paintings by Mr. Guccione
(sort of abstract still lifes and nudes). What that has to do with computers
is completely beyond me. It is also interesting to note that Compute! is
starting to run quite a few ads for "adult" software: CDs full of GIFs
and "movies," the 900-number equivalent of BBSs, etc. Is there a connection?
Hmmm.

--
James Hague
exuhag@exu.ericsson.se

461. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 17:46:35 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Feb16.174635.11696@ge-dab.GE.COM>
Source record: 108023

In article <tgreen.729838647@pv0a27.vincent.iastate.edu>, tgreen@iastate.edu (Todd Greenfield) writes:
|> I'm thinking about trying to design a interface similar to
|> the sio2pc, except using the parallel bus instead of the
|> sio, and connecting to the PC's parallel port. Why? speed,

I've read recently in the SLCC journal, that Bob Woolley has succeeded in connecting an IDE drive to the XL/XE parallel port. He has run (continues to run) a series of articles about this subject. You can try to reach him on CompuServe via Internet at 75126.3446@compuserve.com for questions.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

462. Re: _AC_ issue 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 20:30:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <R6Z3yB2w165w@cyberden.sf.ca.us>
Source record: 108024

JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:

> is now 1993, and issue 1 came out in 1992. Make sense? Magazines
> are ordered so that each year has a different volume number.
>

Ok... just checking :)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

463. Re: Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 20:33:02 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <R0Z3yB3w165w@cyberden.sf.ca.us>
Source record: 108025

Re: Ninja Golf (was mentioned in Atarian Magazine and was supposed to
come out for the XE)

Last (first, also) I heard of Ninja Golf was for the Lynx. Did it even
come out for that? What (exactly) is it about? I recall hearing
something about a "ball's eye view" of the game!

sounded hilareous!

I wonder if they would've ever made a "ball's eye view" version on the
Atari Classic..?

hmm

hehehehhe

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

464. Re: Demos uploaded to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 20:36:59 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cg13yB4w165w@cyberden.sf.ca.us>
Source record: 108026

Cool... I'll be getting EVERY one of those sometime this month! :)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

465. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 20:37:59 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1H13yB5w165w@cyberden.sf.ca.us>
Source record: 108027

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

> I wouldn't call a language that is able to use the ramdisk for
> program code "restricted"! Also QUICK is able to do Multitasking,
> something that is really not possible in Action! or BASIC.

True.. Even tho that little multi-tasking demo was VERY simple... the
fact that it did what it did, HOW it did, with such speed, was really
impressive.. as I've probably said before... when I get time for making
games (FAST games, that is...) it'll be QUick all the way.

(Marek, I still owe you $25, eh? :) ... I also need the English Dox,
too.. any help, Harald??)

thanx !

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

466. Used Atari Stuff WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 21:14:43 UTC
From: jjf@carson.u.washington.edu
Message-ID: <1lrlg3INN50v@shelley.u.washington.edu>
Source record: 108028

The following itmems are wanted by myself if you have em!

Atari 7800 game system.. new or used, with conrollers... send yer price my way!
Any 78000 game carts, will pay around 5 bux each, but let me know what you have!
Atari 130xe 8-bit machine... will pay 50 bux for this gem, must be in goo d cindition, must work, andbe clean... and if you have some 8-bit carts for this, let me know! also a 1050 or other similar drive would be cool, send yer price!

jjf@carson.u.washington.edu

thanks!

467. 8-bit Hardware/Software Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 22:17:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <729962390.AA06419@tdkt.kksys.com>
Source record: 108029

I am keenly interested, how do I contact you (voice)? I am also a member of an Atari 8-bit club and I'm sure we can find homes for your treasures.

468. AC Subscriptions

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 22:26:02 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <729962390.AA06420@tdkt.kksys.com>
Source record: 108030

Do not dispair too much. One probable reason, stated many times, for the slow initial response to AC is the recent burning of subscribers from Antic and A.I.M. Tends to make some gunshy. I am awaiting the second issue of AC hoping that I can get as much out of it as I did the premier issue. Hang in there you already have my subscription and soon maybe one from our 8-bit club.

469. Glossy Covers on AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-16 23:56:02 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302162345.AA18036@smithkline.com>
Source record: 108031

We got a long ways to go before we see glossy covers on AC. I checked into it some time ago with our publisher. Arrrrggh! Glossy covers REALLY cost! Don't look for AC to go glossy until our subscriber base reaches >1000 (we're not even at 500 yet). Sorry gang.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

470. Help with a dead 810

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 00:02:29 UTC
From: chale@darmok.uoregon.edu
Message-ID: <1lrvam$ecj@pith.uoregon.edu>
Source record: 108032

I have an 810 disk drive that was working fine for awhile, and then just quit working. No apparent reason. The drive power light still comes on, but the busy light doesn't and the heads don't turn, move or anything. I pulled out the side card and pulled off the metal shield. Underneath I found a load of chips. One of them is the ol archiver chip. But not having any chips to replace them with, or even knowing which ones might be bad, I'm lost.

Anyone know what I could do to test which one it might be, or would you already know which one? And where can I get it? Then again, the problem might be something else entirely.

Thanks for any help,
Curtis

Curtis Hale chale@darmok.uoregon.edu

471. valForth

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 00:50:29 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C2KIC6.49C@mentor.cc.purdue.edu>
Source record: 108033

Does anyone know anything about valForth????
If so, do you know where to get it????

thanx
Mike

talmage@mentor.cc.purdue.edu

472. Re: Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 01:05:04 UTC
From: jseaver@giraffe.WPI.EDU
Message-ID: <1ls300$pk9@bigboote.WPI.EDU>
Source record: 108034

In article <R0Z3yB3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>Re: Ninja Golf (was mentioned in Atarian Magazine and was supposed to
>come out for the XE)
>
>
>Last (first, also) I heard of Ninja Golf was for the Lynx. Did it even
>come out for that? What (exactly) is it about? I recall hearing
>something about a "ball's eye view" of the game!
>
>sounded hilareous!

That it did. From what I read, Ninja Golf was like any other golf game except that the golfer was a Ninja, there were other ninjas on the fairways, in the rough, etc who were trying to kill your ninja, and there was supposedly a fire-breathing dragon on the green (no easy putts here!). I wanted this game just to show my Genesis-owning friends that Atari still ruled in coming up with original games.

-Jay

473. Re: C on the Atari 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 01:29:07 UTC
From: tribe@zed.cs.uidaho.edu
Message-ID: <C2KK4K.JGM@moscow.uidaho.edu>
Source record: 108035

In article <93046.144713JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>BRIT,
>
>Well, I think the one compiler which most supports those sorts of things
>is CC65, but it doesn't have makefiles. The problem is, CC65 is really
>slow when compiling and linking. If you can deal with having to wait
>for the linker to churn away, you might want to look into CC65.

I hacked together a "make" for CC65 that read the SpartaDOS X directory for dates, figured out the minimal rebuild needed, and generated a series of chained batch files to do the calls to CC65, RA65 and LINK65. It even stops the batch file chain when an error occurs.

The problem is that all those calling of X.COM from SpartaDOS X will occasionally lock up the computer. It proved to be buggy enough to be undependable and I haven't gotten back to it to figure out why.

474. 65XE questions..?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 07:28:43 UTC
From: miskines@acsu.buffalo.edu
Message-ID: <C2L0rw.DBy@acsu.buffalo.edu>
Source record: 108036

Ive just acquired an atari 65XE, and 1050 Disk drive.. I have no desire to use this in any high-powered apps, but would like to get it up and running as a project, of sorts..

First Question: briefly, what is it. I do know its a 6500 family processor, and probably has 64k or so.. but what other features make it interesting?

2nd Q: it lacks a power supply. A pinout, or suggestion as to where i could get one would be appreciated.

3rd Q: it lacks the disk drive <-> computer interconnect cable. Again, a pinout or source for such a cable would be nice. Side Q: I will assume w/ the 'Drive Select" jumber block, devices were daisy chained, using some interesting flavor serial protocol?

4th Q: A TV is alright, but a pinout for the monitor would be better.

5th Q: Software? I dont even have a disk-based opeerating system for it.. any kind soul out there willing to teledisk something up for me?

6th Q: might as well use it as a dumb terminal, if nothing else.. I seem to be lacking a serial port, however?

Thanks..

Robert J Miskines
miskines@acsu.buffalo.edu

475. Nolan Bushnell's latest venture (Octus)

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 10:17:40 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb17.101740.5544@sactoh0.sac.ca.us>
Source record: 108037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here is a Wall Street Journal article about Atari founder Nolan
Bushnell's latest business venture.

The Wall Street Journal
Monday, February 1, 1993

Atari Founder Seeks To Break New Ground With New Software
* * *
Startup Firm Is Set To Launch Product Linking Phones And Desktop Computers

By Ken Yamada
Staff reporter of the Wall Street Journal

Nolan Bushnell made a fortune when he invneted the first commercially
successful video game called "Pong", and later founded video-game maker
Atari Corp. (correction- Atari Inc. -MNJ) Now he hopes to break new
ground with software that will tie together desktop computers and
telephones.
Since Atari, Mr. Bushnell has started several ventures, succeeding
in some, flopping in others. He is currently chairman of a small company
called Octus Inc. The San Diego, Calif., concern plans to publicly unveil
its first major software product this week, and begin sales in the second
quarter.
The software is targeted at corporations with moderate to heavy
telephone usage and will be sold through manufacturers and vendors of
computers and telecommunications equipment, Mr. Bushnell said in an
interview. He wouldn't estimate how well the software will sell, but
described the market for such products that tie togeher computers and
telecommunications as new and growing to "billions" of dollars during the
next three years.
Mr. Bushnell said the company expects in the second quarter to
announce the names of some of their vendors and customers. The software
will allow co-workers who answer telephone calls for one another to
exchange messages about the call on computer screens, refer callers to
different recipients via computer, dump calls into a voice mail system,
fax data and perform other functions, he said. The Octus software will
cost $500 a copy loaded on a desktop computer, he said.
Last month, Octus had an initial public offering that raised about
$12 million, Mr. Bushnell said. In 1992, the company was closely held and
wasn't required to disclose earnings. A spokesman said the company had a
net loss on revenue of $5.1 million for 1992, primarily on sales of its
laser printer equipment, which it is phasing out.
Equipment required to run the software includes computers using
Microsoft Windows, a voice mail system and telephone equipment called

Centrix, which is offered by various telephone companies, Mr. Bushnell said.
Stewart Alsop, who is familiar with the product and is editor-in-chief of Infoworld, a computer trade publication, said the new software addresses a growing need by businesses to integrate different electronic devices in the office. "Suddenly you can start merging all of the systems at your company," he said. But companies lacking the specific computers and telephones needed to run the software may find installation cost high because of new equipment costs, he said.
Octus software faces other hurdles as well. Such companies as American Telephone & Telegraph Co., and other software and computer concerns are developing their own versions of similar products.
A spokesman for Pacific Telephone, a unit of Pacific Telesis, said the Octus software is "definitely something we're interested in," but said the company hadn't yet made a decision to offer it to its customers.

(By the way, Octus trades under the symbol OCTS. It is around $5 a share -- MNJ)

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

476. Issue 11 of the News-Disk/HB 89 demo

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 13:23:54 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Feb17.132354.24036@aber.ac.uk>
Source record: 108038

As promised, I have dug out the HobbyTronic 89 demo and put it on the archive. It's in two bits called hobby89a.dcm and hobby89b.dcm. I suppose it will get moved to the Demos directory very soon.

Also, I have just put issue 11 of the News-Disk on the archive. This is called issue11.arc and will get moved to the Djg directory.

Dean Garraghty. djg0@aber.ac.uk

477. Re: Atarian Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 14:57:01 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb17.145701.25895@exu.ericsson.se>
Source record: 108039

Jason John Seaver writes:
>
> That it did. From what I read, Ninja Golf was like any other golf
>game except that the golfer was a Ninja, there were other ninjas on the
>fairways, in the rough, etc who were trying to kill your ninja...

Unfortunately, the golf aspects were very minimal. Basically, you
hit the ball and the game turned into a Double Dragon clone as you
walked toward it.

--
James Hague
exuhag@exu.ericsson.se

478. PAL 800XL w/problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 20:01:16 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9302172000.AA11118@brachot.jct.ac.il>
Source record: 108040

It's ME again! (I just LOVE disappearing!)

Well, I thought, wouldn't it be nice to have a Pal Atari.
I bought some old used 800XL from a used-stuff shop for about $3 (!!)
I cleaned it out thoroughly - it looks brand new. Only thing is, when I got to
actually borrowing a PS from a friend and
hooking it up, it just turns up with a black screen, and nothing else
happens. I know the GTIA whatever IS working, because fiddling inside
with a screwdriver (or a finger) changes the display, causing flickering.

My old 800 was in the same state for a while after receiving a BANG from
a drop onto the floor, but it was just a small chip of plastic that fell
of the memory boards, and interfered with the contacts, thus causing the
cold-start (upon turn-on) to crash. (Don't worry, I fixed it!)

Well, I think the 800XL might have the same kinda problem - but it doesn't
have those stupid memory boards, and nothing seems wrong.
Any hints? Helllp!

Itay Chamiel (Pronounce CH as in 'loch-ness')
- The unstoppable text machine! -
bruck@brachot.jct.ac.il
----

479. PBI built-in on 800????

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 20:03:09 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9302172002.AA11480@brachot.jct.ac.il>
Source record: 108041

Looking into my old 800, I see a long, PBI-like interface, that connects
to nothing whatsoever!
It's deep inside, close to where the RF cable comes out in the back,
but it's in that mettalic covering, which is hard to get through.
Anyone know what it is?

Itay Chamiel (Pronounce CH as in 'loch-ness')
- The unstoppable text machine! -
bruck@brachot.jct.ac.il
----

480. Uploading via anonymous e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 22:20:48 UTC
From: bbs@neb
Message-ID: <1993Feb17.222048.6189@neb>
Source record: 108042

Whats the trick to sending files to the atari archives when I am only capable of sending via E-mail? I have several new files I'd like to see at the archives, but havent yet figured out how to upload a 60+k file to the archives without overflowing this BBS front end site - and having it hang up on me, etc..

Do I still uudecode the files and how do I break up a 60+k file prior to uploading (like they are when I receive uudecoded files from the archives (a 60k file will come in 3 parts)??

Any help GREATLY appreciated...as I have megs of stuff I'd like to see get dispersed..

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

481. Questions About the February AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 22:54:37 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302172154.AA26372@smithkline.com>
Source record: 108043

Bill-
Volume numbers for AC will follow the year. In 1992 we published only one issue (Vol. 1 #1, Dec. 1992). If we publish 6 issues in 1993, they will be Vol. 2 Nos. 1-6. Vol. 3 will contain all the issues we publish in 1994. Get the idea?

Joe-

Yup, you can subscribe to the disk at any time. If you subscribe now, you'll get the February disk & your disk subscription will be current, you won't miss anything.

If there are folks out there who just want the disk & don't want the magazine, hey that's fine with us, $9 will get you 3 disks/year. We aim to please, we got something for everyone here <grin!>.

Our next disk will come out in June. If someone who didn't originally subscribe to the disk decides in June to go for the disk, their disk subscription will begin with the June disk, not the February one. (Subscriptions to disk or magazine ingeneral will begin with the the "current issue", except in the case of the magazine where people were sent the free Premier Issue.) Once our June disk comes out, remaining stocks of the February disk will become part of our Back Issue inventory. Back issues of disk or magazine are available for $3 each, check payable directly to Ben Poehland.

Due to sluggish sales I instructed our publisher to cut back on the number of extra copies of our February print run. I'm now beginning to wish we had printed up an extra 100 or so, as subscriptions are picking up again & the extra copies are going fast. With our subscriber base still gowing by fits & spurts, I'm finding it almost impossible to predict 2 months in advance how many extra copies we'll need. If we order too few, new subscriptions are delayed getting started & there are no back issue copies available for latecomers :(. Order too many, & the magazine gets stuck with a printing bill for stuff that sits around & never gets sold (& AC loses money!). If anyone out there has a well-tuned crystal ball, please send it to me?

The only way people can ensure they'll get all the issues of AC is to take out a subscription. So far I've been able to service all new subscriptions with no problem, but I must say the stack of spares in my office is dwindling daily.

Incredibly, copies of the Premier Issue that was mailed out Nov.3 of last year are STILL being delivered! Yes, friends, believe it: the Premier Issue of AC reached Iceland on February 5! Unreal. And another copy of the Premier Issue has found its way to Russia (a computer store in Moscow) via an 8-bitter in France. I just got a subscription from Ireland (the Eire part) where no copies of AC were ever sent. I'm positively fascinated at how this strange little

magazine is slowly spreading roots all over the world. I never expected it.
This stuff freaks me out.

- BEN POEHLAND
Circulation Editor
ATARI CLASSICS Magazine

****

482. Re: PBI built-in on 800????

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-17 23:53:34 UTC
From: sourada@iastate.edu
Message-ID: <sourada.729993214@vincent1.iastate.edu>
Source record: 108044

In <9302172002.AA11480@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Itay Chamie1) writes:
>Looking into my old 800, I see a long, PBI-like interface, that connects
>to nothing whatsoever!
>It's deep inside, close to where the RF cable comes out in the back,
>but it's in that mettalic covering, which is hard to get through.
>Anyone know what it is?

If I remember correctly, it is indeed a full-bus interface, but it is
definitely not PBI (as in 800XL) compatible. It was used for testing at
the factory and never really touched after that... Although I have heard
that a few various upgrades required soldering to lines on it...

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

483. 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 03:47:26 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C2ML73.9uB@mentor.cc.purdue.edu>
Source record: 108045

I just downloaded a text file from the archive called 1090xl.txt
I was just intrested if anyone knows what happened to this project????
Did it ever come out??? i sounded like a really good piece of hardware...

Mike
.

484. Re: Issue 11 of the News-Disk/HB 89 demo

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 04:19:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lv2omINN8k7@golem.wcc.govt.nz>
Source record: 108046

> As promised, I have dug out the HobbyTronic 89 demo and put it on the ar
> It's in two bits called hobby89a.dcm and hobby89b.dcm. I suppose it will
> moved to the Demos directory very soon.

Anything interesting!? Or just the usual assorted of wibbly sprites,
chip music, and coders abusing each-other!?

WELLS_S@KOSMOS.WCC.GOVT.NZ

485. Star Raiders...what was it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 05:33:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <730022115.AA06668@tdkt.kksys.com>
Source record: 108047

On <15 Feb, 16:04>, James Hague wrote to All :

JH> In article F9qTyB2w165w@cyberden.sf.ca.us, phbill@cyberden.sf.ca.us ()
JH> writes:
JH> >
JH> >> was it detailed. There were all sorts of things that I never
JH> >> even _thought_ of trying.
JH> >
JH> >Elucidate! :)
JH>
JH> The article was printed in ANALOG's 8-bit Extra, which I no longer
JH> own so I can't go into too much detail. Someome out there must have
JH> a copy.

I do have a copy, but I don't think it is with my stuff here, but may -
is definitely at my parents. Correct that. I do have a copy of the article,
Analog's Atari 8-bit extra, pages 81-87. There is a lot of great stuff in
there.

486. Re: Archives file list

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 05:40:56 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1993Feb18.054056.14549@cbnewsc.cb.att.com>
Source record: 108048

From article <1993Feb16.173627.13247@neb>, by bbs@neb (BBS System 801-572-4969):

> I'll try for 8bit/0index and see if that list is more current.

If you have touble, let me know and I'll email you a copy.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

487. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 05:50:03 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <1993Feb18.055003.14814@cbnewsc.cb.att.com>
Source record: 108049

From article <H.ea.fdexuaAzsGU@sanity.tdkcs.waterloo.on.ca>, by (George Kirkaldie):
>
> So, if I wanted to get ahold of back issues etc... of Analog, I would have
> to write a letter to the editor of Hustler???

You can write, but I doubt that LFP has any back issue of Analog laying
around. I'm not sure he ever had any serious interest in keeping the
magazine going. It never seemed like it anyway.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

488. Re: Uploading via anonymous e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 16:37:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1m0e07INNq51@usenet.INS.CWRU.Edu>
Source record: 108050

In a previous article, bbs@neb (BBS System 801-572-4969) says:

>Whats the trick to sending files to the atari archives when I am only
>capable of sending via E-mail? I have several new files I'd like to see
>at the archives, but havent yet figured out how to upload a 60+k file to
>the archives without overflowing this BBS front end site - and having it
>hang up on me, etc..
>
>Do I still uudecode the files and how do I break up a 60+k file prior to
>uploading (like they are when I receive uudecoded files from the
>archives (a 60k file will come in 3 parts)??

First off, e-mail submissions to the Atari Archive are directed to Jeff Weiner at weiner@atari.archive.umich.edu. Since almost everything he sees is for the ST, it's very important that you specify the submission is for the 8-bit.

As far as splitting up the file, I would say just take your big uuencoded file and split it up with your word processor (if it has that big of a text buffer area). Then you would label your separate mail messages accordingly (part 1, part 2, etc.)

Off hand, I can't think of anything else to try.

Disclaimer: I am not affiliated with our Atari Archivists (John Dunning, Jody Lenn, Jeff Weiner, et al.).
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

489. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 17:06:30 UTC
From: greg@Quotron.COM
Message-ID: <greg.730055190@duke>
Source record: 108051

wookie@terapin.com (Barry Vanover) writes:

>I SURE there is a time limit on the copyright of software.
>
>Any one care to comment or know for sure???? I have just about EVERY Analog
>from issue #3 on! Would be GREAT if I could send copies (Being legal)

The time limit on a copyright is the author's lifetime plus 50 years. But,
again, I doubt that very many authors would mind thier stuff being
distributed.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

490. Some of you may know me as Lord Quest.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 20:15:31 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <kso7yB24w165w@iowegia.dsm.ia.us>
Source record: 108052

Hello Atari 8-bit users!

You don't know how welcome it was for me to discover your newsgroup, and to join. I have been reading only- just to get back into the swing of things. Some of you may have seen software that came from me under the name of Lord Quest- as they were traded worldwide.

I was an engineer for Atari until Warner decided to chapter 11 bankrupt the company in 1985. I along with about 4 thousand people worldwide were suddenly out of a job. I have many stories to tell if anyone has any questions- some really terrible, some really interesting- most unbelievable!

I still consider my time with Atari to be the best and most fun computer enginering experience of my life. Now I design and build AT to 486 systems, mostly without excitement. The Atari days were fun, anymore work is boring.

I have a few programs I wrote in assembly for the Atari that I could upload if someone tells me where the ftp site is. I saw something about an archive for 8-bit stuff in a message or two.

There are over 170 aspects of the Atari 800, 800xl, 1200xl and 600xl that I was responsible for. I also know lots of little secrets about the machine, and have a complete source listing (tho I believe that it was published once) of the Colleen operating system. I would be interested in a source listing for the Sally and the Freddy operating systems if anyone has them..........sq

(there are so many things I want to say- good to know that die-hard Atari users are still around!)

491. 8-bit Software/Hardware Sale Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 23:19:05 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1m15h9INNj3e@usenet.INS.CWRU.Edu>
Source record: 108053

```
################################################################################
8-Bit Hardware
################################################################################

Atari 800XL w/256K (friend's machine)..............................60
Atari 1050 w/US Doubler (two available, friend's drives)........Each 60
Atari 600XL (NEW IN BOX, bubble wrap, everything!)..................35
Atari 820 printer (new in box w/manual).............................20
Atari 1010 recorder (with power supply only)..........................5
Atari 410 (Japanese version -- rare collectors item).................10
Atari 1030 modem (with power supply only)............................5
Amdek amber monochrome monitor (perfect for XEP80 users).............25

################################################################################
8-Bit Software
Cartridge-based Programs & Games
################################################################################

Basic XL (cart and manual)..........................................25
Atari's Microsoft Basic II (new in box w/all manuals)................15
Atari Logo (with manual)............................................10
Computer Chess.....................................................3
Congo Bongo........................................................3
Romox Games: Princess & Frog, Attack at EPCYG-4, Typo, Ant Eater,
Whiz Kid, Sea Chase.......................All six for 6

################################################################################
Disk-based Programs & Games
################################################################################

S.A.M. (box with docs)..............................................5
Alpha Systems' Software Protection Techniques........................5
Atari's Timewise (with docs)........................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).........10
Gateway to Apshai (Atari/Commodore).................................5
Jewels of Darkness (with docs)......................................5
Silicon Dreams (with docs)..........................................5
SSI Tigers in the Snow (in box w/all docs)...........................5
APX Eastern Front...................................................3
Blue Max 2001 (in box but no docs)..................................5
Zork I (two available).............................................Each 5
Fort Apocalypse.....................................................5
F-15 Strike Eagle (w/docs)..........................................5
DiskWiz II (Allen Macroware)........................................5
OSS's Action! Runtime Library.....................................10
Datasoft's Graphic Master (w/docs).................................10
```

Print Power (Commodore/Atari) (w/all docs).....10
Award Ware (Commodore/Atari) (w/all docs).....10
Spell Checker!.....2
Atari's Family Finances (new in box w/docs).....5
Crush, Crumble & Chomp! (cassette -- in box w/docs).....5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....5
Zaxxon (cassette -- in box w/docs).....5
BRE Software's Atari PD Disks #62, #90, #109.....All three 5

##
Books & Manuals
##

De Re Atari.....10
Atari Basic Reference Manual.....5

*** Take all three for $20! ***

##
Magazines
##

ANALOG Computing

Issue 11 through issue 49, also issue 51 (40 issues total).....40

Antic Magazine

Oct/Nov 1982 (Vol 1, No. 4)
Feb/Mar 1983 (Vol 1, No. 6)
April 1983 through August 1983
November and December 1983
June through December 1985
January through December 1986
January and March 1987 (30 issues total).....35

*** Take all magazines above for $60! ***

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

492. Need help with some unknown addresses

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-18 23:25:43 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Feb18.232543.1923@news.uit.no>
Source record: 108054

```
Hi,
I'm looking at the disassembly of a program for the 8bit Ataris and I have
found a few addresses which I don't know anything about. Can anyone help
with these:
Any special address in the Zero Page
$0200
$0201
$0230
$0231
Any special address $0400-$04ff
$d004
$d005
$d007
$d00c
$d012
$d016
$d017
$d018
$d019
$d01a
$d01f
$d20f ; what does this do?
$d400
$d409
$d40a
$d40e

Thanks in advance.
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.
```

493. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 00:52:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <75972@cup.portal.com>
Source record: 107755

IMO: I've read the same article & I'd have to say I was a little less enthusiastic about it then you. I've heard rumors that Best Electronics may even have one of the beasties but haven't tried to confirm it.
A lot of stuff was done by the Warner vs Tramiel 'Atari that just got dropped when the 8-bit market dried up. *IF* there was really anything that the expansion module provided that you couldn't get in spades with some after market device like a Black Box then I'd be a little more concerned. It's a little bit a matter of tastes, but I'm happy with the current memory expansion schemes, expansion cabability, etc that I no longer worry about that kind of stuff. Don't look at Atari's failures as a negative, figure by dropping the ball they opened the door for other people (That both did it right & actually care!) to make a bussiness out of the 8-bit. I figure people at places like Percom, Astra, ICD, CSS, OSS, ad infinitum bought a lot of groceries by filling Atari Corp's voids.

494. Atari 800 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 02:01:54 UTC
From: danny@vega.iii.com
Message-ID: <532@vega.iii.com>
Source record: 107756
Cross-posted to: comp.sys.atari.8bit,ba.market.computers

Yes the old faithfull Atari 800 in prefect working order.

- Atari 800
- Indus GT disk drive (5 1/4 floppy drive) with Disk OS
comes with spreadsheet, word processer, and a database program.
- ATR8000 peripheral box. This enable you to hook up any printer
and those full height 5 1/4 disk drive.
- TV/Monitor switch to use any TV
- 810 Tape Drive!!!
- Touch pad with paint software.
- Joy stick
- Games - Flight Simulator, PacMan, Defender, Missile Command, JumpMan...
- Software - Deep Blue C, Forth Compiler, Atari Basic,
6502 Assembler, Paint porgram....
- lot of books from beginning to advance + Atari magazines.

Everything works. Give me an offer.

reply to danny@iii.com

495. Re: C and Action <---dump them!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 02:02:37 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1993Feb19.020237.22561@magnus.acs.ohio-state.edu>
Source record: 107757

In article <1lof64Ea2d@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:
>
>>The most disadvantage is, that you can't use such simple
>>expression like a:=b+c, but must write add(a,b,c) ...
>>Quick supports as data types only bytes and words,
>
>That's not completely right. Just include the MATH.LIB and you can use
>floating point variables, too. (Would you say, that "C" only supports
>integers?) And the STRING.LIB provides all routines known to "C" for
>strings, too.

How about arrays, pointers, or records/structs? C supports all these,
and ACTION supports the first two. Does Quick?

How about procedures and parameter passing? Do they work like they do
in C, Pascal, Modula-2, etc., or even like ACTION?

The Atari needs programming languages for more than just games.
--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

496. Re: AC Subscriptions

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 02:45:55 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1993Feb19.024555.23370@magnus.acs.ohio-state.edu>
Source record: 107758

Maybe a lot of people are like me and find themselves short on cash at
this point in the year. Being a college student is bad for the
wallet! I promise, as soon as I get some income I will subscribe.
--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

497. Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 04:05:19 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C2oGow.Lwx@mentor.cc.purdue.edu>
Source record: 107759

I was wondering if i could get Zmag in the unarced form. Or if some body could i would really appreciate it if someone could send me the last few Zmags (unarced). Any help would be appreciated.

Thanx.
Mike
talmage@mentor.cc.purdue.edu

498. C on the Atari 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 05:56:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <730107820.AA06968@tdkt.kksys.com>
Source record: 107760

On <17 Feb, 01:29>, Duane Tribe wrote to All :

DT> >is CC65, but it doesn't have makefiles. The problem is, CC65 is really
DT> >slow when compiling and linking. If you can deal with having to wait
DT> >for the linker to churn away, you might want to look into CC65.
DT>
DT> I hacked together a "make" for CC65 that read the SpartaDOS X directory
DT> for dates, figured out the minimal rebuild needed, and generated a series
DT> of chained batch files to do the calls to CC65, RA65 and LINK65. It even
DT> stops the batch file chain when an error occurs.
DT>
DT> The problem is that all those calling of X.COM from SpartaDOS X will
DT> occasionally lock up the computer. It proved to be buggy enough to be
DT> undependable and I haven't gotten back to it to figure out why.

I would be interested in seeing this. BTW: What version of SDX are you
using? I have 4.20 (most recent I believe) and have never had the X command
lock my computer.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

499. 800XL System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 16:13:35 UTC
From: adcock@bnr.ca
Message-ID: <1993Feb19.161335.25667@brtph560.bnr.ca>
Source record: 107761

I have the following Atari stuff for sale:

o Atari 800XL w/dust cover
o 1050 disk drive (unbutchered)
o 850 Serial/Parallel interface
o Zenith Color Monitor
o RF modulator
o Game paddles
o All Power Supplies and cables

Manuals:
O.S. Users Manual, O.S. Source Manual, Hardware w/ schematics,
850 Interface, Zenith monitor

Books:
6502 Hardware Reference, 6502 Assembly Language Programming,
"Your Atari Computer" Poole McNiff Cook, Atari Basic Programming

Software:
60 Disks - many double sided including:

Microsoft Basic, Home Filing Mgr. , Deep Blue 'C', Ham Radio
stuff, AtariWriter Plus, Flight Simulator w/Manuals, Atari
Paint w/Manuals, Music Writer w/Manuals, XL Translator,Conan,
Strip Poker, Pole Position, and (Of Course) ton's of other
games.

Everything is in excellent condition and works perfectly.
I'm not sure what this stuff is worth but $150 + shipping
seems about right to me. Will take best offer.

Yes, I now have email - yeah!
--
....
: Comments and opinions are mine - not BNR's :
: Doug Adcock adcock@bnr.ca :
: Bell-Northern Research Research Triangle Park, NC :
....

500. Re: Some of you may know me as Lord Quest.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 16:48:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76030@cup.portal.com>
Source record: 107762

Welcome all who enter! I for one would love to hear any Atari trivia. I had a couple of friends who got knocked of in that same layoff (non-techie types though). Best rumor on OS source: although the 800/400 OS was/has been available for some time, rumor is the only good copies of the XL/XE OS were on one of 4 DEC PDP's at Atari. One of the first things the Tramiels did was sell off assets to raise cash including the DECs without retaining a copy. If you have anything other then the original 800 OS, it would be greeted with about the same glee as the Dead Sea Scrolls.
Rick

501. Re: Need help with some unknown addresses

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 18:51:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76037@cup.portal.com>
Source record: 107763

Hi,
I'm looking at the disassembly of a program for the 8bit Ataris and I have found a few addresses which I don't know anything about. Can anyone help with these:
Any special address in the Zero Page
$0200
$0201
This display list interupt vector. The way you use it is put your code in some safe area like page 6. Store the address of the routine @$230/$231, then add $80 to the display list line. A typical thing would be to change colors about 1/2 way down a graphics 0 via writing directly to a harware register. With this routine on page 6:
PHA
LDA #0
STA $D40A ;WAIT FOR HORIZONTAL SYNC
STA $D018 ;HARWARE COLOR REGISTER
PLA
RTI
Then store a $00, $06 at $200, $201
add $80 to the display list instruction the line BEFORE where you actually want the change to occur. From Basic it would be something like:
DL=PEEK(560)+256*PEEK(561):POKE DL+10,PEEK(DL+10)+128. Now just store $C0 @$D40E to enable the interupt.
$0230 $0231 Pointer to where the display list is located, can be modified to point to your own DL.
Any special address $0400-$04ff: These are used by the OS for I/O, the cassette buffer is here & I think the ROM disk routines use it as a buffer. This area is not really available for putting code *IF* you use the OS I/O routines. I posted a while back on using the buffers for inputing a number from M/L in a packet radio program.
$d004 horizontal position missle 0 or player 0 to playfield collision
$d005 horizontal position missle 1 or player 1 to playfield collision
$d007 horizontal position missle 3 or player 3 to playfield collision
$d00c player 0 to player collision
$d012 joystick 2 trigger or color P/M 0
$d016 playfield 0 color
$d017 playfield 1 color
$d018 playfield 2 color
$d019 playfield 3 color
$d01a color background
$d01f <START> <SELECT> <OPTION> buttons
$d20f ; POKEY serial port control/status. Pokey does everything from keyboard to potscan to most of the noises the computer makes.
$d400 Antic DMA control shadowed in ram @559

$d409 character base. If for instance in that code snipet above you wanted to have multiple character sets, this is the register to write to. What happens is the OS will stuff whatever is in location 756 into this register during the VBI so you only have to have location 756 point to the character set you want at the top of the screen then stuff this with the adress of the set you want on the bottom.
$d40a Wait for sync. Change the program above & leave it out to see the screen jitter.
$d40e DLI register, used above.

Thanks in advance. You're welcome. I may have left out a few things or made a mistake or two. Best thing would be if you could get Mapping the Atari or De Re Atari to double check.

502. Re: 800XL system For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 19:47:54 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <J7H9yB12w165w@iowegia.dsm.ia.us>
Source record: 107764

rkim@opus.uucp (Richard H.S. Kim) writes:

> In article <1993Feb12.151109.5625@brtph560.bnr.ca> adcock@bnr.ca (Doug
> Adcock P125) writes:
>
> | I have the following Atari stuff for sale:
> |
> | o Atari 800XL w/dust cover (I have added a locking
> | option key to save my index finger while loading)
>
> You silly boy you. All you had to do to disable BASIC was to hold
> down the OPTION key until you heard the drive beeps on your monitor
> speaker. Then you can release the key.

The OS in the XL's checked for the option key to disable
basic right after all the memory and device address locations were
zeroed. The process to detect the option key from the moment the
power is turned on is only a few hundred milliseconds- less than
half a second. You don't even have to wait for the beeps!

sq

503. Re: Fun with dead 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 19:52:26 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <4Di9yB13w165w@iowegia.dsm.ia.us>
Source record: 107765

mute@bigwpi.WPI.EDU (The Amazing Immolating Man) writes:

> I was recently given an 800XL and a wide variety of neato hardware
> and software to go with it. Unfortunately, it has some problems.
>
> When I power it up, it goes automatically into auto-diagnostic mode
> and shows me the screen with the little squares representing memory
> chips. The ROMs are okay, but the RAM is spotted with red squares.
>
> Now, are these chips replaceable? I assume they would be if I had
> appropriate replacements. However, I'd prefer not to replace all of
> them, if I can absolutely help it. How do the little red squares
> correspond with the physical chips?

Josh,

Memory is rare to die in the Atari. The item which DID
often go bad, and often did show erroneous bad memory in the self
test was the MMU (Memory Management Unit). It is a PLA
(Programmable Logic Array) or PAL (Programmable Array Logic)
depending on which coast you lived when they were developed. The
MMU is probably unavailable, but I might have one in my parts bin.
I used to collect Atari parts for my emergency backup- come the
day Atari no longer sold parts.

I may be wrong, Tramiel may provide parts, I don't know.
I would swap out the MMU before the memory. Also, don't worry
about the cost of replacing all the memory. They are only a
couple of bucks apice- and you need 8 total of the 4164 DRAM at
breakneck access times of 120ns minimum. Around here, I can get 9
chips in a Jimpack for about 10 bucks, and they be 80ns chips!

The MMU is a socketed chip, so if you have a friend close
by who will let you swap out that chip- do the diagnostic that
way. If not, get back to me and I will dig one up for you under
the condition that if it doesn't fix it, I get the chip back for
the next guy (or for me- who knows).

Good luck.............sq

504. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 20:02:59 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <oVi9yB14w165w@iowegia.dsm.ia.us>
Source record: 107766

jleon@usc.edu (Juan Carlos Leon) writes:

> Sorry if this is a stupid question.
> I want to buy a very cheap monitor for my atari, it could be
> monochromatic and with no sound. But I don't know where to buy it,

Juan,

Any composite TV or monitor will work for the Atari. Many
use the Commodore monitors- as they look great with the Atari. I
am amazed that Atari never sold their own brand of monitor, but oh
well. Any apple compatable monitor will work as well.....sq

(just ask for composite input- you will need a special cable too.)

505. Re: 800xl "KEYBOARD" aaaggggghh!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 20:06:18 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <81i9yB15w165w@iowegia.dsm.ia.us>
Source record: 107767

donor@max.u.washington.edu writes:

>
> Does anyone know of a good source for the 800xl RAM enhancements?
>
> Secondly, I love my 800xl and all.. BUT.. THAT KEYBOARD! I have made
> several semi-educated attempts at replacing it, but it always ends up in the
> trash, and my 800xl is becoming very butchered.
>
> Does anyone know of a replacement kit? Or does anyone have a schematic
> of the keyboard bus so that I may make another attempts (God help my 800xl)?

Jim,

I once made a serial mod for a laptop keyboard. The
keyboard I used was some kind of junk surplus serial keyboard I
got from American Surplus. The design was simple, the power for
the keyboard was pulled from the power out pin on joystick port 4
(I used 4 because it was lonely and never got used much). The
serial feed was sent back to the PIA through a couple of the stick
pins.

I wrote a small code routine that ran in blanktime out of
page 6 memory. It would reconfigure the two pins in question for
the Keyboard to use as serial I/O, then scan that PIA address for
key changes. I then stored that value directly to the keyboard
register high. I may still have the keyboard and code. It was
less than 256 bytes of routine for sure- it all fit in page 6.

sq

506. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 20:13:30 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <8cJ9yB16w165w@iowegia.dsm.ia.us>
Source record: 107768

grh@nde.unl.edu (gregg hutchison) writes:

> In this letter, Juan Leon is looking for a monitor which would be a composite
> monitor. I too would like to acquire one somewhere. Now, I have heard this:
> IBM CGA monitor are this, but the pin outs are different. If you have a repa
> shop handly nearby, you should be able to obtain the pin outs from them and m
> an adaptor cable.

Gregg,

CGA has separate sync and video- while composite has
composite sync (sync and video combined). You can't just short
the pins together to mix them either. I have built little
circuits to convert TTL to composite before, and could give you a
schematic. Mixing occurs in the nonlinear regions of a bipolar
transistor- and the results are good.

I can also give you a circuit schematic that will convert
composite signals to TTL separate sync. It does not STRIP the
sync, just decouples and provides it on the other line. The
pedistals of sync are "blacker than black" and do not effect the
picture quality. Either way, you can convert standart monochrome
TTL and CGA monitors to work with the Atari, C-64, Apple][, etc.

sq

507. Re: Uploading via anonymous e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 20:34:44 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Feb19.203444.5210@news.ysu.edu>
Source record: 107769

Michael...I have a program that splits files up into neat 16k byte
chuncks called DLDOCTOR.OBJ...do you what me to send it to the
archive?
--
Joe Sabatino-->ab588@yfn.ysu.edu

508. Re: Some of you may know me as Lord Quest.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 20:59:11 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1993Feb19.205911.6292@news.ysu.edu>
Source record: 107770
Body handling: HTML body converted to readable text

I for one (and I know all of you people) would like to hear more
from Lord Quest (Steve Quest) the engineer from Atari antiquity.
...the bad,the good, the interesting....the secrets especially!
This is the place to do it or email it to Ben Poehland at the
Internet address of poehland%phvax.dnet@smithkline.com
..he will probably like to interest you in writing an article
for Atari Classics <>
...anyway I'd LOVE to hear about all these things!
--
Joe Sabatino-->ab588@yfn.ysu.edu

509. Re: For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 22:36:05 UTC
From: bbs@neb
Message-ID: <1993Feb19.223605.12567@neb>
Source record: 107771

-Dag-:

I'd really prefer to sell the system as a whole and not part out any
items. Right now, I have that systm setup and am running it as a modem
slave to my 1meg 130xe BBS system..

Wouldnt you rather have a COMPLETE awesome 8bit setup instead of just
the P:R:? [grin]

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

510. Re: C on the Atari 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 22:39:31 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C2pw9w.AML@moscow.uidaho.edu>
Source record: 107772

In article <730107820.AA06968@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
>On <17 Feb, 01:29>, Duane Tribe wrote to All :
>
>DT> I hacked together a "make" for CC65 that read the SpartaDOS X directory
>DT> for dates, figured out the minimal rebuild needed, and generated a series
>DT> of chained batch files to do the calls to CC65, RA65 and LINK65. It even
>DT> stops the batch file chain when an error occurs.
>DT>
>DT> The problem is that all those calling of X.COM from SpartaDOS X will
>DT> occasionally lock up the computer. It proved to be buggy enough to be
>DT> undependable and I haven't gotten back to it to figure out why.
>
> I would be interested in seeing this. BTW: What version of SDX are you
>using? I have 4.20 (most recent I believe) and have never had the X command
>lock my computer.

Should I (1) E-Mail the source, (2) Post the source, (3) Send the source to atari.archive.umich.edu? (I.E. is anyone else interrested?)

My system is an 800XL and I'm fairly certain that I have SDX 4.20 (definitely not an earlier version) The lock up happens when X.COM moves the display up in memory. Also, this has always been with the Time-Date line ON and executing X.COM from a batch file.

511. Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-19 23:51:19 UTC
From: achiang@sedona.intel.com
Message-ID: <1m3rpnINNjfa@chnews.intel.com>
Source record: 107773

Hi All,

Good to see a news group dedicated to 8bit Atari computers. I still have my original 800 with a Rana (introduced before Indus) drive... working!

Over in the game console world (Genesis, Super Nintendo), people are flaming over each over copiers.

I came across one for the Atari 8-bit computers several years ago. There was a utility that copied cartridges. The one flaw in the procedure was that the cartridge needed to be pulled out while the computer was on. Anyone remember/encourtered this?

Albert

(Nothing beats Star Raiders, MULE, and Archon on the 8 bit Atari!)

--
Albert Chiang | Hate is Contagious.... |
achiang@sedona.intel.com | So is a Smile :) |

512. AC: Meet Me Half-Way?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 00:03:41 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302192311.AA12537@smithkline.com>
Source record: 107774

Well apparently the discussions about AC have stirred up a few folks on the Net, it always amazes me how there are new people out there just discovering the AC thing even tho it's been going on since- when, Nov. '91? or so.

I've received a number of personal communications the past couple weeks from Net people inquiring about AC. I'm able to respond to about half those folks & have generally succeeded in satisfying their inquiries.

Then, there's the other half. *sigh* I REPly to those people, & the stupid VAXmailer at my site chokes on their email address. (Colin Hunt knows all about this, we been fighting it with not much success for like 2 years now). If you send me email from USENET, I can receive it but can't answer. If your address contains the word "root", I can't answer. If it contains a ! symbol, I can't answer those either. My mail queue fills with bounced replies, & all the things I've tried- such as coding thru the UUNET gate, end up just wasting my time.

The most depressing thing is, people don't identify who they are. No name. No alternative email address. No postal mailing address. There was one message in particular I found especially tantalizing, from a former Atari Engineering employee, which bounced. "SQ", whoever you are, please try again- & this time include your postal mailing address!

Guys, this is pure agony. If you sent me email & never got a response, please try again. Keep in mind the following:

1.) Don't assume I can communicate with you just because you can communicate with me. The Net is a strange beast.
2.) If you want info about AC, BE SURE to include your name & POSTAL mailing address. That way, I'll be sure to reach you by post even if I can't reply by email.
3.) Don't assume I'll know your email address from the header. Various gateways tack on all sorts of rubbish to headers, & I do believe Old Scratch Himself runs the mailer on our VAX mainframes here. Please place your email address somewhere in the text of your message, so I'll stand at least a 50% chance of answering you.
4.) If you send me email & receive no response whatever (even tho you included a postal mailing address), don't assume I'm ignoring you. Not all undelivered e-mail bounces. I personally have sent hundreds of messages which were neither delivered nor bounced, & the same could happen to you. These messages seem to lost in the "aether" somewhere, you know, wherever lost electrons go.

I do my best, but I'm sure the Net over the years can be blamed for many misunderstandings/hurt feelings, etc. [I once asked who owned the Net. The sysadmins here told me, "Murphy".] The botton line is, you can never

take the Net for granted.

Meet me halfway, folks, & we'll connect in the middle. That's where AC is.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

poehland%phvax.dnet@smithkline.com
GEnie: B.POEHLAND

Editorial offices:
179 Sproul Road
Frazer, PA 19355 U.S.A.

****

513. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 01:31:49 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <76073@cup.portal.com>
Source record: 107775

There were a few cartridge copiers for the 8-bit. One was a public domain BASIC program called CartCopy. It required an 800, and made use of the 'RIGHT CARTRIDGE' slot (hardly ever used).

I tried it out recently and didn't have much luck with it. I was able to make files out of a BASIC cartridge and a game called 'Webster'. Everything else locked up the machine. (Zone Ranger, Wizard of Wor, Deluxe Invaders, Robotron among others). Maybe the cart manufacturers planned for the simple attempts?

There was a commercial utility called CartClone that I saw advertised in an old Antic magazine. Looked to be a cartridge/disk combination. Don't know what the system requirements were.

Jeff_M_Lodoen@cup.portal.com

514. Re: For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 03:06:34 UTC
From: jimlynch@netcom.com
Message-ID: <1993Feb20.030634.17722@netcom.com>
Source record: 107776

In article <729952619.AA06337@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
>On <10 Feb, 05:56>, BBS System 801-572-4969 wrote to All :
> Would you be willing to "part" out the system? I am interested in the
>P:R: connection.

And I'd be interested in the drive.

515. Re: valForth

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 03:14:09 UTC
From: jimlynch@netcom.com
Message-ID: <1993Feb20.031409.18272@netcom.com>
Source record: 107777

I used to use valforth a long long long time ago... I switched to the one I typed in.... Sorry, I have no idea where the val disks are, but I'd kinda like someone to sell me a drive so's I can continue working on my forth.

It's 83-standard and a manual was never written for it.

516. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 03:42:55 UTC
From: jjf@carson.u.washington.edu
Message-ID: <1m49bvINNhda@shelley.u.washington.edu>
Source record: 107778

I use to own one of those old atari 8-bit copiers.. didn't work all the time.. it was a flimsy yellow adapter thing.... haha, the good olddays! I can't remember whatever happened to it... h well....

BTW, if anyone is selling an Atari 130xe, let me know! I would like to buy one... thanks!

jjf@carson.u.washington.edu

517. Reading 8 bit on IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 04:08:58 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1m4asqINN9ib@darkstar.UCSC.EDU>
Source record: 107779

I seem to remember hearing about a programmed that allowed the reading of Atari 8-bit disks in an IBM machine. I am looking for this program.

Might be on some system some place. If you have seen it, please drop me a line. Thank you...

anamr@cats.ucsc.edu

518. Re: Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 06:59:16 UTC
From: jonc@status.gen.nz
Message-ID: <HPc0yB1w165w@status.gen.nz>
Source record: 107784

talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:

> I was wondering if i could get Zmag in the unarced form. Or if some body
> could i would really appreciate it if someone could send me the last few
> Zmags (unarced). Any help would be appreciated.
>
Try read alt.znet.pc for the unarced versions.

I had a .sig once

519. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 08:09:19 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Feb20.080919.56099@yuma.ACNS.ColoState.EDU>
Source record: 107780

In article <1m3rpnINNjfa@chnews.intel.com> achiang@sedona.intel.com (Albert Chiang) writes:
>
>I came across one for the Atari 8-bit computers several years ago. There was a
>utility that copied cartridges. The one flaw in the procedure was that the cartridge
>needed to be pulled out while the computer was on. Anyone remember/encourtered
>this?
>
>
>
>Albert

I seem to remember having at least three different programs that claimed to copy cartridges. I will have to check my disks and if anyone is interested I'll try to figure out which one worked. I know that a couple of them were pretty bad and only worked sometimes but one was almost flawless.

If you want it... wanna know about it... post or email me.

Sam

| Sam Patton -=> spatton@lamar.colostate.edu |
---

520. Re: ScotchDOS (aka MyNI_DOS 3.0) variables!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 11:56:10 UTC
From: winston@merk.com
Message-ID: <C2qx5M.5zn@merk.com>
Source record: 107781

About your Scotch-DOS "ECHO" command... I hope ECHO doesn't behave in the same manner that Messy-DOS ECHO does, namely, that when you have "ECHO OFF" as the first line of a batch file, Messy-DOS would echo "ECHO OFF" to standard output. Honestly, I don't know what possessed the Messy-DOS designers to use the same command to both perform a verbose debugging execution trace --AND-- be used for explicit writes to standard output. You would think that they had never heard of using "TRACE ON" in BASIC or "VERBOSE ON" in an operating system and just about every early adventure game ever written. There should be some method for having quiet batch files with all diagnostic tracing turned off.

About your Scotch-DOS "CD" example... the CD command that I am used to will not simply back you up one directory level. CD without a parameter will set the current default/working directory to whatever text string is stored (well, at least it is displayed as a text string, although I do not know if that is how it is stored) in the "home directory" variable. If the "home directory" variable is empty, I believe that the CD I use would then default to the top level directory of the current storage device. For example, if I where at the "D8:GRAPHICS>PICS>KOALA>" and issued a "CD" without supplying parameters, and there was no declared "home" directory, I would jump to what is called the top level file system root directory, or "D8:". Thus, CD without parameters is used to make long backwards jumps quickly to the top of the directory tree structure, as a type of "short cut". These short cuts come in very handy when you don't want to waste time walking a directory tree structure. It allows you to always start at the top and work your way down in a uni-directional hierarchy. (This is just a thought; don't consider it as a request. I just tend to find MS-DOS annoying in its interpretations.)

521. Re: Reading 8 bit on IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 13:47:20 UTC
From: billt@hounix.org
Message-ID: <1993Feb20.134720.26065@hounix.org>
Source record: 107782

Yes, I seem to remenber a simple program like that called util or PC-MYDOS (NOT to be confused with the 8-bit MY-DOS). IT was run on the IBM and could read 1050 DOUBLE DENSITY disks (single side). It's major BUG was that it only worked on a 360K drive on a PC. Also Sparta had a hard time with the Double density it produced.

522. Re: Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-20 14:42:39 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C2r4v4.6z8@mentor.cc.purdue.edu>
Source record: 107783

In article <HPc0yB1w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>
>> I was wondering if i could get Zmag in the unarced form. Or if some body
>> could i would really appreciate it if someone could send me the last few
>> Zmags (unarced). Any help would be appreciated.
>>
> Try read alt.znet.pc for the unarced versions.
>
>---
>I had a .sig once

I just found out that i do not have access to alt.znet.pc Any other Help???

Thanx
MIke

523. Re: Some of you may know me as Lord Quest.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 05:31:30 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <76133@cup.portal.com>
Source record: 107785

Portal's editor is snubbing mere mortals tonight, so I can't include any portion of Lord Quest's :-) text for quoting, but "welcome aboard," by God! An honest-to-goodness Atari designer appears at long last! Ten-foot letters of flame appear in the sky, spelling out "Hallelujah!" :-)

I, for one, would *love* to see any and all programs, and hear any and all stories, you have! You could literally write a book. And I'd buy it.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

524. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 05:46:59 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93052.004659JJMCWILL@MTUS5.BITNET>
Source record: 107786

In article <8cJ9yB16w165w@iowegia.dsm.ia.us>, quest@iowegia.dsm.ia.us (Steve J. Quest) says:
>
>
>Gregg,
>
> CGA has separate sync and video- while composite has
>composite sync (sync and video combined). You can't just short
>the pins together to mix them either. I have built little
>circuits to convert TTL to composite before, and could give you a
>schematic. Mixing occurs in the nonlinear regions of a bipolar
>transistor- and the results are good.
>
> I can also give you a circuit schematic that will convert
>composite signals to TTL separate sync. It does not STRIP the
>sync, just decouples and provides it on the other line. The
>pedistals of sync are "blacker than black" and do not effect the
>picture quality. Either way, you can convert standart monochrome
>TTL and CGA monitors to work with the Atari, C-64, Apple][, etc.
>
>sq

Steve,

With CGA and TTL monochrome monitors being so popular these days, because PC users used to use them by the TON before EGA and VGA, these circuits you mention above have been dearly sought after by Atari 8 bitters for a couple years now. Please, write an article for Atari Classics or SOMETHING, so that the rest of us can use these monitors! I myself now have a TTL greenscreen IBM monitor just waiting to plug into my extra 1200XL....

Jeff McWilliams

525. Atari 8-bit hardware/software Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 15:37:14 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1m87jaINN8ec@usenet.INS.CWRU.Edu>
Source record: 107787

```
################################################################################
8-Bit Hardware
################################################################################

Atari 800XL (friend's machine).....................................30
Atari 1050 w/US Double (friend's drive)............................ 50
Atari 1050 (stock, friend's drive).................................35
Atari 820 printer (new in box w/manual).............................20
Atari 1010 recorder (with power supply only).........................5
Atari 410 (Japanese version -- rare collectors item).................10
Amdek amber monochrome monitor (perfect for XEP80 users).............25

################################################################################
8-Bit Software
Cartridge-based Programs & Games
################################################################################

Basic XL (cart and manual).........................................25
Atari's Microsoft Basic II (new in box w/all manuals)................15
Atari Logo (with manual)...........................................10
Computer Chess.....................................................3
Congo Bongo.......................................................3
Romox Games: Princess & Frog, Attack at EPCYG-4, Typo, Ant Eater,
Whiz Kid, Sea Chase.......................All six for 6

################################################################################
Disk-based Programs & Games
################################################################################

S.A.M. (box with docs).............................................5
Atari's Timewise (with docs).......................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).........10
Gateway to Apshai (Atari/Commodore).................................5
Jewels of Darkness (with docs).....................................5
Silicon Dreams (with docs).........................................5
SSI Tigers in the Snow (in box w/all docs).........................5
Blue Max 2001 (in box but no docs).................................5
Zork I (two available).....................................Each 5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs).........................................5
OSS's Action! Runtime Library.....................................10
Datasoft's Graphic Master (w/docs).................................10
Print Power (Commodore/Atari) (w/all docs).........................10
Award Ware (Commodore/Atari) (w/all docs).........................10
Spell Checker!.....................................................2
Atari's Family Finances (new in box w/docs).........................5
```

Crush, Crumble & Chomp! (cassette -- in box w/docs).....5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....5
Zaxxon (cassette -- in box w/docs).....5
BRE Software's Atari PD Disks #62, #90, #109.....All three 5

##
Books & Manuals
##

De Re Atari.....10
Atari Basic Reference Manual.....5

##
Magazines
##

ANALOG Computing

Issue 11 through issue 49, also issue 51 (40 issues total).....40

Antic Magazine

Oct/Nov 1982 (Vol 1, No. 4)
Feb/Mar 1983 (Vol 1, No. 6)
April 1983 through August 1983
November and December 1983
June through December 1985
January through December 1986
January and March 1987 (30 issues total).....35

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##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

526. best electronics?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 17:49:42 UTC
From: dmarcher@acsu.buffalo.edu
Message-ID: <C2t86v.MF6@acsu.buffalo.edu>
Source record: 107788

I've got a 130xe with a mostly dead keyboard. After having done many evil things to the mylar, I figure it's time to get a new one. I remember a place best electronics (in california) that sold 'em. (I think I'll get a whole new keyboard rather than just a mylar, but they sold both ages ago.) Anybody got a # for 'em, if they're still in business, or another source for the keyboard/mylar? Or, if someone's got an xe for sale, I might be interested in buying it. (The 65xe used the same keyboard as the 130, didn't it?)

Dave

Note: I do not represent my employer or school, & sometimes not even myself.

Dave Archer | Internet: dmarcher@acsu.buffalo.edu
| Bitnet: V116KZND@UBVMS
| GEnie: D.ARCHER
| Prodigy: Surely you jest!

AMSTERDAM, THE NETHERLANDS (UPI) -- ASTERISK SHORTAGE PARALYZES NETHERLANDS. Strict rationing of asterisks has been imposed in Amsterdam today, as the shortage of the valuable ASCII character enters its third week. Residents are permitted to use only 74 "splats" per post, wreaking havoc in the city's reknowned .sig design studios. Used asterisks are fetching up to $7.55 apiece on some newsgroups. The imminent death of the net is expected.

St00pid user names, however, still appear to be readily available.

527. 1050 strangeness!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 18:02:01 UTC
From: wilmott@remus.rutgers.edu
Message-ID: <Feb.21.13.02.01.1993.21497@remus.rutgers.edu>
Source record: 107789

Had something very odd happen yesterday, and just wanted to see if maybe anyone else out there has experienced the same type of thing, or can explain *why* it happens. Here's the deal...

For the past 5 or more years I've had my 8-bit setup on a computer desk; 20" color tv monitor up top, to the left side of desk, and mono monitor on the right. On the desktop, from left to right were a case of disks, my 800xl, 2 1050 drives. Everything always worked just fine.

Well, I needed to rearrange things to make room for a newly acquired Mac, but I was certainly NOT going to give up my trusty 8-bit in the process. What I initially wanted to do was : up top, Mac monitor on left side, 20" tv/monitor on right. On the desktop, Mac on left, disks in center, 2 1050's on right. 800xl would sit on top of Mac case; I'd pull it out front when using it.

Hooked it all up, but couldn't get the Atari to boot up. Swapped cables, reconfigured drive #1 and #2, tried many disks, etc. but always got endless "disk error" and "No Dos". Assumption : the Mac is causing interference or something. Disconnect Mac and push it aside. No dice, still won't work. Finally, after **MUCH** trial and error, I've found the problem. If the 1050's are located under the *left* side of the tv, they WILL NOT WORK. (While they were located under the right side of the tv in my setup of the previous 5 years, they were fine). So fine - I can live with that, I've rearranged things and it all works harmoniously once again.

Okay, obviously the tv is giving off some kind of magnetic field in that location (transformer or whatever located on left side) and that is disrupting the drives.
What I *really* want to know though is :

1. Just WHY would the 1050's be affected so strongly? (the Mac is unaffected in same location)

2. If there is such a strong field under the left side of the TV, how come after 5 *years* of having my floppies stored in that location, I never had a floppy go bad on me?????

Sorry for the lengthy post, but I'm real curious about this one!

-Ray

wilmott@remus.rutgers.edu

528. Re: Reading 8 bit on IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 19:30:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1m8l86INNl21@usenet.INS.CWRU.Edu>
Source record: 107790

In a previous article, anamr@cats.ucsc.edu (Ana M Rodriguez) says:

>
>I seem to remember hearing about a programmed that allowed the reading of
>Atari 8-bit disks in an IBM machine. I am looking for this program.

From the FAQ List:

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that
each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K
format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

These files are found on atari.archive.umich.edu in the
atari/8bit/Diskutils directory.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

529. To James King

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-21 20:48:59 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9302212048.AA05945@brachot.jct.ac.il>
Source record: 107791

```
To James King:
I couldn't find any normal way to contact you directly..
Re: For sale
Can you "part" your system? There was someone else who wanted the P:R:,
well, I want that 130-XE!!!!!!!!!
Contact me for details!! (and give me a proper address)

-----------------------------------------------
Itay Chamiel (Pronounce CH as in 'loch-ness')
- The unstoppable text machine! -
bruck@brachot.jct.ac.il
-----------------------------------------------
```

530. Re: 65XE questions..?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 00:37:21 UTC
From: bmarcum@world.std.com
Message-ID: <C2tr2A.93u@world.std.com>
Source record: 107792

I've never seen the Atari 13 pin connectors used for anything other than Atari computers. You can get those cables at Best Electronics or American Techna-Vision.

531. Paying Good Money for good-as-new 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 00:49:14 UTC
From: kaxiras@falcons.cs.wisc.edu
Message-ID: <kaxiras.730342154@cs.wisc.edu>
Source record: 107793

Hi,

I am paying more than what is usually asked ($30 - $40)
for an 800XL providing it is in excellent condition
(physically and functionally).

Please mail me if you have a 800XL with all manuals,
cables & power supply, in excellent condition, to
make a deal.

Thanks,
Stefanos Kaxiras.

532. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 02:29:51 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <76174@cup.portal.com>
Source record: 107794

Jeff_M_Lodoen@cup.portal.com writes:

>There were a few cartridge copiers for the 8-bit. One was a public domain
>BASIC program called CartCopy. It required an 800, and made use of the
>'RIGHT CARTRIDGE' slot (hardly ever used).
>
>I tried it out recently and didn't have much luck with it. I was able to
>make files out of a BASIC cartridge and a game called 'Webster'. Everything
>else locked up the machine. (Zone Ranger, Wizard of Wor, Deluxe Invaders,
>Robotron among others). Maybe the cart manufacturers planned for the simple
>attempts?

I remember CartCopy -- or at least a program that fits your description:
name, written in BASIC, public domain, popping carts in and out while
the system was running. I, too, was able to make a copy of the BASIC
cartridge on my first try, and was able to make NON-FUNCTIONAL copies
of the only other carts to which I had access at the time, Atari's CENTI-
PEDE and ASTEROIDS games. I say "non-functional" copies, because although
the files created by CARTCOPY were complete dumps of the cartridge ROM,
plus a little loader-and-relocator ML prelude, and would L)oad from DOS,
they didn't RUN. Well, at least not COMPLETELY. ASTEROIDS would show
some gibberish on the screen, and CENTIPEDE would show an inactive but
clear game-screen.

I was able to determine in the case of CENTIPEDE that the game code was
deliberately changing bytes at a couple of locations within the program,
so that a RAM-based copy of the program would be ruined and would not run,
but a ROM-based copy would be unaffected. That was the game's copy-pro-
tection, and once I NOP'ed out the offending self-modification instruc-
tions, the CARTCOPY'ed "file version" of CENTIPEDE came to life and worked
just fine. I posted a lengthy summary of the proceedings right here on
this newsgroup back in, oh 1986 or 87, which was when this all took place.

I never got around to investigating and trying to fix ASTEROIDS.

Oh, I also tried to CARTCOPY Atari's BATTLEZONE game cart when THAT came
out, whereupon I discovered that THAT cartridge contained something like
128K of code, in a many-pages-overlaid bank-switching scheme that I not
only couldn't copy, but which wouldn't even ALL FIT on a single-density
diskette, which was all I could handle at the time!

The conclusion is that the two cartridge-copy-protection schemes I've
encountered are a) self-modifying code (prevents RAM copy from running,
doesn't hurt ROM original) and b) bank-switching (works when cart is
present and banks can switch as intended; is Hell to emulate from a disk-
based copy.

Chris
Chris_F_Chiesa@cup.portal.com

533. Re: XM301 T: Handler

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 04:17:51 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76179@cup.portal.com>
Source record: 107795

IF you need XE term, I've still got my original copy but no
XM301.
If you send me your address I'll send it to you. I've also got a
copy of Antic that included a XM301 modem program in BASIC that
looks remarkably like Express (but came first I believe).
I think there's a short program to get the XM to U/L it's own handler.
Let me know if you just want me to post it here.

534. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 06:40:56 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb22.114056.15843@miavx1.acs.muohio.edu>
Source record: 107796

In article <76174@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
> Oh, I also tried to CARTCOPY Atari's BATTLEZONE game cart when THAT came
> out, whereupon I discovered that THAT cartridge contained something like
> 128K of code, in a many-pages-overlaid bank-switching scheme that I not
> only couldn't copy, but which wouldn't even ALL FIT on a single-density
> diskette, which was all I could handle at the time!
>
> The conclusion is that the two cartridge-copy-protection schemes I've
> encountered are a) self-modifying code (prevents RAM copy from running,
> doesn't hurt ROM original) and b) bank-switching (works when cart is
> present and banks can switch as intended; is Hell to emulate from a disk-
> based copy.

Well, what about using bank switched ram on an expanded XL/XE? (It would be
a neat experiment, at least!!)

On another note, I read over in Rec.video.games that Vectrex (rememeber
them?) has released all their games and are available via ftp for you to
burn you own eproms of them. What does everyone think the odds are for
Atari doing the same?

Later.......

---------={{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
---------={{{{{{{{{(((((()))))))))}}}}}}}}=======----- 22-FEB-1993

535. Re: Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 06:43:59 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb22.114359.15844@miavx1.acs.muohio.edu>
Source record: 107797

In article <C2r4v4.6z8@mentor.cc.purdue.edu>, talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
> In article <HPc0yB1w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>>talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>>
>>> I was wondering if i could get Zmag in the unarced form. Or if some body
>>> could i would really appreciate it if someone could send me the last few
>>> Zmags (unarced). Any help would be appreciated.
>>>
>> Try read alt.znet.pc for the unarced versions.
>
> I just found out that i do not have access to alt.znet.pc Any other Help???

Or you could send me mail, and then I could add you to my Zmag distribution list. (Even though I haven't seen a new Zmag in months, if some of you have been wondering why you haven`t received any!!)

It works easier if you send me mail, then I have a better chance of getting mail back to you without bouncing!

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((())))))))}}}}}}}}=======----- 22-FEB-1993

536. Re: Where to buy a monitor for my 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 06:46:26 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb22.114626.15845@miavx1.acs.muohio.edu>
Source record: 107798

In article <8cJ9yB16w165w@iowegia.dsm.ia.us>, quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
> CGA has separate sync and video- while composite has
> composite sync (sync and video combined). You can't just short
> the pins together to mix them either. I have built little
> circuits to convert TTL to composite before, and could give you a
> schematic. Mixing occurs in the nonlinear regions of a bipolar
> transistor- and the results are good.
>
> I can also give you a circuit schematic that will convert
> composite signals to TTL separate sync. It does not STRIP the
> sync, just decouples and provides it on the other line. The
> pedistals of sync are "blacker than black" and do not effect the
> picture quality. Either way, you can convert standart monochrome
> TTL and CGA monitors to work with the Atari, C-64, Apple][, etc.

I think a lot of people would be very interested to see them. Why not post them or upload them to atari.archive.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 22-FEB-1993

537. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 06:52:23 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb22.115224.15846@miavx1.acs.muohio.edu>
Source record: 107799

In article <1993Feb16.174635.11696@ge-dab.GE.COM>, potter@sunny0.DAB.GE.COM (Jeff Potter) writes:
> In article <tgreen.729838647@pv0a27.vincent.iastate.edu>, tgreen@iastate.edu (Todd Greenfield) writes:
> |> I'm thinking about trying to design a interface similar to
> |> the sio2pc, except using the parallel bus instead of the
> |> sio, and connecting to the PC's parallel port. Why? speed,
>
> I've read recently in the SLCC journal, that Bob Woolley has succeeded
> in connecting an IDE drive to the XL/XE parallel port. He has run
> (continues to run) a series of articles about this subject. You can
> try to reach him on CompuServe via Internet at 75126.3446@compuserve.com
> for questions.

Ok, dumb question here, what is the SLCC journal, and how can I get it or back issues. The ability to hook IDE drives to my XL sends shivers up my spine!! (Especially when you can get a 40 meg for $179.)

This also brings up something interesting. If someone was able to put there 800XL motherboard into, say a 1200XL case, would there be enough room to have an internal HD? Can a XL PS power the drive? (I don't know the pwoer requirements of IDE drives, but I wuold figure they wouldn't be much different from 5 volts.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 22-FEB-1993

538. QUICK and SAM in the US

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 11:03:18 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Feb22.110318.14030@aber.ac.uk>
Source record: 107800

Somebody asked about prices for QUICK. Well, QUICK will be made available in the US as well. Prices have got to be finalised, but they are not going to be stupidly high like ACTION. I think at this time that QUICK will cost around $30 in the US. That'll get you the disk and 50 page manual. I will put details of prices and supplier details as soon as it is all finalised.

Also, the Screen Aided Management (SAM) 80 col. desktop system is also going to be available in the US for around $25.

BTW, it takes about 9 days for news items to get to here, and about the same to get back over to the US I suppose, so if people want info fast, then use email!

Dean Garraghty. djg0@aber.ac.uk

539. A little Internet-related FAQ...

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 12:21:11 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9302221220.AA21718@brachot.jct.ac.il>
Source record: 107801

Here's a bit of help for those troubled souls out there...
Does the "Host unknown" message strike you a bit too often.. even though EVERYBODY ELSE is using that very address?
Well, here it is! At last, a definitive guide for those with the "host unknown" blues!

(Why didn't >I< have an article like this one when >I< needed it??!!??)

Well, as most of you *might* know, I used to have many problems reaching various addresses, like Compuserve.com - namely, the "host unknown".

I solved this problem, by discovering the "double-address". I found out that mail to such messy places is routed through another host, even if it isn't specifically stated in the address. This "other" host CAN be reached by all users.
So, if you can't reach Compuserve, try:

####.######%compuserve.com@ihb.compuserve.com ..

The problem is that many systems require the "double-address" like the one for Compuserve, but it's not shown specifically anywhere.. Most "normal" systems (not the one I'm using) have a way of knowing automatically how to reach these places. Unfourtunately, such a database could get real huge, so many places don't have it. Which means, that if you see that EVERYBODY uses an address but only you can't reach it, try:

name%unreacheable.address@addr.that.does.work
where
"name%unreacheable.address" is the place you couldn't get to, with the @ changed to a % .
"addr.that.does.work" is the name of a host that DOES work from your place, and does have a database of all the
obscure double-addressing names. I found out that nyx.cs.du.edu does work, but it's a telnetable BBS so it's usually clogged. Just experiment with all kinds of places till it works.
Finding the double-address yourself will save the Net a bit more bandwidth, but you'll have to work a bit to get to it.
To do it, you have to look at the headers of a message you get FROM a user at that place, and look for line that looks like:
Received: from ------.----.----.--- etc etc etc etc
If the address in there is one you've never seen before, jot it down.
If you see several, go for the last one, but generally you should try them all. To use that address do:

name%addr.you.tried.toget@new.address

And that's it!

Itay Chamiel (Pronounce CH as in 'loch-ness')
- The unstoppable text machine! -
bruck@brachot.jct.ac.il
----

540. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 16:06:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb22.210610.15869@miavx1.acs.muohio.edu>
Source record: 107802

In article <1993Feb22.193338.2646@ists.ists.ca>, mjewison@nereid.sal.ists.ca (Mike Jewison) writes:
> In article <1993Feb22.115224.15846@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>This also brings up something interesting. If someone was able to put there
>>800XL motherboard into, say a 1200XL case, would there be enough room to
>>have an internal HD? Can a XL PS power the drive? (I don't know the pwoer
>>requirements of IDE drives, but I wuold figure they wouldn't be much
>>different from 5 volts.)
> Someone on the staff of Atari Classics (not me, but I'll preserve his
> anonymity for now) knows Bob Woolley personally, and the last time Bob visited
> this person he had with him a 1200XL with an IDE drive mounted right inside
> the case. I don't expect that a standard XL PS would have enough juice to
> drive the drive but I suspect it wouldn't be hard to solve that problem. I
> mean if you can stuff an IDE drive in an XL case, the PS question would be
> trivial.

This would be a real neat project to do, now if I only had the time.....

BTW, how much electronic work did Bob have to do?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{{=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))){{{{{{{{{=======----- 22-FEB-1993

541. Re: For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 16:31:53 UTC
From: steelem@rintintin.Colorado.EDU
Message-ID: <1993Feb22.163153.4175@ucsu.Colorado.EDU>
Source record: 107803

In article <1993Feb20.030634.17722@netcom.com> jimlynch@netcom.com (Jim Lynch) writes:
>In article <729952619.AA06337@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
>>On <10 Feb, 05:56>, BBS System 801-572-4969 wrote to All :
>> Would you be willing to "part" out the system? I am interested in the
>>P:R: connection.
>
>And I'd be interested in the drive.

And I'd be interested in the 130xe, gosh you almost have the thing sold.

-Mark Steele
steelem@rintintin.colorado.edu

542. Re: PBI built-in on 800????

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 17:27:13 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <3NVDZB6w165w@iowegia.dsm.ia.us>
Source record: 107804

bruck@brachot.jct.ac.il (Itay Chamie1) writes:

>
> Looking into my old 800, I see a long, PBI-like interface, that connects
> to nothing whatsoever!
> It's deep inside, close to where the RF cable comes out in the back,
> but it's in that mettalic covering, which is hard to get through.
> Anyone know what it is?
> ____
> Itay Chamiel (Pronounce CH as in 'loch-ness')
> - The unstoppable text machine! -
> bruck@brachot.jct.ac.il
> ---

Itay,

If you look carefully, you will see that it is sawed off!
Initially, Atari had intended to provide "extra slots" and "extra
memory" to come out the back- but fear prevented us from doing
that. You see, at the time it was released, there were two basic
machines- the open architecture (Apple fame) and the CLOSED
architecture (Atari fame).

Computer phobia was at its peak at that time, and we
provided a machine that would be "user friendly" and safe. Of
course you and I know you can't get electrocuted from touching
address and data lines (you can only electrocute the chips inside
with static electricity). It was the brilliant boys in marketing
that decided upon sawing off the connector, and closing the box to
all future expansion. The future expansion slot was made
available on the XL and XE series- but little was done with it,
and NOTHING provided from Atari proper.

By the way, for those of you who have had frustrations
with the Atari 5200 joystick- know that it was not MY doing. A
salesman type individual decided to use the cheaper membrane
design- tho we in engineering decided to use Princess telephone
keypads and microswitches for fire buttons. Don't blame me- I
told them so!

sq

543. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 17:37:34 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <B6VDZB7w165w@iowegia.dsm.ia.us>
Source record: 107905

talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:

> I just downloaded a text file from the archive called 1090xl.txt
> I was just intrested if anyone knows what happened to this project????
> Did it ever come out??? i sounded like a really good piece of hardware...
>
>
> Mike
> .

Mike,

There were a LOT of great projects in the works when Atari
closed its doors- many will never be realized. Last great venture
I remember was the transputer, but I don't know what ever happened
to that goodie.

Anyone out there actually own a 1450xld computer?

sq

544. Re: Need help with some unknown addresses

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 17:48:55 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <9NwDZB8w165w@iowegia.dsm.ia.us>
Source record: 107906

borgen@stud.cs.uit.no (Borge Noest) writes:

>
> Hi,
> I'm looking at the disassembly of a program for the 8bit Ataris and I have
> found a few addresses which I don't know anything about. Can anyone help

Where is my "Mapping the Atari" when I need it! Well,
without my memory map, and strictly from memory- remember I
haven't coded the 8-bit computer, or even LOOKED at it for almost
8 years, but can remember one address which stands out- a common
call.

D01Fh or as in those days $D01F was the fuction keys
(start, select, option). If I remembered the address correcly,
that is. If you stored a value, it would beep the speaker, if you
read a value, it would give you the status of those
keys.........sq

545. Re: Some of you may know me as Lord Quest.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 17:55:14 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <RywDZB9w165w@iowegia.dsm.ia.us>
Source record: 107907

Rick_Michael_Cortese@cup.portal.com writes:

> Welcome all who enter! I for one would love to hear any Atari
> trivia. I had a couple of friends who got knocked of in that same
> layoff (non-techie types though). Best rumor on OS source: although
> the 800/400 OS was/has been available for some time, rumor is the
> only good copies of the XL/XE OS were on one of 4 DEC PDP's at Atari.
> One of the first things the Tramiels did was sell off assets to raise
> cash including the DECs without retaining a copy. If you have anything
> other then the original 800 OS, it would be greeted with about the
> same glee as the Dead Sea Scrolls.
> Rick

Rick,

All I have is the original Colleen- and I too would be
interested in the Sally, and Freddie operating systems. For those
who think these names are wierd, that is what we insiders called
the operating system- by name. The last operating system was
named Freddie for some unknown reason (after MY time).

I too heard that Tramiel didn't keep a copy, but I think
some of the software people, a guy named Miller I believe, could
have a copy- have no idea where any of these people are. Maybe we
should try to raise some of these "dead"? I am an ex Atari
employee, are there any others? It has been about 8 years now,
and I just happened to stumble upon this newsgroup by accident.
Tho I don't really use the Atari anymore- I still like the machine
for what it was (not what it is). It was a part of the happiest
days of my life, in Sunnyvale California, prime age (my early
20's) surrounded by techie nerds with the same burning interest in
computers. We were the beginning- and it was fantastic!

If I could go back and relive those days, I
would........sq

(a cross complier version might be available of all OS, but as I
said, I don't know where. The OS was never written ON the atari,
but on the DEC and cross compiled over to 6502 code......)

546. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 19:29:38 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93053.142938JJMCWILL@MTUS5.BITNET>
Source record: 107908

In article <1993Feb22.115224.15846@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:
>
>
>Ok, dumb question here, what is the SLCC journal, and how can I get it or
>back issues. The ability to hook IDE drives to my XL sends shivers up my
>spine!! (Especially when you can get a 40 meg for $179.)
>
>This also brings up something interesting. If someone was able to put there
>800XL motherboard into, say a 1200XL case, would there be enough room to
>have an internal HD? Can a XL PS power the drive? (I don't know the pwoer
>requirements of IDE drives, but I wuold figure they wouldn't be much
>different from 5 volts.)
>

Okay, a couple things. First of all, last time I heard, about a month
ago, the IDE interface is FAR from perfected. The IDE interface has
a 16 bit datapath. Our 8 bits have a (duh) 8 bit datapath.
So Bob Woolley's interface ignores half the data coming off the drive,
meaning you get 40 megs from an 80 meg drive. Secondly,
While Bob has his home brewed hardware reading and writing sectors,
currently you can't hook up the hard drive, and boot DOS from it,
or tell DOS to copy files to it, or anything else. All he has
so far is is hardware and some code to read and write sectors.

That's not to say I don't like the work he's doing. the IDE break-
through is FABULOUS. It just has some more progress before
it's usable.

Regarding 1200XL with 800XL motherboards. I have both, and
the motherboards are the SAME SIZE folks. Ben Poehland can
corroborate on this. The only thing you would gain would be

a: better video via the Poehland Super XL Video II upgrade
b: built in Parallel bus (versus a homebrew one in the 1200XL)
c: standardized 27128 ROM socket.. (versus homebrew 27128 ROM socket)
d: built-in internal BASIC (versus homebrew added Rev. C BASIC)

you would have some additional problems, like trying to interface
the 1200XL keyboard to the 800XL, redo the holes in the back and on
the sides for all the ports, cutting a hole in the top of the case for
a cartridge slot. Putting a 800XL into a 1200XL case would end up
looking really horrid.

Out of ALL of those, the only thing the 1200XL can't have
that the 800XL has .... after a little work, is the terrific video

output from the Ben Poehland's video upgrade for the 800XL!
And I'm still elbowing Ben in the ribs, hoping that sometime within the next decade, our Managing Editor will find time to fool with his 1200XL.

You can fit an internal IDE hard drive into a 1200XL. Bob Woolley has a 2.5" by 1" high IDE hard drive inside his that he is using to prototype his IDE interface.
You can also fit in a 1200XL a 3.5" floppy drive. It requires some work, and in the future you'll see an article by me complete with photographs that will appear in Atari Classics showing just how I did it.

Happy computing folks.

Jeff McWIlliams

547. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 19:33:38 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Feb22.193338.2646@ists.ists.ca>
Source record: 107909

In article <1993Feb22.115224.15846@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <1993Feb16.174635.11696@ge-dab.GE.COM>, potter@sunny0.DAB.GE.COM (Jeff Potter) writes:
>>
>> I've read recently in the SLCC journal, that Bob Woolley has succeeded
>> in connecting an IDE drive to the XL/XE parallel port. He has run
>> (continues to run) a series of articles about this subject. You can
>> try to reach him on CompuServe via Internet at 75126.3446@compuserve.com
>> for questions.
>
>This also brings up something interesting. If someone was able to put there
>800XL motherboard into, say a 1200XL case, would there be enough room to
>have an internal HD? Can a XL PS power the drive? (I don't know the pwoer
>requirements of IDE drives, but I wuold figure they wouldn't be much
>different from 5 volts.)
>

Someone on the staff of Atari Classics (not me, but I'll preserve his anonymity for now) knows Bob Woolley personally, and the last time Bob visited this person he had with him a 1200XL with an IDE drive mounted right inside the case. I don't expect that a standard XL PS would have enough juice to drive the drive but I suspect it wouldn't be hard to solve that problem. I mean if you can stuff an IDE drive in an XL case, the PS question would be trivial.

- Mike Jewison
"The Fitting Room"
Atari Classics

548. PAL XL (in the US).

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 20:57:07 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GV107KTQ7M8ZESRE@vax.edinboro.edu>
Source record: 107910

What are the chances of me tracking down a PAL 800xl in the US?
I think I can get it to work with my monitor, so I would to play around
a 50hz machine. (the only difference in power should be in the external
power supply... the supply output should be +5vDC anywhere.)

To you PAL users: How much does a used 800xl (or even a 65xe) cost in
your part of the world?

-Adam Conover.
a644690c@edinboro.edu

549. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 21:34:55 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Feb22.213455.21314@magnus.acs.ohio-state.edu>
Source record: 107911

Yes, I have the program, when I bought an 8-bit from a neighbor, he had
tons of disks, on one obscure one I found the program...
Never had a chance to try it since I got a 1200xl,

M. Steve
"yes Columbus is hell frozen over..."

550. C On the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 21:41:37 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302222127.AA12190@smithkline.com>
Source record: 107912

Ummm... I been watching this discussion about C for awhile, I was hoping someone would mention this, it looks like I'll have to do it.

The Feb. AC contained Part 1 of a long review/tutorial on C languages for the 8-bit. Part 2 is coming in April. The piece is slighly dated & doesn't contain info on developments of the past year or so, but is nevertheless a superb treatise for the C freaks out there, I think it would answer many of the questions I see flying around in the Digest.

The author I believe is considering a followup/update if there is sufficient interest.

Just my $.02.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

551. Source For analog Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 22:06:35 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302222140.AA12268@smithkline.com>
Source record: 107913

There is no way to convert a CGA or MDA monitor to composite just by connecting some pins. TTL inputs & NTSC video are just two completely different critters.

The Commodore monitors mentioned by several people are excellent. I know a guy with a 1702, it's the puke-chocolate Commodore brown color but works fine. I have a Commodore 1902, also split-video input, same nice ivory color as my XL, also works great. You'll want to avoid the 1902A, it only has composite input not split video. There are several other monitor models by Commodore which look like the 1902 but have different numbers. No matter, they all work fine.

The Commodore monitors are all made by Phillips/Magnavox/NAP. You can buy used Commodore/NAP monitors from Toad Computers. Here's the contact info:

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD 21146
800-448-TOAD
410-544-6943
410-544-6999 (BBS)

Toad also sells brand new Magnavox monitors with split video & CGA input, I think around $279. It's a grey thing on a swivel pedestal, same quality as the other Commodore monitors, would go nicely with an XE system if you're into the aesthetics. BTW these monitors can also be used with an ST or IBM, really versatile.

If you call the Toad Men, ask for Dave or Ray, those guys know this stuff.

Tell them The 8-Bit Alchemist sent you.

- BEN POEHLAND
The 8-Bit Alchemist

****

552. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-22 22:10:44 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <Ls9DZB3w165w@iowegia.dsm.ia.us>
Source record: 107914

achiang@sedona.intel.com (Albert Chiang) writes:

> I came across one for the Atari 8-bit computers several years ago. There was
> utility that copied cartridges. The one flaw in the procedure was that the ca
> needed to be pulled out while the computer was on. Anyone remember/encourtere
> this?

Albert,

I wrote a cartridge copy system for the Atari many years
ago. It was called the Atari Cartridge Imaging System. What it
did was copy the cartridge to low memory (page 40h) and save it
out in a dos file with a load header appended to it. The header
simply took the file after it loaded into page 40, and moved it
byte by byte to page A0 and jumped to the contents of BFFE to run
the image.

Later I got fancy, and wrote one that would look for
instruction nmonics that were like this assembly command
STA $B34D If it found a byte that equalled the nmonic for STA,
it would look at the second byte after it, and if it was greater
than $9F it would nop all three. It fixed the protected carts.

Needless to say, I made MINE so you didn't have to
whamma-jamma the cartridge into the computer with the power on!
It worked this way, you held down the start, and turned on. It
would beep to load a tape, you then hit return, and waited for
timeout to boot the disk. At that point, you would load the cart
copy program, and press start. The cartridge was already inserted
with the power off before you began this proceedure. This worked
on many carts..............sq

(try it yourself- if you put a game cart in, hold down the start
key, turn it on, then hit return and wait for the timeout, it will
boot the dos disk. At that point, you can load the cart copy
program and dump the image to disk. Very nice....)

((I should tell you all about disabling burst I/O in Dos, to make
Dos a cartridge copy system!!!))

553. back!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 00:38:56 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9302230038.AA16984@forest.egr.msu.edu>
Source record: 107915

Hey, that's better. I don't know who all else missed it, but when the Berkeley mail forwarder went down, so did my means of posting to ia8. Many thanks to Bill Marcum! If you missed it, it's

comp-sys-atari-8@cs.utexas.edu

I've been watching the digests in unwilling silence for the last few months (it seems) and noted many people having trouble with the archives and BART. For folks interested in direct, hassle-free access to 8-bit software, you can also access my Detroit board:

The Club II 313-334-8877 All baud rates, compressions, and comm parameters

It supports everything, so it should be easy to use ;-) and the collection is huge, archiving almost 10 years of uploads.

I suggested this as a FAQ comment, but it's restricted to net-only Atari resources.

Terry Conklin conklin@theclub.mi.org 517-372-3131 The Club

554. Address

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 05:27:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <730366602.AA02632@tdkt.kksys.com>
Source record: 107916

I seem to have lost your Internet E-mail address. Could you please reply
to me?

Thanks,

-Dag- <---> Dag.Hugdahl@tdkt.kksys.com

555. Re: Demos uploaded to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 07:38:31 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Feb23.073831.16052@ifi.informatik.uni-stuttgart.de>
Source record: 107917

I've recently uploaded some demos to the archive (compyii.dcm, hobby90.dcm, hoby91a.dcm, hobby91b.dcm, thetop1.arc, nemesis.arc, muadib.arc).

I heard that some people had problems depacking the demos (crc-errors).

Anyone there who had depacked all demos successfully?

Reply to:

straif@minnie.informatik.uni-stuttgart.de

Peter Straif

556. Re: For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 11:31:18 UTC
From: jimlynch@netcom.com
Message-ID: <1993Feb23.113118.9902@netcom.com>
Source record: 107918

With regret, I must cancel. Someone snag this $40 drive quick!

557. Forth for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 11:36:53 UTC
From: jimlynch@netcom.com
Message-ID: <1993Feb23.113653.10133@netcom.com>
Source record: 107919

Soon I will have a system that I can get access to my old forth system on.
It has great features, I just have to look at it again to see what they are...
The only thing I remember for sure is extremely fast compile times... and
ADA-style exception handling... and IOCB-redirectable I/O...

558. Re: For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 14:55:34 UTC
From: steelem@rintintin.Colorado.EDU
Message-ID: <1993Feb23.145534.26993@ucsu.Colorado.EDU>
Source record: 107920

In article <1993Feb19.223605.12567@neb> bbs@neb (BBS System 801-572-4969) writes:
>-Dag-:
>
>I'd really prefer to sell the system as a whole and not part out any
>items. Right now, I have that systm setup and am running it as a modem
>slave to my 1meg 130xe BBS system..
>
>Wouldnt you rather have a COMPLETE awesome 8bit setup instead of just
>the P:R:? [grin]
>-----
>Posted by BBS User: James King
>Mail Path: uplherc.upl.com!neb!bbs!1fa
>--
>Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

I will purchase the entire system. Let me know of its availability. If you
have a voice number that I can contact you, please let me know.

-Mark Steele
steelem@rintintin.colorado.edu

559. atari modifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 15:02:43 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C2wpsK.73p@mentor.cc.purdue.edu>
Source record: 107921

Are there any text files around (archive?) about modifications for the 130xe, 800xl or the 1050? I know there were some in the old Zmags. Plus i would appreciate it if anyone could send me some. Thanks.

Mike
talmage@mentor.cc.purdue.edu

560. 1050 Strangeness!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 15:03:00 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <730881745.AA04520@tdkt.kksys.com>
Source record: 107922

In message #5492, RAY WILMOTT writes:

> From: wilmott@remus.rutgers.edu (ray wilmott)
> na.edu!sgiblab!swrinde!cs.utexas.edu!uwm.edu!psuvax1!rutge
> rs!igor.rutgers.edu!remus.rutgers.edu!wilmott
> Newsgroups: comp.sys.atari.8bit
> Organization: Rutgers Univ., New Brunswick, N.J.
>
>
> Had something very odd happen yesterday, and just wanted to see if
> maybe anyone else out there has experienced the same type of thing,
> or can explain *why* it happens. Here's the deal...
>
> For the past 5 or more years I've had my 8-bit setup on a computer
> desk; 20" color tv monitor up top, to the left side of desk, and
> mono monitor on the right. On the desktop, from left to right were
> a case of disks, my 800xl, 2 1050 drives. Everything always worked
> just fine.
>
> Well, I needed to rearrange things to make room for a newly acquired
> Mac, but I was certainly NOT going to give up my trusty 8-bit in
> the process. What I initially wanted to do was : up top, Mac monitor
> on left side, 20" tv/monitor on right. On the desktop, Mac on left,
> disks in center, 2 1050's on right. 800xl would sit on top of Mac case;
> I'd pull it out front when using it.
>
> Hooked it all up, but couldn't get the Atari to boot up. Swapped
> cables, reconfigured drive #1 and #2, tried many disks, etc. but
> always got endless "disk error" and "No Dos". Assumption : the Mac
> is causing interference or something. Disconnect Mac and push it
> aside. No dice, still won't work. Finally, after **MUCH** trial and
> error, I've found the problem. If the 1050's are located under the
> *left* side of the tv, they WILL NOT WORK. (While they were located
> under the right side of the tv in my setup of the previous 5 years,
> they were fine). So fine - I can live with that, I've rearranged
> things and it all works harmoniously once again.
>
> Okay, obviously the tv is giving off some kind of magnetic field
> in that location (transformer or whatever located on left side)
> and that is disrupting the drives.
> What I *really* want to know though is :
>
> 1. Just WHY would the 1050's be affected so strongly? (the Mac is
> unaffected in same location)

OK, This is the problem. The monitor is kcking out tons of RF interfearance. This is getting into the cables and making it not work. However, it's not strong enough to get at your disks and cause them any harm.

> 2. If there is such a strong field under the left side of the TV,
> how come after 5 *years* of having my floppies stored in that
> location, I never had a floppy go bad on me?????

The Mac doesn't have the SIO cables, therefore, the RF doesn't get into them causing it to mess up.

>
> Sorry for the lengthy post, but I'm real curious about this one!
>
>
> -Ray
>

561. Re: For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 15:53:25 UTC
From: bbs@neb
Message-ID: <1993Feb23.155325.7268@neb>
Source record: 107923

As stated previously, I'd rather sell this as a set (one unit).. I dont enjoy the idea of shipping out 10 devices all over the country..

As it stands now, I am putting up these two systems as SETS only..no parting out..

Atari 800xl w/256k ram and freezer switch
Percomm drive with 180k mech and 360k mech (both half heights), also has two printer ports..
13" mono monitor
P:R: connection serial/parallel interface

Atari 130xe (stock)
2 x Atari 1050 dual density
Atari Sx-212 modem
P:R: Connection serial/parallel interface
MicroPrinter printer interface
Hayes SmartModem 1200

For the 800xl setup, I'd like to get around: $250 + shipping

For the 130xe setup, I'd like to get around: $250.00 + shipping

I am open to offers.

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

562. TThe Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-23 15:55:24 UTC
From: bbs@neb
Message-ID: <1993Feb23.155524.7482@neb>
Source record: 107924

The Korner BBS, an Atari 8-bit tradition for upwards of 8 years has gone down after a severe hard drive crash.

I was trying to install a Syquest 10meg cartridge backup drive (to ironically perform a long-overdue backup), when the syquest failed and wiped out the hard drive.

Needless to say, I lost 140meg of JUST Atari stuff, not to mention the BBS, its core and all assisting files.
IF I decide to put it back online (either using Pro! or switching to Carina), it will still take upwards of several weeks. Please do not call until I post a message stating otherwise.

The Korner BBS & 801-969-1938

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

563. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 00:03:44 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb23.190344.15903@miavx1.acs.muohio.edu>
Source record: 107925

In article <93053.142938JJMCWILL@MTUS5.BITNET>, JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
> a: better video via the Poehland Super XL Video II upgrade
>
> Out of ALL of those, the only thing the 1200XL can't have
> that the 800XL has .... after a little work, is the terrific video
> output from the Ben Poehland's video upgrade for the 800XL!
> And I'm still elbowing Ben in the ribs, hoping that sometime within
> the next decade, our Managing Editor will find time to fool with
> his 1200XL.

What is this video upgrade? And how come I've never heard of it till now?
:-)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 23-FEB-1993

564. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 00:37:28 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <C2xGEM.E1q@constellation.ecn.uoknor.edu>
Source record: 107926

quest@iowegia.dsm.ia.us (Steve J. Quest) writes:

> I wrote a cartridge copy system for the Atari many years
>ago. It was called the Atari Cartridge Imaging System. What it
>did was copy the cartridge to low memory (page 40h) and save it
>out in a dos file with a load header appended to it. The header
>simply took the file after it loaded into page 40, and moved it
>byte by byte to page A0 and jumped to the contents of BFFE to run
>the image.

For a second I wondered why you didn't just save the cartridge from
ROM directly, then I recalled the rather silly DOS policy of writing
the sector link bytes DIRECTLY into the area of memory being saved,
then restoring the bytes after the sector was written. Kludginess
at its best...

> Needless to say, I made MINE so you didn't have to
>whamma-jamma the cartridge into the computer with the power on!
>It worked this way, you held down the start, and turned on. It
>would beep to load a tape, you then hit return, and waited for
>timeout to boot the disk. At that point, you would load the cart
>copy program, and press start. The cartridge was already inserted
>with the power off before you began this proceedure. This worked
>on many carts..............sq

To me, the most notable one this technique DIDN'T work with was
Star Raiders. Clever folks, making the cartridge run from the cart
init address instead of the cart run address. As I recall, the order
of initialization upon power on was

misc os stuff -> cart init -> tape/disk boot -> cart run

Ah, the days of 8-bit hacking. I remember hacking my disk copy of
Star Raiders to work on my 800XL was a bit tricky because it subtly
(unintentionally) modified $D40E, which swapped out the OS on the
800XL. Had a heck of a time finding the offending bit of code, since
it was an indexed store (STA $D400,X), and this was my first time looking
for such information in a program.

Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

565. Re: Zmag

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 02:21:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1mem2pINNq6b@usenet.INS.CWRU.Edu>
Source record: 107927

In a previous article, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) says:

>Or you could send me mail, and then I could add you to my Zmag distribution
>list. (Even though I haven't seen a new Zmag in months, if some of you have
>been wondering why you haven`t received any!!)

Not to be overly pessimistic (as I often seem to sound), but in a recent issue of Current Notes Rick Reaser reported that Z*Mag releases are suspended indefinitely, unless someone else offers to take it over from Ron Kovacs.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

566. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 03:52:53 UTC
From: malak@grebyn.com
Message-ID: <1993Feb24.035253.22044@grebyn.com>
Source record: 107928

In article <1m3rpnINNjfa@chnews.intel.com> achiang@sedona.intel.com (Albert Chiang) writes:
>
>I came across one for the Atari 8-bit computers several years ago. There was a
>utility that copied cartridges. The one flaw in the procedure was that the cartridge
>needed to be pulled out while the computer was on. Anyone remember/encourtered
>this?

I managed to copy Gyruss somehow. I think what I did was booted up with K-DOS, then plugged the cartridge in carefully, then dumped the memory area to disk with the K-DOS Save Binary command.

Then I constructed a binary load file with the cartridge data followed by a run-immediately init routine that buzzed the internal speaker until you hit the Start key, then vectored through system reset. The buzzing was a prompt for me to flip a switch that I installed on the third 16K memory board which "write-protected" it.

567. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 03:55:18 UTC
From: sct2m@Virginia.EDU
Message-ID: <1993Feb24.035518.4240@Virginia.EDU>
Source record: 107929

About 7 years ago when I bought my first printer for my 1200XL,
I bought an Okimate 10. It had a program on it called "Learn
to Print" which said it only worked on 800XL's. Even with the
ATARI Translator I could not get it to load on my 1200XL. Is
there a way to use this progam?
-Sean Timm

568. Someone should make a RAMdisk<->PC interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 04:05:53 UTC
From: malak@grebyn.com
Message-ID: <1993Feb24.040553.22369@grebyn.com>
Source record: 107930

10 years ago I had a hacker friend who had an Axlon RAMdisk modified out to 512K, and he had the ability to reset his machine and boot off the RAMdisk. That is how he cracked games.

Today, what we need to preserve our decaying 8-bit disks, is something similar, but which has a cable that plugs into a card that plugs into a PC. That way we can keep disk images on a PC, which can be kept on a hard drive, backed up to tape, FTP'd, etc.

Anyone have any ideas on how we can get such a thing made?

569. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 05:26:53 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb24.052653.19426@mtu.edu>
Source record: 107931

In article <1993Feb24.035518.4240@Virginia.EDU> sct2m@Virginia.EDU ("Sean Christopher Timm") writes:
>About 7 years ago when I bought my first printer for my 1200XL,
>I bought an Okimate 10. It had a program on it called "Learn
>to Print" which said it only worked on 800XL's. Even with the
>ATARI Translator I could not get it to load on my 1200XL. Is
>there a way to use this progam?
>-Sean Timm

Sean,

Hmm, very interesting. If I were you, these are the things I would try
if I had the resources. I do, but I won't assume that you do.

Try to use one of the 3rd party OS chips that have a built in translator.
These would include the Omniview 256, Omnimon XL, UltraSpeed Plus OS,
Allen Macroware's OS chip.

Does it use BASIC? Maybe that is the problem. Might want to try using
a BASIC cartridge, or get your 1200XL modified with Internal BASIC like
the 800XL.

Does the printer work with everything else, or is it totally dead with your
1200XL? If it won't work at all, it might be the current limiting resistor
on the +5v line of the SIO port.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

570. Re: Someone should make a RAMdisk<->PC interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 05:28:57 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb24.052857.19520@mtu.edu>
Source record: 107932

In article <1993Feb24.040553.22369@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>10 years ago I had a hacker friend who had an Axlon RAMdisk modified out
>to 512K, and he had the ability to reset his machine and boot off the
>RAMdisk. That is how he cracked games.
>
>Today, what we need to preserve our decaying 8-bit disks, is something
>similar, but which has a cable that plugs into a card that plugs into a
>PC. That way we can keep disk images on a PC, which can be kept on a
>hard drive, backed up to tape, FTP'd, etc.
>
>Anyone have any ideas on how we can get such a thing made?
>

Mike,

You just described the SIO2PC interface. Look in Vol 2, issue 1 of
Atari_Classics for details, or look for some files at
atari.archive.umich.edu

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
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His father's sword he has girded on,

571. Re: Someone should make a RAMdisk<->PC interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 13:41:35 UTC
From: malak@grebyn.com
Message-ID: <1993Feb24.134135.5283@grebyn.com>
Source record: 107933

In article <1993Feb24.052857.19520@mtu.edu> jjmcwill@mtu.edu (Jeff McWilliams) writes:
>In article <1993Feb24.040553.22369@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>>10 years ago I had a hacker friend who had an Axlon RAMdisk modified out
>>to 512K, and he had the ability to reset his machine and boot off the
>>RAMdisk. That is how he cracked games.
>>
>>Today, what we need to preserve our decaying 8-bit disks, is something
>>similar, but which has a cable that plugs into a card that plugs into a
>>PC. That way we can keep disk images on a PC, which can be kept on a
>>hard drive, backed up to tape, FTP'd, etc.
>>
>>Anyone have any ideas on how we can get such a thing made?
>>
>
>Mike,
>
>You just described the SIO2PC interface. Look in Vol 2, issue 1 of
>Atari_Classics for details, or look for some files at
>atari.archive.umich.edu
>

Does it allow booting of full-disk non-DOS unprotected games?

Is it transparent to the 800; i.e., does it work without software
running on the 800 side such that you can "switch disks" when necessary
(e.g., inserting a new AMS data disk, or inserting the next disk in a
multi-disk adventure). And isn't the SIO port slow? Wouldn't it take
90 seconds to transfer a 90K disk?

572. What's old is new

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 14:23:16 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb24.142316.28822@apgea.army.mil>
Source record: 107934

Hello gamg. I was told from the ST group the here would be a better place to post my questions.

Ok, I just got an Atari 7800 and I'm looking for reviews fo the following games:)specifcally how well they look on the 7800)

1. Alien Brigade
2. Xenophobe (I really like the arcade game, so I must know about this one!)
3. Choplifter
4. Dark Chambers
5. Dig Dug
6.Ikari Warriors
7. Joust
8. Midnight mutants
9. Motor Psycho
10. Planet Smashers
11. Mario Bros
12 Scrapyard dog
13. Super Huey
14. Ace of Aces.

Also, I'm toying with getting an 8-bit Atari computer to play games on (like, what else do I do?)

1. Which one should I get?
2. What should I get hard ware wise?
3. Where is a good supply of stuff?

Thanks

Rob Merritt

573. ATARI 8BIT SALE CHEAP!! Also Disk Drives and 850 Interface, Software etc. etc.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 16:50:32 UTC
From: derick@innovus.com
Message-ID: <1993Feb24.165032.20246@mcshub.dcss.mcmaster.ca>
Source record: 107935

For sale my loved and trusted Atari.

I'd like to sell it all at once
but I'd consider breaking it up.

To encorage people to buy the whole
thing I'm making this offer.

Buy one and get everything else Free!

Yes that's right!!

Buy an 850 interface(serial/parallel)
and get a couple of disk drives and
a 400 etc. for free.

$150 + shipping OBO takes all or part!

If you don't want it all I'll
consider auctioning it off.

Atari 400 with 48k and
full stroke keyboard and
Fastchip. (faster math etc)
The keyboard is home built.

Atari 800 doesn't work
(I use it for spare parts)
(I was going to add 256K
to it but, Hey.)
(Humm I guess no one wants
this)

810 Disk Drive
Single density.
Archiver

1050 Disk Drive
Enhanced density

850 Interface
with 4 serial (RS-232)
and 1 parallel printer port

I will include a modem and
a Centronics parallel
printer cable if you buy this.

810 Tape Drive
1% resistors
Improved reliability

Omnimon Hardware built in
program Monitor.
Allows you to see what's
happening in your ram
Fits on your ROM and can dump
your program to disk.
(uninstalled)
(I don't know if it works)

Monitor (converted color TV)
only runs on channel 3.
This TV has been modified heavily.
(Included Free)
(you might not want this since
it is kinda dangerous
The yoke sticks out the back
and if a kid or pet should
touch the yoke
50,000 volts!!
=:0
Don't get this unless you don't
have kids and pets that you want
alive.

A big box of disks.

[About 100-200+ ??]
almost all have programs on
both sides.

Basic Cartridge
also pac man asteroids games
Manuals

6502 assembly language
BASIC
COMPUTE atari books
etc.
Magazines
Softside etc.

To get in touch with me
The fastest way is to email me an
offer.

Home (416) 523 5704
derick@innovus.com.ca

or reply to this news group.

thanks

Derick Hirasawa

--
--

Mr Derick Hirasawa derick@innovus.com
Innovus Inc.

574. Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 17:00:00 UTC
From: menees@utkvx.utk.edu
Message-ID: <24FEB199312001513@utkvx.utk.edu>
Source record: 107936

Does anyone know if the 1450XLD was ever released?? I saw an announcement for it in Atari Age magazine (the same mag that announced the keyboard and disk drive for the 2600) about 10 years ago, and it looked so cool. It had 256K RAM, 2 built-in floppys, and a built-in speech synthesizer. I would love to have this machine! So did it ever exist, or was it merely another in the long series of Atari announcements that have kept me salivating for the last 10 years? advTHANKSance.

Bill Menees

575. Re: What's old is new

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 17:27:01 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb24.172701.5360@exu.ericsson.se>
Source record: 107937

Robert C. Merritt writes:
>
>Hello gamg. I was told from the ST group the here would be a better place to
>post my questions.

FYI: rec.games.video would be better.

>Ok, I just got an Atari 7800 and I'm looking for reviews fo the following
>games:)specifcally how well they look on the 7800)

Warning: In general, the quality of a 7800 game is directly proportional
to it's age--i.e. the older the better.

>1. Alien Brigade

A first-person "gun game". You move a crosshair and blow up various
monsters. Never played it.

>2. Xenophobe (I really like the arcade game, so I must know about this one!)

Haven't played it, but I've heard it's very mediocre.

>3. Choplifter

Blah. It's Choplifter I guess, but it doesn't feel as nice as the
original Apple version. Many of the elements seem rushed and would
have benefitted from additional polish.

>4. Dark Chambers

A version of the old classic Atari computer game Dandy, which
was the inspiration for Gauntlet. Not nearly as good as either,
unfortunately. It gets better with two players.

>5. Dig Dug
>6. Ikari Warriors
>7. Joust

Excellent, excellent, excellent. Exactly like the coin-op, right
down to the sound effects, except that the pterodactyl looks like
a flying alligator. Highly recommended.

>8. Midnight mutants

Solid Nintendo-style game with bosses and stuff, but surprisingly
isn't that bad. Probably the best of the later releases. The
game features "Grampa" of The Munsters--I'm serious.

>9. Motor Psycho
>10. Planet Smashers

An uninspired Galaxian clone. Very difficult. Some people really seem to like it.

>11. Mario Bros

Excellent rendition of the coin-op. The speed is a little off and some of the animation is missing, but the play is still there. The only significant omission is the Dripice.

--
James Hague
exuhag@exu.ericsson.se

576. XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 17:29:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C2yr6A.3sz@acsu.buffalo.edu>
Source record: 107938

I've just read somewhere that the XM301 modem won't work with
the 1200XL. Any idea why? I read a posting earlier today
that mentions a current limiting resistor on the serial port --
which one is it and can I remove/jumper it to make the 301
work on a 1200XL?

Also: does the 1200XL have basic built in? Has anyone used
a Omnirom 256 with the 1200?

I ask all these questions cause I have a 256k 800xl that I
plan on cannabilizing to a 1200 I'm getting. My 256k
upgrade includes info on installing on the 1200, but the
Omnirom makes no mention of the 1200. I'm assuming
(perhaps incorrectly?) that Basic XE will work on my souped
up 1200.

Any ideas?

David Anderson

David Anderson --- v462etnn@ubvms.cc.buffalo.edu
```
--------------------------------------------------
| Existence, well what does it matter? |
| I exist on the best terms I can. |
| The past is now part of my future, |
| The present is well out of hand. |
| -"Heart and Soul" -- Joy Division |
--------------------------------------------------
```

577. Re: Someone should make a RAMdisk<->PC interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 17:35:56 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb24.173556.20492@mtu.edu>
Source record: 107939

In article <1993Feb24.134135.5283@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>
>Does it allow booting of full-disk non-DOS unprotected games?

Yes

>
>Is it transparent to the 800; i.e., does it work without software
>running on the 800 side such that you can "switch disks" when necessary
>(e.g., inserting a new AMS data disk, or inserting the next disk in a
>multi-disk adventure).

Yes, it is totally transparent, a SIO cable goes into a little box, with
another cable coming out the other end that plugs into the RS232 port of your PC

>And isn't the SIO port slow? Wouldn't it take
>90 seconds to transfer a 90K disk?

I can't tell you that, you should talk to somebody who owns one. Since the
PC stores the floppy disk image in RAM, it'll certainly be faster than
any 810 or 1050 disk drive you've used, because you don't have to wait
for the read/write heads to step, and for each sector to spin around
until it's underneath the head. But whether it takes 90 seconds or
19 seconds to read/write a full 90K disk, I can't tell ya.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

578. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 17:43:32 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb24.174332.20587@mtu.edu>
Source record: 107940

In article <24FEB199312001513@utkvx.utk.edu> menees@utkvx.utk.edu (Menees, Bill) writes:
> Does anyone know if the 1450XLD was ever released?? I saw an
>announcement for it in Atari Age magazine (the same mag that announced the
>keyboard and disk drive for the 2600) about 10 years ago, and it looked so
>cool. It had 256K RAM, 2 built-in floppys, and a built-in speech synthesizer.
>I would love to have this machine! So did it ever exist, or was it merely
>another in the long series of Atari announcements that have kept me salivating
>for the last 10 years? advTHANKSance.
>
>Bill Menees

Bill,

I think there are one or two complete 1450s out there, Bob Woolley I think
has one. There were also some 1450XLD motherboards floating around.
An acquaintance of mine just purchased one from somebody else.
From what I understand, there was a large batch of them made and ready to
ship in the factory in the far east. Atari tried to renig on the price
of the production or something, and the manufacturer got pissed and destroyed
them all or something horrible like that. Anybody else that can confirm this?
Steve Quest - what do ya know? As a nostalgic machine, it would be great,
but if you're looking of one for the superior 8 bit technology it offered,
you could do ALOT better with a Newell 1 meg RAM upgrade, and a Black Box
with Floppy Board for a 800Xl or 1200XL. Of course, that wouldn't give you
the speech synthesizer, what can I say?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
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579. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 18:05:43 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb24.180543.20687@mtu.edu>
Source record: 107941

In article <C2yr6A.3sz@acsu.buffalo.edu> v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>I've just read somewhere that the XM301 modem won't work with
>the 1200XL. Any idea why? I read a posting earlier today
>that mentions a current limiting resistor on the serial port --
>which one is it and can I remove/jumper it to make the 301
>work on a 1200XL?
>
>Also: does the 1200XL have basic built in? Has anyone used
>a Omnirom 256 with the 1200?
>
>I ask all these questions cause I have a 256k 800xl that I
>plan on cannabilizing to a 1200 I'm getting. My 256k
>upgrade includes info on installing on the 1200, but the
>Omnirom makes no mention of the 1200. I'm assuming
>(perhaps incorrectly?) that Basic XE will work on my souped
>up 1200.
>
>Any ideas?
>
>David Anderson
>
David,

Find R63, it should be up there somewhere near the SIO port. Either short across it, or replace it with a jumper. That'll solve the XM301 modem problem.

THe 800XL uses a 47128 16K ROM to store the OS, the 1200XL uses two 8K ROMS instead. Bob Woolley has a modifiction, consisting of desoldering one of the 24 pin sockets, replacing it with a 28 pin socket, and moving some jumpers to accept the 800XL type OS ROMS, including the Omniview 256. Additionally, if you follow the upgrade further, the extra 8 K socket can be used to install the 800XL rev C BASIC ROM for internal BASIC, which works exactly like the 800XL.

What you need:

Good desoldering/soldering skills
some small gauge wire - 24 to 30 awg
28 pin dual side wipe IC socket
800XL MMU chip.
An 800XL type OS ROM (your Omniview 256 one would be fine)
800XL type internal BASIC ROM. Your 800XL came with Rev B, might want to think about Rev C if you program a lot... else your BASIC XE in the

cartridge port will work fine as well.

I don't know if you should cannibalize your 800XL just for the sake of the 1200XL though... gee, I would feel real sorry for the 800XL. What did it ever do to you (sob! Sniff!)

All silliness aside, if you're worried about not being able to find the parts to go into the 1200XL, BEST Electronics has everything you need. Your 1200XL also doesn't have the parallel bus that your 800XL does, in case you want to hook up the Black Box sometime in the future. Well, Bob Woolley has an upgrade for that as well, but it's a little nastier since you gotta run 50 some odd wires around to get all the outputs for the PBI port. On the other hand, that 1200XL keyboard can't be beat, and there's lots of room under that big case for all sorts of juicy upgrades and custom hardware and stuff.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
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580. Atari 815 drive for $250

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 19:03:07 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb24.190307.1454@sactoh0.sac.ca.us>
Source record: 107942

I want to ask this of the net. I have been offered an Atari 815
dual disk drive for $250. Is this a good price?

It looks to be in good condition, although it has turned yellowish.
It even has the manual for it.

For those who don't remember, this was a rare drive to begin with,
think two 810 drives on top of each other, with write protect
switches, and more status LEDs. As I remember, it used a rare
version of Atari DOS, 2.0D, for double density. Is that right?

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

581. Atari 1450 XLD pricing

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 19:07:52 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb24.190752.1523@sactoh0.sac.ca.us>
Source record: 107943

Along with the 815 drive, someone has given me a lead on an Atari 1450XLD. My question is what is the going price for these little gems?

I was told that someone has a 1450XLD with TWO of the double-sided parallel drives installed.

The wierd double sided drives don't concern me at all, since I still use Atari DOS 3 with my 1050s, and the XLD drives were designed with DOS 3 in mind.

So what is it worth? $250? $200?

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

582. For sale..continued

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 19:41:53 UTC
From: bbs@neb
Message-ID: <1993Feb24.194153.1511@neb>
Source record: 107944

Tons of 8bit stuff laying around here gathering dust (have 4 complete
setups, will continue to use 2)

Selling as SETS only:

Atari 800xl, 256k with snitch-switch
Percomm Data with 180k & 360k mechs
13" mono monitor
P:R: Connector

$250.00 or best offer takes..

Atari 130xe, stock
2 x 1050 disk drives, dual density
P:R: Connection
Okimate 10 printer with 2 color ribbons & two rolls paper
Hayes 1200 smart modem

$250.00 or best offer takes this one as well..

Reach me via this message, or mail at uplherc.upl.com!neb!bbs!1fa or
call me voice TOLL FREE Mon-Fri 0700-1600 at 800-678-3440, ask for Jim,
or contact me via GEnie at J.King73

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

583. Also for sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 19:46:34 UTC
From: bbs@neb
Message-ID: <1993Feb24.194634.1604@neb>
Source record: 107945

In addition to the two complete Atari setups, I also have for sale
something of interest to hard drive owners:

Syquest 5 meg cartridge drive with three 5 meg carts..

System is slightly smaller than a 5 1/4 half height drive mech and
functions and installs just like an MFM hard drive (306 cylinders at 2
heads MFM) and the carts look like wider versions of 3.5inch disks

Accesses at hard drives speeds and is very useful as a backup device or
even as a direct access hard drive or even a high capacity floppy.

If you're interested, I'll take the first $65.00 or best offer. I'll
consider interesting trades of hardware/software also...

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

584. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 20:52:56 UTC
From: widolfd@prism.CS.ORST.EDU
Message-ID: <1mgn78INNpf7@gaia.ucs.orst.edu>
Source record: 107946

Jeff McWilliams (jjmcwill@mtu.edu) wrote:

: ROMS instead. Bob Woolley has a modifiction, consisting of desoldering

Who is this Bob Woolley character?

: Your 1200XL also doesn't have the parallel bus that your 800XL does, in
: case you want to hook up the Black Box sometime in the future. Well,

What is this "black box"

widolfd@prism.cs.orst.edu

585. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 21:56:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C2z3J3.C8I@acsu.buffalo.edu>
Source record: 107947

In article <1mgn78INNpf7@gaia.ucs.orst.edu>, widolfd@prism.CS.ORST.EDU (H. Widolff) writes...
>Jeff McWilliams (jjmcwill@mtu.edu) wrote:
>
>: ROMS instead. Bob Woolley has a modifiction, consisting of desoldering
>
>Who is this Bob Woolley character?
>
More importantly, where can I find out about all these mods!

David Anderson --- v462etnn@ubvms.cc.buffalo.edu
```
-------------------------------------------------
| Existence, well what does it matter? |
| I exist on the best terms I can. |
| The past is now part of my future, |
| The present is well out of hand. |
| -"Heart and Soul" -- Joy Division |
-------------------------------------------------
```

586. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 23:13:45 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb24.231345.21379@mtu.edu>
Source record: 107948

In article <C2z3J3.C8I@acsu.buffalo.edu> v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>In article <1mgn78INNpf7@gaia.ucs.orst.edu>, widolfd@prism.CS.ORST.EDU (H. Widolff) writes...
>>Jeff McWilliams (jjmcwill@mtu.edu) wrote:
>>
>>: ROMS instead. Bob Woolley has a modifiction, consisting of desoldering
>>
>>Who is this Bob Woolley character?
>>
>More importantly, where can I find out about all these mods!
>
>David Anderson --- v462etnn@ubvms.cc.buffalo.edu

I must say, it never ceases to catch me by surprise when someone tells me they've never heard of Bob Woolley and some of his terrific upgrades he's done to Atari 8 bit hardware, especially his 1200XL modifications. And nothing makes me happier than further enlightening the 8 bit community and letting them in on these "secrets".

Bob Woolley is the President of the San Leandro Computer Club (SLCC) out in California.
You can write to him C/O the club at:

SLCC
P.O. Box 1506
San Leandro, CA 94577-0374

Now, Bob sometimes has difficulty answering people's mail, and other times he's simply terrific about it. I remember one time he commented he found letters on his desk, unanswered, dating to more than 6 months ago.
Then there are times when I've asked him for a 1200XL schematic or something and he gets it to me in less than a week. If you have trouble getting through to Bob, he's awfully busy, I can provide copies of the aforementioned upgrades. I even do them on special occasion when there are people who don't know which end of a soldering iron to hold on to. If you want copies of the upgrades, taken from issues of the SLCC Journal, send a SASE to

Jeff McWilliams
2001 G Woodmar Drive
Houghton, MI 49931-1017

Be sure to state clearly, and legibly, what it is you are looking for.
Usually I am pretty good at getting stuff out, especially if a SASE is provided, cause then I don't have to run to the post office. That's a pain for me, my wife always has the car! (grin)

I've been doing some 1200XL work myself, and a couple issues from now, you 1200XL fans should see some good stuff in Atari Classics, from the Moonlight Workshop.

Hang in there... we'll get you all caught up with the latest mods, fixes, and upgrades one of these days!

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

587. Z*NET Atari Issue 9308

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 23:26:15 UTC
From: znet@status.gen.nz
Message-ID: <gate.giFiZB1w165w@status.gen.nz>
Source record: 107949
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.znet.pc

Hi Info-Junkies,

This weeks issue of Z*NET Atari International is available in
alt.znet.pc for your reading pleasure.

Name: ZNET9308.LZH
Date: 930221
Approximate # of bytes: 37504

Description:
|#| New Aquisition For Toad |#| Singular To Ship Falcon Workstation
|#| CIS Lowers Connect Rates |#| Gemualtor Update
|#| Perusing Delphi |#| Perusing GEnie
|#| GFA Basic Toolkit Review |#| Button-Basic Review
|#| Perusing CompuServe |#| World Class Soccer Review
|#| The Funny Farm |#| Z*Net Calender
|#| Copyist ST Review |#| AtariUser Reviews

Please use the latest version of Quester's LZH to extract.
Keywords: ZNet, Atari, News, Toad, Flacon, Workstation, GFA, Reviews, Gem
----

File: ZNET9308.LZH
is a BINARY File.

Remember read this weeks issue in alt.znet.pc

588. Display lists?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-24 23:26:35 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Feb24.232635.7158@news.uit.no>
Source record: 107950

```
It's that disassembler again:
Can anyone give a short breakdown on how to interpret display lists?
(I'm sure I have found two so far, each 20-30 bytes)

Thanks in advance (and for all answers so far).
--
|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
|/ The worlds northernmost university | Life is worth living. \|
#Disclaimer: This university does not speak for me.
```

589. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 01:19:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb24.201928.15943@miavx1.acs.muohio.edu>
Source record: 107951

In article <1993Feb24.035314.19157@mtu.edu>, jjmcwill@mtu.edu (Jeff McWilliams) writes:
> In article <1993Feb23.190344.15903@miavx1.acs.muohio.edu>
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>
>>What is this video upgrade? And how come I've never heard of it till now?
>>:-)
>>
>>Later.......
>>
> Ryan,
>
> What, did't you read Current Notes back when our Managing Editor was the
> 8 bit Alchemist for Current Notes? It appeared there about a 18 months
> or so ago. Can't say for sure, but I do have the article!
> I didn't install it into my 800XL yet... when I find the time ya know.
> I've got a cheaper Chroma upgrade in mine that so far works so-so with
> my Goldstar monochrome monitor. Looking forward to doing Ben's upgrade
> when I get the chance.

Well, I have a good excuse, I didn't even know about Current notes until
Ben started posting here, and that was right before he quit working there.
(I think, I'm a little bit foggy on history things)

Anyway, what improvements does the upgrade give you? And how can I get a
copy of it. (I'd even been willing to order a back issue, if it was worth
it.)

It would be something to do this summer. (I don't know about the rest of
you college students out there, but I've just been swamped this semester,
and I'm lucky to find time to log on let alonedo anything computer
oriented.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))){{{{{{{{=======----- 24-FEB-1993

590. 3 CC65 Utility packages uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 02:25:18 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C2zG27.9EA@moscow.uidaho.edu>
Source record: 107952

I have uploaded 3 .arc files to the atari/8bit/New dirctory at the Atari FTP archive: fp65.arc, xebank.arc, and cc65make.arc. FP65 gives CC65 an almost complete set of floating-point math functions. XEBANK gives CC65 direct access to the 64K of XE memory. CC656MAKE is a mostly-debugged automated project builder for CC65 with SpartaDOS. It will take a while for the archivists to make the files available.

Some excerpts from the documentation:

FP65/FP65DOC.TXT:

OVERVIEW

FP65 provides C functions that manipulate floating-point (FP) numbers using the code and data format of the Atari ROMs.

The FP65 functions are in the object library file C0F1.OLB which replaces the file C.OLB from the CC65 distribution. The functions are:
fcmp Compare two floats
fcpy Copy floats
atof, ftoa ASCII-float conversion
utof, ftou Unsigned integer-float conversion
itof, ftoi Signed integer-float conversion
fadd, fsub Add, subtract floats
fmul, fdiv Multiply, divide floats
exp, exp10 Raise e (2.71828...), 10.0 to a power
log, log10 Find natural (base e), common (base 10) logarithm
pow Raise a float to a power
sqrt Find square root of a float
hypot Find hyponenuse given length of two sides
sin, cos Find sine, cosine of an angle
floor,ceil Find nearest whole float equal or less, greater
frac Find fractional portion of a float
fabs Find absolute value of a float
poly Calculate float polynomial
fperror Control error behavior

XEBANK/USERMAN.TXT:

OVERVIEW

This package provides CC65 programs access to the 64K of extended memory in an Atari 130XE or compatibly-expanded Atari computer as a single alternate memory space. Although the access may be slow, the routines enable C programs to perform many new and larger tasks.

The package consists of several .OBJ files that must be linked
immediately after RUNTIME.OBJ:

XCORE.OBJ Contains a routine to check for the availability of XE
memory, and utility subroutines that are used by all the
other routines. This object file must be used; the rest
may be used as needed.
XDYNAMIC.OBJ Contains routines that allocate blocks of memory for
use, or release previously allocated blocks for re-use.
The memory blocks can be allocated and released in any
order.
XACCESS.OBJ Contains routines that reference and optionally assign
the primitive C data types integer, character, and
float.
XSTRING.OBJ Contains routines that find the length of a string in XE
memory, compare a string in main memory to one in XE
memory, and set a value to a range of XE memory.
XTRANS.OBJ Contains routines that transfer blocks of bytes to and
from XE memory.
XFILE.OBJ Contains routines that read directly from a file to XE
memory, or write directly from XE memory to a file.

CC65MAKE itself has no documentation, but it includes the program "MORE.COM"
which behaves like the Unix more: multiple filenames and wildcards are OK.
It also includes some useful .OBJ files:

direntc - get raw dir, cache version requires xio, memcmp
inlist - find str in list of strings
memcmp - compare memory
filname - minimal rawname to file name
dirname - minimal rawname to sub-dir name
putstr - put string(s) to stdout
strrchr - find last chr in str
xio - extended I/O (DOS) access

I hope people find these files useful. For the time being, I can be reached
at tribe@ted.cs.uidaho.edu.

591. For Sale..

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 02:37:12 UTC
From: bbs@neb
Message-ID: <1993Feb25.023712.9106@neb>
Source record: 107953

Well, lost my BBS hard drive for the last time. I'm calling it quits.
After running an 8bit Atari BBS for 8 years, I'm finally closing up
shop.

I'm selling my version of BBS Express Pro! 3.2c Ansi.

Package comes complete with networking module, on-line term program,
tons of @ircular Logic games, Power_main, File transfter protocols, the
whole ball of wax.

Original cost of all those packages would normally equal around: $400,
but I'll let this node and software go for $100 flat!

Posted by BBS User: James King
Mail Path: uplherc.upl.com!neb!bbs!1fa
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

592. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 03:12:54 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <76400@cup.portal.com>
Source record: 107954

Since the always-interesting-to-me and not-seen-here-for-a-long-time cartridge-copying thread seems to have come back to life, I am moved to repost the following, which I posted here on June 6, 1988 -- four and a half years ago!

I note upon rereading this that some of the conclusions I drew from the statements of others were somewhat naive; I would conclude differently given the same inputs today. I'll be happy to discuss this in detail if there's an interest.

--- INCLUDED TEXT FOLLOWS ---
From cfchiesa Sun Jun 5 19:21:14 1988
Path: bsu-cs!cfchiesa
From: cfchiesa@bsu-cs.UUCP (Christopher Chiesa)
Newsgroups: comp.sys.atari.8bit
Subject: Cartridge Update - Centipede, Battlezone
Keywords: ROM RAM 16K Cartridge Bank
Message-ID: <3215@bsu-cs.UUCP>
Date: 6 Jun 88 00:21:14 GMT
Organization: CS Dept, Ball St U, Muncie, Indiana
Lines: 120

In a recent series of articles here, I discussed my explorations of Atari's CENTIPEDE game cartridge, vis-a-vis making a disk-based copy for self-educational pruposes. At that time, I had been able to copy the 8K of data from cartridge ROM to disk, load the same data back into RAM at the original addresses, and get a "partial" execution of the "intro" portion of the program. Attempts to continue on into the "game" portion of the program resulted in system freeze-up.

I asked for suggestions as to why this might be happening, i.e. what techniques Atari might have used to discourage RAM execution while allowing ROM execution. Thanks to all who responded, especially Hans Breitenlohner (hans@umd5.umd.edu), Ray Wilmott (wilmott@topaz.rutgers.edu), and Andy A. Lee (alif+@andrew.cmu.edu). After printing, saving, and absorbing (!) your comments, I'm pleased to announce that I was finally SUCCESSFUL in getting that disk version running.

In the interest of helping others as I have been helped, here then is a brief summary of what I found in CENTIPEDE. Following THAT, I will also comment on the results of similar investigations into the new BATTLEZONE cartridge.

CENTIPEDE:

Centipede turns out to be an 8K cartridge, performs NO esoteric bank-switching or relocating, etc. Execution occurs within the standard left-cartridge (400/800; the ONLY cartridge, XL/XE series) address range of $A000 - $BFFF. One of the first things the program does is to establish its own Vertical Blank Interrupt service routines, which appear to be concerned in part with shadowing console key readings ($DO1F-- CONSOL) into RAM. This incidentally locks OUT such standard functions as keyboard-reading and the like, making single-step debugging more or less impossible (analysis proceeded by looking at static disassembly output).

Protection is implemented at two separate points in the code. The first comes at address $A087, where LSRs are performed on data within the cartridge space itself. The address being LSR'd turns out to be the entry point for the main game-playing routine; if the program is executing from an inserted cartridge, the LSRs have no effect on the data/code being LSR'd -- but if it's executing from a RAM copy, this effectively "trashes" the code at that address. The second line of defense (so to speak) appears around $A151, where once again an LSR is performe on cartridge-space memory. This time, the data BEFORE the LSR is compared with that AFTER the LSR, determining quite neatly whether the environment is RAM or ROM; if ROM, a JSR is performed to what seems to be the main game routine; if RAM, a JMP is performed to the SAME address. The JMP, of course, fails to stack a return address, and when execution hits an RTS, there's noplace to return to -- I imagine execution ATTEMPTS to continue with whatever follows the "jump to loaded application" portion of the operating system!

BATTLEZONE:

After the success with Centipede, a friend and I decided to take a look at the new BATTLEZONE cartridge. First off, for those who've been wondering, I can personally guarantee that it DOES run on BOTH the 800XL and the original 800 -- no matter what the sellers of the XEGS may tell you! This in itself is significant, for reasons I'll get to momentarily.

Battlzone banks into memory looking like a 16K cartridge: addresses $8000 through $BFFF decode into cartridge ROM. Execution begins at $B000, and IMMEDIATELY things get complicated.

Hans Breitenlohner explained to me a little about the role of location $D500 in implementing more-than-16K cartridges; basically, what seems to happen is that storing a value into $D500 affects what appears at addresses $8000-$9FFF (the RIGHT cartridge space, 400/800). Specifically, it acts like a "bank select" register. Storing $00 at $D500 results in ONE set of data in $8000-$9FFF; storing $01 at $D500 results in a totally separate set of data at those addresses. (Note: I am ASSUMING, at present, that $D500 controls the whole ball o' wax, toggling 8K blocks in and out all at once. Hans, you mentioned that addresses $D500-$D5FF are actually involved in this - that would imply that the banking segment size was much SMALLER; can you confirm or refute? Anyone else?) Initialization of BATTLEZONE consists of storing #$00 at $D500, copying 8K of data from the bank at $8000-$9FFF, to RAM at $4000-$5FF F,
then storing #$01 at $D500 and copying a second 8K to $6000-$7FFF, then stor-

ing #$02 at $D500 and performing a JMP $4000. Whew. That cartridge copies 16K of itself into RAM, and sets up a THIRD 8K for access in ROM, JUST in the INITIALIZATION routine! Skimming the code, I find that $D500 is manipulated "on the fly" during execution of the program, banking in I know not how many more 8K chunks at various times.

The thing that I find interesting about this, is that it works just as well on my original-series 800, as on my friend's 800XL. This makes the $D500 bank-switching scheme something of an "undocumented" feature all the way from the beginning of Atari computers! MAPPING THE ATARI says absolutely NOTHING about location $D500 (in fact, nothing about any address between $D40F and $D800) in the "main body," nor in Appendix 11 ("Addenda and Errata to the First Edition"),
of the "Revissed Edition." The only mention of this little marvel is made in Appendix 12, which states, in part, that it is "... unused in both XL and 400/800 models"! The implication, which I think I've just disproved, is that it didn't even EXIST until the XE series! And there's NO hint of the bank-switching capability.

(Oddly enough, I had a hint of this while trying to track down the intermittent heat failure about which I posted last week -- I noticed in the schematic for the 800 "personality board," that a "$D5xx" line comes out of the address multiplexer chip. Sounds like that might have something to do with all this, eh? There was ALSO a "D6xx" line! What might THAT one do? Any takers??)

Hope this is of interest to someone: note that my investigations are for the purpose only of understanding my machine, and educating myself and friends in that direction.

--- END OF INCLUDED TEXT ---

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

593. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 03:28:04 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb25.032804.22464@mtu.edu>
Source record: 107855

In article <1993Feb24.201928.15943@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>Well, I have a good excuse, I didn't even know about Current notes until
>Ben started posting here, and that was right before he quit working there.
>(I think, I'm a little bit foggy on history things)
>
>Anyway, what improvements does the upgrade give you? And how can I get a
>copy of it. (I'd even been willing to order a back issue, if it was worth
>it.)
>
>It would be something to do this summer. (I don't know about the rest of
>you college students out there, but I've just been swamped this semester,
>and I'm lucky to find time to log on let alonedo anything computer
>oriented.
>
Ryan,

Well, Ben says when you put a stock 800XL next to the Super Video II XL
the difference is quite amazing. He worked hard to get the impedance matching
correct, and to take out as much noise from the video signal as possible.
Things like shadowing, and fuzziness is almost totally gone. I'm gonna
hopefully do the upgrade sometime soon, and if I remember, I'll post
the issue that it appeared in to the net. That way you can order a backissue
from Current Notes.

Or something similar.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

594. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 03:29:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C2zIy1.Ky9@acsu.buffalo.edu>
Source record: 107856

In article <1993Feb24.231345.21379@mtu.edu>, jjmcwill@mtu.edu (Jeff McWilliams) writes...
>
>I've been doing some 1200XL work myself, and a couple issues from now, you
>1200XL fans should see some good stuff in Atari Classics, from the
>Moonlight Workshop.
>
>Hang in there... we'll get you all caught up with the latest mods, fixes, and
>upgrades one of these days!
>
>Jeff McWilliams

Jeff -

Perhaps someone could compile a list of Bob's mods and submit
it to the archive? I've known about Bob for many years, but
never knew where to contact him.

I installed his "MORRAM" mod on my 800XL (it's this one chip
thing that frees up a certain page in RAM that's unused but
mapped to ROM, I think).

I'd sure like to see a list of what mods are out there and who
we can get info from!

David Anderson --- v462etnn@ubvms.cc.buffalo.edu
```
-------------------------------------------------
| Existence, well what does it matter? |
| I exist on the best terms I can. |
| The past is now part of my future, |
| The present is well out of hand. |
| -"Heart and Soul" -- Joy Division |
-------------------------------------------------
```

595. Download Doctor in archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 05:09:10 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C2znnB.6wq@news.ysu.edu>
Source record: 107857

I mailed DLDOCTOR.ARC to Jeff weiner tonite to put in tbe archive:
DOWNLOAD DOCTOR is an Atari 8bit file utility that provides 3
ways of stripping text files, the ability to split large
files into 16k chunks, ascii to atascii conversion,
atascii to ascii conversion, and a mini-dos functions.
--
Joe Sabatino-->ab588@yfn.ysu.edu

596. 7800 gamnes wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 06:39:28 UTC
From: jjf@carson.u.washington.edu
Message-ID: <1mhpj0INNesr@shelley.u.washington.edu>
Source record: 107858

The following 7800 gamea are wanted (preferably NEW)....

Ballblazer
Dig Dug
Ikari Warriors
Food Fight
Joust
Karateka
Xevious
Midnight Mutants
xenophobe

and any more that you may have, leave mail to:

jjf@carson.u.washington.edu

I am ready to buy finally, so send your offers here! thanks!

597. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 07:11:10 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb25.071110.22631@mtu.edu>
Source record: 107859

In article <C2zIy1.Ky9@acsu.buffalo.edu> v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>Jeff -
>
>Perhaps someone could compile a list of Bob's mods and submit
>it to the archive? I've known about Bob for many years, but
>never knew where to contact him.
>
>I installed his "MORRAM" mod on my 800XL (it's this one chip
>thing that frees up a certain page in RAM that's unused but
>mapped to ROM, I think).
>
>I'd sure like to see a list of what mods are out there and who
>we can get info from!
>
>David Anderson --- v462etnn@ubvms.cc.buffalo.edu

David,

Hmm, the MORRAM modification is a new one to me! To document a complete list of Bob's works would mean having access the ALL the backissues of SLCC Journal, and compiling a database of information in them, and then xeroxing the material and keeping just the "Pounding on the 8 bits" material all in one easy to access file somewhere. I don't have all the back issues, and in fact currently I am no longer receiving the journal. I gotta renew my long distance membership to the SLCC, but I've been a little tight on money these days... having a bunch of other things I have to worry about first. If some rare bird out there wants to mail me a complete set of back issues... well... it'd still be a massive job to go through and document everything that Bob Woolley has done, compile a database, and provide reprints to people seeking this or that from the archive of things he's done. I'm also not sure what sort of copyright agreement is involved, I'd have to talk to Bob about that aspect. Certainly is an interesting idea, how many other people are interested in this?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

598. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 07:17:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76420@cup.portal.com>
Source record: 107860

Bob Wooley got his hands on one & demo'ed it at the SLCC meeting. A really nice piece of hardware. He was loading digitized graphic(9) photos & they seem to come up almost as fast as a ramdisk. Far as I know, he never figured out how to use the built in speech synth, but he was pretty happy with what he did get working.

599. 4-Player-M.U.L.E. on XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 12:12:46 UTC
From: joust@cs.tu-berlin.de
Message-ID: <1mid3u$97l@news.cs.tu-berlin.de>
Source record: 107861

Hi,

Is there someone out there, who knows a trick (Hardware or
Patch) to play M.U.L.E. with 3 or 4 Players on XLs?
I dont want to buy an ATARI 800-Equipment only for this reason
(And no one sells a an ATARI 800-Equipment ;-), but I am tired
of playing M.U.L.E. vs 2 or 3 stupid Computer-Players!

Ciao, Kol

```
================================================================
| O-O JOUST * RALLY SPEEDWAY * M.U.L.E. - | ||| |
| O A few games never die. | ||| TARI |
| \_/ Kolja Koischwitz - Berlin, Germany. | / | \ |
================================================================
```

600. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 13:38:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <C30B57.8HM@acsu.buffalo.edu>
Source record: 107862

In article <1993Feb25.071110.22631@mtu.edu>, jjmcwill@mtu.edu (Jeff McWilliams) writes...
>David,
>Hmm, the MORRAM modification is a new one to me! To document a complete
>list of Bob's works would mean having access the ALL the backissues of
>SLCC Journal, and compiling a database of information in them, and then
>xeroxing the material and keeping just the "Pounding on the 8 bits" material
>all in one easy to access file somewhere. I don't have all the back issues,
>and in fact currently I am no longer receiving the journal. I gotta
>renew my long distance membership to the SLCC, but I've been a little tight
>on money these days... having a bunch of other things I have to worry about
>first. If some rare bird out there wants to mail me a complete set of back
>issues... well... it'd still be a massive job to go through and document
>everything that Bob Woolley has done, compile a database, and provide
>reprints to people seeking this or that from the archive of things he's done.
>I'm also not sure what sort of copyright agreement is involved, I'd have to
>talk to Bob about that aspect. Certainly is an interesting idea, how many
>other people are interested in this?
>
>Jeff

Jeff --

Well, this is true. Does the SLCC have back issues of the
Journal? I'm planning on writing Bob tonight about 1200XL
mods. I'll mention this idea to him (and perhaps try to
get a cost on obtaining back issues). I'll even ask him
about the copyright issue.

Perhaps what would be ideal would be a photocopied-type book
of all this kind of stuff. Certainly a huge undertaking, but
not impossible.

Ok, I'm going to go out on a limb here and volunteer to do the
indexing at the very least. I'll go even further out on a limb
and volunteer to find out about copyrights not only from Bob,
but also from Analog and Antic.

So, Jeff, just how many issues of the SLCC do you have? Would
you be willing to photocopy the appropriate articles and mail
'em to me (I'll pay for photocopying and postage if you'd like)?

David Anderson --- v462etnn@ubvms.cc.buffalo.edu

| Existence, well what does it matter? |
| I exist on the best terms I can. |
| The past is now part of my future, |

```
| The present is well out of hand. |
| -"Heart and Soul" -- Joy Division |
-----------------------------------------------------
```

601. Re: 4-Player-M.U.L.E. on XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 15:14:54 UTC
From: dgb@owlnet.rice.edu
Message-ID: <C30Fou.IC@rice.edu>
Source record: 107863

You can have 3 players on an XL by using a joystick in port 1 and
a set of paddles in port 2. You must have at least one joystick, and I
think people share it. The paddle control is pretty bad but it may be
your only option.

602. Re: Atari cartridge copier?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 15:33:25 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.730654405@pv0a27.vincent.iastate.edu>
Source record: 107864

In <76400@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

>Since the always-interesting-to-me and not-seen-here-for-a-long-time
>cartridge-copying thread seems to have come back to life, I am moved to
>repost the following, which I posted here on June 6, 1988 -- four and a
>half years ago!

[stuff about centipede & battlezone deleted]

quite a while back I started a cart-copying thread. Before
I lost interest, I reverse engineered my Mac65 cart. I'm
sure others know how it works, but I'll mention what I found
in case someone cares to know.

the mac65 cart has a 16K eprom & a couple of ttl parts (flip-flips,
nor gates). It uses the $D500 (cctl) line to switch banks, using
a0 & a3 to select the bank. The reason two lines are used to
select a bank is that you can disable the cart completely and use
the ram beneath it.

one idea that I haven't tried would be to tie the $D500 line
to an interrupt, and have the interrupt code switch the banks
using extended memory banks. you'd need to find the instruction
before the interrupt to figure out which bank to switch in.
you'd still need to contend with the copy-protect stuff of writing
to the cart space. I'm not sure, but those cart that use bank
switching may not make an attempt to do any other protection.

Anyone know if all the OSS supercarts using the same setup?

Todd

--
Todd Greenfield
tgreen@iastate.edu

603. Re: 65XE questions..?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 15:37:10 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9BUhJzRQdIA@sanity.tdkcs.waterloo.on.ca>
Source record: 107865

In <C2tr2A.93u@world.std.com>, Bill Marcum writes:

>I've never seen the Atari 13 pin connectors used for anything other than
>Atari computers. You can get those cables at Best Electronics or American
>Techna-Vision.

If you look around, you may see the 13-pin SIO connectors being used for
something else. I know it's true with the 13-pin DIN monitor plug on the
ST's, Pioneer uses them on the head unit end of their CD Changers.. Freaked
us out to see an Atari plug on the radio...

I'd imagine that there may be someone else that decided that the SIO type
of connector fit his purposes.

but... maybe not.

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Audio Control |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Phoenix Gold, Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----

604. Call For Interest

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 15:38:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C30GpI.BLw@acsu.buffalo.edu>
Source record: 107866

Is anyone out there interested in an index to hardware
mods available for the Atari series (400-XE series)?

The idea here is to make available this sort of information
all in one place. Of course, how to find this info would
also be included.

As an aside, would anyone be interested in a photocopy
compilation of hardware projects? Cost would be minimal
(ie photocopying, postage, and if necessary, copyright
royalties).

So what do you say? Anyone curious enough? I've already
begun to work on the Analog/Antic copyright issue.

David Anderson --- v462etnn@ubvms.cc.buffalo.edu
```
-------------------------------------------------
| Existence, well what does it matter? |
| I exist on the best terms I can. |
| The past is now part of my future, |
| The present is well out of hand. |
| -"Heart and Soul" -- Joy Division |
-------------------------------------------------
```

605. 8 bit equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 16:00:50 UTC
From: adcock@bnr.ca
Message-ID: <1993Feb25.160050.11494@brtph560.bnr.ca>
Source record: 107867

O.K. Let's try this again:

o Atari 800XL w/dust cover
o 1050 disk drive
o 850 Serial/Parallel interface
o Zenith Color Monitor
o RF modulator
o Game paddles
o All Power Supplies and cables

Manuals:
O.S. Users Manual, O.S. Source Manual, Hardware w/ schematics,
850 Interface, Zenith monitor

Books:
6502 Hardware Reference, 6502 Assembly Language Programming,
"Your Atari Computer" Poole McNiff Cook, Atari Basic Programming

Software:
60 Disks many double sided including:

Microsoft Basic, Home Filing Mgr. , Deep Blue 'C', Ham Radio
stuff, AtariWriter Plus, Flight Simulator w/Manuals, Atari
Paint w/Manuals, Music Writer w/Manuals, XL Translator,Conan,
Strip Poker, Pole Position, and (Of Course) ton's of other
games.

Everything is in excellent condition and works perfectly.
Price $125 + shipping. Will consider breaking it up - make
offers.

--
.....
: Comments and opinions are mine - not BNR's :
: Doug Adcock adcock@bnr.ca :
: Bell-Northern Research Research Triangle Park, NC :
.....

606. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 17:48:35 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb25.174835.23318@mtu.edu>
Source record: 107868

In article <C30B57.8HM@acsu.buffalo.edu> v462etnn@ubvmsd.cc.buffalo.edu (David L Anderson) writes:
>
>Jeff --
>
>Well, this is true. Does the SLCC have back issues of the
>Journal? I'm planning on writing Bob tonight about 1200XL
>mods. I'll mention this idea to him (and perhaps try to
>get a cost on obtaining back issues). I'll even ask him
>about the copyright issue.
>
>Perhaps what would be ideal would be a photocopied-type book
>of all this kind of stuff. Certainly a huge undertaking, but
>not impossible.
>
>Ok, I'm going to go out on a limb here and volunteer to do the
>indexing at the very least. I'll go even further out on a limb
>and volunteer to find out about copyrights not only from Bob,
>but also from Analog and Antic.
>
>So, Jeff, just how many issues of the SLCC do you have? Would
>you be willing to photocopy the appropriate articles and mail
>'em to me (I'll pay for photocopying and postage if you'd like)?
>

Dave,

Sounds good to me. I have about two years or so, I think there are up to like 5 years of back issues or something. Don't know if you can get back issues or not. I might know someone who has all the backissues, who I could convince to send them to me, so I can XEROX the Bob Woolley stuff, and then mail them right back to him. Personally, I can't see how Bob Woolley would mind being immortalized further in print, so long as we're not out for profit or anything like that.

In some of articles he also prints some source code... we gonna distribute a floppy disk with this?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

607. Re: 4-Player-M.U.L.E. on XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 17:53:56 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb25.175356.23441@mtu.edu>
Source record: 107869

In article <1mid3u$97l@news.cs.tu-berlin.de> joust@cs.tu-berlin.de (Kolja Koischwitz) writes:
>Hi,
>
>Is there someone out there, who knows a trick (Hardware or
>Patch) to play M.U.L.E. with 3 or 4 Players on XLs?
>I dont want to buy an ATARI 800-Equipment only for this reason
>(And no one sells a an ATARI 800-Equipment ;-), but I am tired
>of playing M.U.L.E. vs 2 or 3 stupid Computer-Players!
>
>Ciao, Kol
>
Kol,

Here's the problem:

On the 800, joysticks 3 and 4 are wired up to Port B of the internal 6520 PIA chip. On the XL, they removed those joysticks, and used the electrical connections from the PIA to control the internal BASIC ROM, OS ROM, seld diagnostic ROM enable, and 130XE banked memory selection. In order to turn a 800XL into an 800 compatible with MULE, you would have to install a 2nd PIA chip, containing ports C and D, move all the above 800XL signals to the new PIA chip, and rewire in the old joystick ports to PORT B. But if you do that, your upgraded 800XL wouldn't be 130XE compatible if is has extra memory, and all the other stuff like SpartaDOS, things like the OmniMON XL chip, SpartaDOS X, wouldn't work because these all fiddle with those ROM, internal BASIC, and self diagnostic control bits, and they expect to find them at their original locations. Quite a snafu hey?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

608. Re: Call For Interest

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 18:02:01 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb25.180201.23533@mtu.edu>
Source record: 107870

In article <C30GpI.BLw@acsu.buffalo.edu> v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>Is anyone out there interested in an index to hardware
>mods available for the Atari series (400-XE series)?
>
>The idea here is to make available this sort of information
>all in one place. Of course, how to find this info would
>also be included.
>
>As an aside, would anyone be interested in a photocopy
>compilation of hardware projects? Cost would be minimal
>(ie photocopying, postage, and if necessary, copyright
>royalties).
>
>So what do you say? Anyone curious enough? I've already
>begun to work on the Analog/Antic copyright issue.
>
>
>David Anderson --- v462etnn@ubvms.cc.buffalo.edu

David,

Just thought you should know, a while back the Midwest Atari Group, Iowa Chapter printed a little red book called "Mods, Fixes and Upgrades". Mine is dated August 1987, and is 52 pages long.
here is the TOC

The 800 Plus 256K
800 ++++ 256-512-1-2-4 MEG!!
Atari 800XE modification
Souping up the 1200XL
130XE 320K upgrade
130XE 576K upgrade
XEMEG The 1 meg 130XE
Newell 256K upgrade fix
XE audio fix
800XL keyboard fix
XM301 fix
XE console key fix
hardwired keypad
4 joystick XL/XE
1050 write enable switch
shared drives
1050 double density fix

Some of the stuff is missing important information, like the memory upgrades
some are missing schematics, even though the article refers to them!
The 800XL 256K and the 1200XL 256K upgrades are missing schematics.

FOr the guy playing mule, the article specifically says the 4 joystick
mod in the book does not work with it... sorry. They are multiplexing
the joystick inputs... and requires some handler to be loaded or something.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

609. Re: 4-Player-M.U.L.E. on XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 18:45:48 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb25.134548.15959@miavx1.acs.muohio.edu>
Source record: 107871

In article <1mid3u$97l@news.cs.tu-berlin.de>, joust@cs.tu-berlin.de (Kolja Koischwitz) writes:
> Hi,
>
> Is there someone out there, who knows a trick (Hardware or
> Patch) to play M.U.L.E. with 3 or 4 Players on XLs?
> I dont want to buy an ATARI 800-Equipment only for this reason
> (And no one sells a an ATARI 800-Equipment ;-), but I am tired
> of playing M.U.L.E. vs 2 or 3 stupid Computer-Players!

I thought I read in the PIA upgrade project that it would be possible somehow with it. It had to do with wiring up two more joystick ports. It also required you to boot up a translator disk.

Anyway, check into that. (I might have the file around here somewhere, tell me and I'll try to find it.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 25-FEB-1993

610. Re: Some of you may know me as Lord Quest.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 18:49:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76444@cup.portal.com>
Source record: 107872

I remember it as a magic time myself. I was dating a jockette at the time & we used to play racket ball 3 times a week, then go out for pizza, beer, & arcade games. Her younger sister, Lisa Shaules, worked a phone in customer service. When we'd hang out at her parents house on holidays Lisa would have one of the latest/greatest games/consols that she'd bring home from work. The entire family would be sitting around playing the Atari just like a TV commercial! Lisa would ocasionally bitch about handling 5200 joystick complaints & how obnoxious she be to get rid of the caller. Lisa's married now & moved to Sacramento. My office mate at work had a roommate named Sonny who worked in shipping and recieving. Sonny also used to fill in on the Alza softball team when we'd be a man short. My office mate said Sonny was in such a stae of shock when he got laid off that he said nothing for weeks, just sat home drinking & playing his 2600. After a while he asked Sonny what'd happened & found out about the layoff.
Bill Willkinson is still around, but he cut all 8-bit ties. I think Jay Minor is still around. I believe it was he who did most of Atari's & Amiga's silicon. I'm guessing it was he who Bob Wooley had speak at a SLCC meeting, but I missed that one (& just about every other meeting for that matter <g>).
Gawd that was a great time! (i.e. pre crash) Things were good & getting better. Pre Nintendo Zombies & "A Computer" meaning an IBM clone.
BTW: You didn't have anything to do with Quest Electronics did you?

611. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 18:49:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb25.134947.15960@miavx1.acs.muohio.edu>
Source record: 107873

In article <C30B57.8HM@acsu.buffalo.edu>, v462etnn@ubvmsd.cc.buffalo.edu (David L Anderson) writes:
> Perhaps what would be ideal would be a photocopied-type book
> of all this kind of stuff. Certainly a huge undertaking, but
> not impossible.
>
> Ok, I'm going to go out on a limb here and volunteer to do the
> indexing at the very least. I'll go even further out on a limb
> and volunteer to find out about copyrights not only from Bob,
> but also from Analog and Antic.
>
> So, Jeff, just how many issues of the SLCC do you have? Would
> you be willing to photocopy the appropriate articles and mail
> 'em to me (I'll pay for photocopying and postage if you'd like)?

Well, I'll go out on another limb and volunteer format them and put them into a PostScript file. (Or a Microsoft Works or Word file.) This way we could get some nice looking docs. (And I'm stretching to the point about everyone having access to a PostScript printer or a Mac or IBM running windows.)

Is there any interest in this sort of thing? (I would volunteer to do it in DD3 or something, but I have very little experience with that.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 25-FEB-1993

612. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 18:53:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wNJJZB3w165w@cyberden.sf.ca.us>
Source record: 107874

Re: Learn to Print not working on 1200xl

It SHOULD work on the 1200xl! I have an old used Okimate 10 (now non-functional... grr..) and remember using the Learn To Print program...

remember... 800XLs and 600XLs have built-in BASIC!... and a translator disk shouldn't work!.. the xlator DOWN-grades the OS back to 400/800. It works on the 1200xl as well, I think... so you DON'T want the xlator :).

Try plugging in BASIC and booting the disk! That should work just fine!!!!!

later

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

613. Cart copiers

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 21:26:58 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Feb25.212658.27981@yuma.ACNS.ColoState.EDU>
Source record: 107875

This is in response to the few people who contacted me regarding cartidge copying programs that I had in my disk library...(No, its not that big :))

I found four programs that were purportedly cart copiers. I could only get two of them to run... one was basic and didn't work although you can list it so if you wanted to screw with it to get it to work... well, you could I guess.

The other non-working copier gave a error 136 when Loading it from Dos 2.5

The two that I have that work (boot) are both for 800 machines with two slots. I did try getting them to work with my 1200XL and managed to slide the cart in right once and create a disk file of my BASIC cart but it did not fully execute.

Anyone wanting to play around with these can get them from me but right now I am having a hard time getting things to my internet account uncorrupted so...

Basically, my U/Ls to my account have not worked well... I have an ARCed file of both the working copies that I will send to the archive but I don't think that it is intact. I may D/L it and try it out first.

Anyone want them??? Drop me a line and I'll be happy to send 'em anywhere...

Sam

| Sam Patton -=> spatton@lamar.colostate.edu |
---

614. 8-bit Sale Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 23:23:43 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1mjkdvINN2ps@usenet.INS.CWRU.Edu>
Source record: 107876

```
################################################################################
Hardware
################################################################################

Atari 800 (includes Basic cartridge).....................................25
Atari 400 (includes Basic cartridge).....................................15
Atari 810 disk drive.....................................................25
Atari 830 modem (with power supply - Collector's Item)...................15
Atari 1050 disk drive (New in box w/manual).............................40
Atari 850 interface......................................................35
Atari 820 printer (new in box w/manual)..................................20
Atari 1010 recorder (with power supply only).............................5
Atari 410 (Japanese version -- rare collectors item)......................10
Avatex 1200hc modem.....................................................15

################################################################################
8-Bit Software
Cartridge-based Programs & Games
################################################################################

Basic XL (cart and manual)...............................................25
Atari's Microsoft Basic II (new in box w/all manuals).....................15
Atari Logo (with manual).................................................10
Computer Chess..............................................................3
Congo Bongo................................................................3
Donkey Kong Junior.........................................................5

################################################################################
Disk-based Programs & Games
################################################################################

S.A.M. (box with docs)...................................................5
Atari's Timewise (with docs).............................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).............10
Racing Destruction Set...................................................7
Silent Service..............................................................7
Touchdown Football..........................................................7
Hardball....................................................................7
Text Wizard (Datasoft)...................................................5
Gateway to Apshai (Atari/Commodore)......................................5
Jewels of Darkness (with docs)...........................................5
Silicon Dreams (with docs)...............................................5
SSI Tigers in the Snow (in box w/all docs)...............................5
Blue Max 2001 (in box but no docs).......................................5
Zork I (two available).....................................Each 5
Fort Apocalypse.............................................................5
```

F-15 Strike Eagle (w/docs).....5
OSS's Action! Runtime Library.....10
Datasoft's Graphic Master (w/docs).....10
Print Power (Commodore/Atari) (w/all docs).....10
Award Ware (Commodore/Atari) (w/all docs).....10
Spell Checker!.....2
Atari's Family Finances (new in box w/docs).....5
Crush, Crumble & Chomp! (cassette -- in box w/docs).....5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....5
Zaxxon (cassette -- in box w/docs).....5
BRE Software's Atari PD Disks #62, #90, #109.....All three 5

##
Books & Manuals
##

De Re Atari.....10
Atari Basic Reference Manual.....5

##
Magazines
##

ANALOG Computing

Issue 11 through issue 49, also issue 51 (40 issues total).....40

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

615. hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 23:25:38 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1mjkhjINN2rr@usenet.INS.CWRU.Edu>
Source record: 107877

```
The following is stuff that my friend Shawn is selling. PLEASE DO NOT send me
Email about it, as I will not respond. Please send all email to
sternj@delphi.com about purchasing any of it, or for information. Thanks!

Atari 130XE.....................................................$55
Atari 800XL.....................................................35
Atari 800 (two available).....................................Each 25
Percom double-density disk drive with printer interface.....35
Ape Face printer interface.....................................10

Prices do not include shipping.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

616. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 23:33:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <C312oz.1Ax@acsu.buffalo.edu>
Source record: 107878

In article <1993Feb25.174835.23318@mtu.edu>, jjmcwill@mtu.edu (Jeff McWilliams) writes...
>In article <C30B57.8HM@acsu.buffalo.edu> v462etnn@ubvmsd.cc.buffalo.edu (David L
Anderson) writes:
>>Perhaps what would be ideal would be a photocopied-type book
>>of all this kind of stuff. Certainly a huge undertaking, but
>>not impossible.
>>Ok, I'm going to go out on a limb here and volunteer to do the
>>indexing at the very least. I'll go even further out on a limb
>>and volunteer to find out about copyrights not only from Bob,
>>but also from Analog and Antic.
>Dave,
>Sounds good to me. I have about two years or so, I think there are up to
>like 5 years of back issues or something. Don't know if you can get back
>issues or not. I might know someone who has all the backissues, who I
>could convince to send them to me, so I can XEROX the Bob Woolley stuff,
>and then mail them right back to him. Personally, I can't see how Bob Woolley
>would mind being immortalized further in print, so long as we're not out
>for profit or anything like that.
>
>In some of articles he also prints some source code... we gonna distribute
>a floppy disk with this?

Well, yeah, at least one or two. You're right, this is a completely
not-for-profit venture. It also might make sense to upload the
index and source code material to the archive.

>
>Jeff
David Anderson --- v462etnn@ubvms.cc.buffalo.edu

617. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-25 23:54:35 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb25.235435.23928@mtu.edu>
Source record: 107879

In article <1993Feb25.134947.15960@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
>Well, I'll go out on another limb and volunteer format them and put them
>into a PostScript file. (Or a Microsoft Works or Word file.) This way we
>could get some nice looking docs. (And I'm stretching to the point about
>everyone having access to a PostScript printer or a Mac or IBM running
>windows.)
>
>Is there any interest in this sort of thing? (I would volunteer to do it in
>DD3 or something, but I have very little experience with that.)
>
Ryan,

Well, that would be cool. At first I thought it would be a matter of 8 bit pride to attempt to DTP the stuff solely on an 8 bit with a Deskjet printer or something, but there just DOESN'T exist the software to draw high res diagrams and stuff for the 8 bit.. Too bad.. SOMEDAY (sigh)

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

618. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 00:00:18 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <8uXJZB11w165w@iowegia.dsm.ia.us>
Source record: 107880

jjmcwill@mtu.edu (Jeff McWilliams) writes:

> I think there are one or two complete 1450s out there, Bob Woolley I think
> has one. There were also some 1450XLD motherboards floating around.
> An acquaintance of mine just purchased one from somebody else.
> From what I understand, there was a large batch of them made and ready to
> ship in the factory in the far east. Atari tried to renig on the price
> of the production or something, and the manufacturer got pissed and destroyed
> them all or something horrible like that. Anybody else that can confirm this
> Steve Quest - what do ya know? As a nostalgic machine, it would be great,
> but if you're looking of one for the superior 8 bit technology it offered,
> you could do ALOT better with a Newell 1 meg RAM upgrade, and a Black Box
> with Floppy Board for a 800Xl or 1200XL. Of course, that wouldn't give you
> the speech synthesizer, what can I say?
>

Jeff,

My boss had a 1450xld, and wished he never had gotten it.
The built in drives did not support standard dos, so we had to
fashion a nul modem to transfer files from an older computer to
save on his- and only in DOS file format! No bootable disk would
work. It was mismanagement, not the hong kong connection that did
it in. Market research showed that there would not be enough
interest in it to produce- you see it was getting as expensive as
a "real" computer, and they decided against it. Atari was known
as the power without the price, and as we were starting to build
more and more expensive machines- we were defeating our purpose.
Market research showed that we should only build computers with
OPTIONAL hardware such as drives- as a lot of the people wanted to
begin one piece at a time, so as not to feel bad about spending so
much money all at once.

I agree with that market approach.....sq

619. Re: Display lists?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 00:07:41 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <i8XJZB12w165w@iowegia.dsm.ia.us>
Source record: 107881

borgen@stud.cs.uit.no (Boerge Noest) writes:

>
> It's that disassembler again:
> Can anyone give a short breakdown on how to interpret display lists?
> (I'm sure I have found two so far, each 20-30 bytes)
>
>
> Thanks in advance (and for all answers so far).
> --
> |/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
> |// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
> |/ The worlds northernmost university | Life is worth living. \|
> #Disclaimer: This university does not speak for me.

Boerge,

There is a nice tutorial on display list code in Mapping
the Atari. I remember this much, that $70 was "leave 8 blank
display lines". The rest is a fog.....sq

620. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 00:20:17 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <isyJZB13w165w@iowegia.dsm.ia.us>
Source record: 107882

jjmcwill@mtu.edu (Jeff McWilliams) writes:

> Well, Ben says when you put a stock 800XL next to the Super Video II XL
> the difference is quite amazing. He worked hard to get the impedance matchin
> correct, and to take out as much noise from the video signal as possible.
> Things like shadowing, and fuzziness is almost totally gone. I'm gonna
> hopefully do the upgrade sometime soon, and if I remember, I'll post
> the issue that it appeared in to the net. That way you can order a backissue
> from Current Notes.
>

Jeff,

In the original 800 design, we made provisions to provide
a good "tv" signal. This was done away with for the xl series,
and a cheaper "resistor mixer pad" was installed. Copy the 800
design, and I think you will clean up the xl-xe video noise
problems.

sq

621. 'Atari Write'

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 04:12:42 UTC
From: tmcdonal@magnus.acs.ohio-state.edu
Message-ID: <1993Feb26.041242.2995@magnus.acs.ohio-state.edu>
Source record: 107883

A friend of mine has an Atari (XL130 ??), and she is looking for a manual or documents on Atari Write word processing. If anyone has any info, would you please e-mail me (or if I should post this to another news group, plea1;2cse let me know).

Thanks!

tmcdonal@magnus.acs.ohio-state.edu
--
****
*** LATE LAST NIGHT, TOMMYKNOCKERS CAME KNOCKING AT MY DOOR ***
****
Terre . . .tmcdonal@magnus.acs.ohio-state.edu. . . =)

622. Re: 'Atari Write'

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 16:48:53 UTC
From: tmcdonal@magnus.acs.ohio-state.edu
Message-ID: <1993Feb26.164853.11469@magnus.acs.ohio-state.edu>
Source record: 107884

In article <1993Feb26.041242.2995@magnus.acs.ohio-state.edu> tmcdonal@magnus.ac
s.ohio-state.edu (Terry McDonald) writes:
>A friend of mine has an Atari (XL130 ??), and she is looking for a manual or
>documents on Atari Write word processing. If anyone has any info, would you
>please e-mail me (or if I should post this to another news group, plea1;2cse
>let me know).
>
>Thanks!
>
>tmcdonal@magnus.acs.ohio-state.edu
>--

Updated info:

They would like to buy the AtarWrite Plus software and docs.

Please e-mail to tmcdonal@magnus.acs.ohio-state.edu
Or call John or Darcie at 614-231-7559

Thanks!

Terry
--
****
*** LATE LAST NIGHT, TOMMYKNOCKERS CAME KNOCKING AT MY DOOR ***
****
Terre . . .tmcdonal@magnus.acs.ohio-state.edu. . . =)

623. vt100 term prog help

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 19:08:23 UTC
From: c369b08@hawk.depaul.edu
Message-ID: <1993Feb26.190823.5490@hal.depaul.edu>
Source record: 107885

I was wondering if anyone out there can help me. I am trying to get
a vt100 emulator (preferably 80 columns) and kermit protocol that runs
correctly on my system. I have tried many different PD programs with
varying degrees of failure. My setup is as follows:
standard 130XE computer, Indus GT 5.25" drive (single, enhanced, and double
density), Atari 1030 modem, and Atari DOS 2.0, 2.5, and 2.6, DOS XL, or
MachDOS.

If anyone knows of a vt100 terminal emulator and/or kermit program
that will run on this system, I would GREATLY appreciate it.

On a side note, my M.U.L.E. disk went bad awhile ago, and I didn't
send my registration card in. If anymoune knows where I could get a copy
of M.U.L.E., send me mail. (I'm sure you M.U.L.E. fans out there can
sympathize with my plight.)

Thanks,
Aaron Zygmunt
c369@hawk.depaul.edu

624. Re: 4-Player-M.U.L.E. on XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 19:20:19 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76503@cup.portal.com>
Source record: 107886

Jeff's right about most of the mess it'd cause, but I thought I'd add:
I've run FIXXL & checked the Pokey pot pins for paddles 4-7 & you can
get them to work again. The XL ROM just copies the values from the first
2 ports into the 2nd 2. Since the Fix replaces the XL OS with the 800 OS
you may be able to get the ports back *IF* you really want to go to the
trouble. You'd have to wire 8-800 Ohm resistors to the PIA port B, tap
power supply & ground, tap GTIA to restore the triggers. I'm not sure
what replacing the pot circuitry would entail. Could be as simple as
a cap/resistor if they left some of the other stuff hooked up. Since
the Fix uses RAM under the OS, you need at least one pin of the PIA
active to disable the existing ROM. Major headaches.

625. Re: Call For Interest

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 19:24:33 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76504@cup.portal.com>
Source record: 107887

I'd like to see one if it can be made all inclusive. I've missplaced my Wooley 1200XL to 800XL docs, & probably spent $10 sending out copies of Genlocking the 8-bit. A central area/one huge file would be nice.

626. Re: 4-Player-M.U.L.E. on XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 20:07:07 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Feb26.200707.2874@ge-dab.GE.COM>
Source record: 107888

In article <1mid3u$97l@news.cs.tu-berlin.de>, joust@cs.tu-berlin.de (Kolja Koischwitz) writes:
|> Hi,
|>
|> Is there someone out there, who knows a trick (Hardware or
|> Patch) to play M.U.L.E. with 3 or 4 Players on XLs?

If you plug a joystick into port 1, and a paddle (actually two paddles on one cord) into port 2, you can play 3 player games. You must use the stick to move around (pass it to the player whose turn it is), but you can use the stick or paddles during auctions.

|> I dont want to buy an ATARI 800-Equipment only for this reason
|> (And no one sells a an ATARI 800-Equipment ;-), but I am tired
|> of playing M.U.L.E. vs 2 or 3 stupid Computer-Players!

If you're interested, I know of someone who's trying to sell an old 800 system.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

627. Spare Parts

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 21:15:34 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9302262020.AA11049@smithkline.com>
Source record: 107889

Well, you can tell our newfound denizen of this newsgoup, Steve Quest, has been away awhile (hiyah, Steve!). He suggests "Tramiel may provide parts...". Hah! That's a good one! Just try asking ANYONE in Sunnyvale for support for your 8-bit! You'll get laughed outta the house.

I have several spare MMU's, I got them from Best Electronics. ATV will sell you a complete set of all the LSI XL chips for $15. I think B&C sells a few chips too. Best will sell you practically any chip you want, I even got a spar spare Freddy for my XE from him. If you own an 8-bit & do not have- AT THE MINIMUM- the catalogs from Best, ATV, B&C, & CSS- then your 8-bit will just wither on the vine & die.

And for Dave Archer, Best isn't the only place that sells keyboards, I've bought several spares from ATV. On some of these items, believe it or not, you can still actually shop around & save money. Those of you who were smart enough to subscribe to ATARI CLASSICS can still read the ads from all these places & find the stuff you need, not to mention the oddball items that pop up in AC's T'n'T column. For those unfortunates among you who don't read AC, here's the contact info for Best:

Best Electronics
2021 The Alameda Suite 290
San Jose, CA 95215 USA
408-243-6950

Brad Koda's away in England this week, I think attending some show plus he has to kick butt on the fellow who's crunching code on his new R-Time 8 compatible cartridge. The introduction of the new cart has been delayed due to a software bug that causes it to lose time. Brad also is selling that TT-Touch upgrade for the XE keyboard which has that crummy mushy feel. You put these little silicone thingies under the keycaps & it makes your XE feel like an ST keyboard, more responsive or whatever. Anyway I think he'll be back the week of March 1 or so. Also you can get 64K DRAMs really cheap now, less than $1.00 apiece typically. Those 80nS chips Steve Q. mentioned are the "expensive" ones. Again, you can get those from Best or one of the other places. I have drawers full of those things, mostly obtained in the trash from old computers they throw away around here (there are probably people in former Communist bloc countries who would commit violence to get my company's trash!). You can get 200nS 4164's from Jameco (I think they'll work), for $.95 apiece- tho I regard that price a ripoff, it should be more like .$69, but heck this is nickel-&-dime stuff. Jameco Electronics's number is: 1-800-831-4242.

There's stuff everywhere if you look. something that goes along with the territory when you own an obsolete machine is that you have to keep these catalogs around. For electronic stuff I think the minimum catalogs would be Jameco, Digi-Key & Mouser, those places are all easy to order from & give

fast delivery. And for only $2.95 you can get that monster Computer Shopper magazine that offers cutthroat prices on stuff like hard drives & floppy mechs. That mag is so cheap, I got a subscription to it (I feel sorry for the mailman, tho, the thing is bigger than a phone book).

- BEN POEHLAND
The 8-Bit Alchemist

****

628. Re: sparta and harddrives, or hard drive interface specifications

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 21:40:58 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb26.214058.25006@mtu.edu>
Source record: 107890

In article <isyJZB13w165w@iowegia.dsm.ia.us> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
>
>Jeff,
>
> In the original 800 design, we made provisions to provide
>a good "tv" signal. This was done away with for the xl series,
>and a cheaper "resistor mixer pad" was installed. Copy the 800
>design, and I think you will clean up the xl-xe video noise
>problems.
>
>sq
>

Steve,

If you can e-mail me your Postal address, I'll send you a copy of
Ben Poehland's article. It's quite interesting and you might enjoy reading
it. Reach me at:

jjmcwill@mtu.edu

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

629. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 21:43:42 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb26.214342.25095@mtu.edu>
Source record: 107891

In article <8uXJZB11w165w@iowegia.dsm.ia.us> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
Steve,

Thanks for giving us further details on the 1450XLD scene. I really knew little to nothing about it, as I said, and I'm glad we have somebody who was THERE to tell us what really happened. Didn't DOS 4 have the capability to access the drives? But yes I agree, having floppy drives that wouldn't book pre-existing software is horrible. Wow, I'm speechless.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

630. Star Raiders documentation

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-26 22:31:08 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb26.223108.25358@mtu.edu>
Source record: 107892

Guys,

Hey, all this nostalgic talk about Star Raiders has been getting to me.
Okay, I dug up this Star Raiders ROM and put it into the BASIC ROM socket
of my 800XL. With the Newell 1 meg forcing me to control BASIC with a
toggle switch, throwing that switch is like plugging in the Star Raiders
cartridge. I didn't have a cartridge for it anyway.. so this seems to work
just fine.

Thing Is I don't have an documentation for this bugger... can anybody
xerox me some documentation?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

631. Atari 800-IBM PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 01:19:31 UTC
From: wbdst+@pitt.edu
Message-ID: <4878@blue.cis.pitt.edu>
Source record: 107893

Sounds like a spy movie, huh? Anyway, I am very interested in this
SIO2PC thing. But... I have some questions:
1. How hard is the cable/interface to build?
2. Will this system handle weird stuff like copy-protected disks,
auto-boot, etc.?
3. Anyone who uses/has used a system like this care to comment?
4. Are there alternatives to SIO2PC for making the IBM a
file server for the 800?

632. 8 bit equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 02:43:02 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <730808999.AA03791@tdkt.kksys.com>
Source record: 107894

I would like to acquire your stuff; how do I contact you?

633. Waiting for the Best Elec. Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 03:13:12 UTC
From: niceswangern@bvc.edu
Message-ID: <1993Feb26.211312.3725@peanut>
Source record: 107895

Hello all,

In my search for Atari 8-bit vendors I came across Best Electronics last fall. They placed an ad in the December Atari Classics that offered a catalog of all their products for $3.67 or some silly amount like that. Hearing about how much they had to offer, I sent in a check just before Xmas break. I haven't received anything yet. Does anyone know if there is a reason for this? Is Best just really slow, or did something get screwed up along the line? They cashed my check about 5 weeks ago.

Nate Niceswanger
Somers, Iowa, USA

634. Re: Call For Interest

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 08:02:22 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1993Feb27.080222.21933@magnus.acs.ohio-state.edu>
Source record: 107896

In article <1993Feb25.180201.23533@mtu.edu> jjmcwill@mtu.edu (Jeff McWilliams) writes:
>In article <C30GpI.BLw@acsu.buffalo.edu> v462etnn@ubvmsb.cc.buffalo.edu (David L Anderson) writes:
>>Is anyone out there interested in an index to hardware
>>mods available for the Atari series (400-XE series)?

I'm definitely interested.

>Just thought you should know, a while back the Midwest Atari Group, Iowa
>Chapter printed a little red book called "Mods, Fixes and Upgrades".
>Mine is dated August 1987, and is 52 pages long.

Where can I get this???

I'd like to see a collection of Bob Wooley's mods for the 1200xl.
--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

635. Re: vt100 term prog help

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 08:11:24 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1993Feb27.081124.22162@magnus.acs.ohio-state.edu>
Source record: 107897

In article <1993Feb26.190823.5490@hal.depaul.edu> c369b08@hawk.depaul.edu (Aaron Zygmunt) writes:
>
> If anyone knows of a vt100 terminal emulator and/or kermit program
>that will run on this system, I would GREATLY appreciate it.

Try Kermit-65, available on the archive. Its vt100 is a little weird
at times, but usually ok, and I've never had problems with vt52.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

636. Re: vt100 term prog help

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 09:29:11 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Feb27.092911.14590@cs.tulane.edu>
Source record: 107898

>> If anyone knows of a vt100 terminal emulator and/or kermit program
>>that will run on this system, I would GREATLY appreciate it.
>
>Try Kermit-65, available on the archive. Its vt100 is a little weird
>at times, but usually ok, and I've never had problems with vt52.

I'll second this, Kermit-65 is one of the better Kermit/Vt100 terminals
I7ve used, supports all 12pf keys, supports 300 to 9600 bd (but has trouble
beyond 2400) and has one of the best 80 col displays I've ever seen.

The current version is K65v37.arc found at the atari.archive.umich.edu, the
docs are included in a seperate file and are a little vague, but after a
little testing you'll pick it right up.

Mike
Atari Archive
Louisiana

637. Re: Call For Interest

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 13:26:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C33zwl.M58@acsu.buffalo.edu>
Source record: 107899

In article <1993Feb27.080222.21933@magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes...
>I'd like to see a collection of Bob Wooley's mods for the 1200xl.

Rob, this is exactly what we're working on. Although not just the
1200XL. We're going to try to include all the public domain stuff
and as much of the copyrighted material (ie. Bob Woolley, Analog,
Antic, etc) as possible.

>--
>Rob Funk |Internet: funk.17@osu.edu
David Anderson --- v462etnn@ubvms.cc.buffalo.edu

638. vt term program help?

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 18:19:18 UTC
From: gen4112@husky1.stmarys.ca
Message-ID: <1993Feb27.141918.1@husky1.stmarys.ca>
Source record: 107900

are there any good VT emulation term programs available on BBS's in the Main/Mass. area? I'm using one now but it isn't all that good: the screen is bright white and there's not even a key to hang-up. its a pretty simple program but it works for now, one with kermit would be good. whats it normally called so if I come across it I'll recognize it? I'm calling from Halifax, Nova Scotia(Canada) so I have to keep the phone rates down. There was a bbs in the boston area that had atari 8 bit stuff but I can't remember the number.
thanks,
Randy.

639. Re: Spare Parts

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 20:08:26 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Feb27.200826.26035@mtu.edu>
Source record: 107901

In article <D0cmZB4w165w@iowegia.dsm.ia.us> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
> The 4164's I suggested were based upon the "most readily
>available" factor. Actually, they are only available in 80ns or
>faster chips in this area- and only in 9 packs (they think
>EVERYONE is topping out the 512 to 640k blocks with them in their
>IBM compats!) I think I did mention that what was needed was
>120ns, and they are even overspec. It doesn't hurt to use faster
>chips- kinda like installing a porche engine in a toyota. Doesn't
>make much sense, but boy does the Toyota fly!
>
> I wouldn't use 200ns chips in an Atari, because the
>factory installed access time was 120ns. Here is some nifty
>information, how to calculate access time! Let me see if I can
>remember- take the clock, divide by two, then divide 1 over the
>result of your clockspeed divided by two. That should be the
>access rate for the ram. Go a bit quicker with your ram chips,
>just to be safe. Let me check that factoring out using my nifty
>little solar powered calculator (what will they think of next)!
>
> The clock speed of the Atari was the colorburst crystal
>speed 3.579545 or if you got an older computer, it was 4.000mhz
>Divide the 3.579545mhz in two, you get 1.789mhz 1/1.789mhz give
>you an access time of500ns (gee, I have ROMS that have faster
>access time). Well, there you have it folks, the Atari needs 500
>nanosecond Dynamic ram chips (or faster). Waste your money, buy
>60's! I take that back, buy chips that are totally overspec, buy
>200ns chips! I have a bucket full of them, anyone want any?
>
>sq

Woa there steve... I think the CPU is clocked at 1.79mHz. But,
the address is set up during the first half of the cycle, so you only
have one half a clock cycle for the RAM or ROM to put the data on the
bus for the CPU to latch it in at the end of the cycle. That means
that a 1.79mHz cpu has a 3.58mHz read/write cycle, requiring
280ns or less chips. This is a big deal on the Turbo816 stuff the AppleIIGS
users use... an 8mHz 65816 would require 62.5ns DRAMS, and that doesn't
include the idle time required by the DRAMS between read/write cycles.
At least that's what I hear over there... can we resolve this problemm?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

640. 1050 strangeness.

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-27 20:11:36 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GV7YAQAOUQ8ZF6VZ@vax.edinboro.edu>
Source record: 107902

> [...]
> error, I've found the problem. If the 1050's are located under the
> *left* side of the tv, they WILL NOT WORK. (While they were located
> under the right side of the tv in my setup of the previous 5 years,
> they were fine). So fine - I can live with that, I've rearranged
> things and it all works harmoniously once again.
> [...]

It is not only the 1050 drives. I had an XF551 drive do the same thing
when I moved my stuff from home to school. I took me about an hour of going
though cables and disks before I finally realized what was happening. Once
I moved the drive to the other side of the TV all was fine.

I would assume that the high-frequency / high-energy output of the
fly-back transformer was causing the interference.

-Adam Conover.
a644690c@edinboro.edu

641. Atari 800 question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-28 04:03:52 UTC
From: ez007793@bullwinkle.ucdavis.edu
Message-ID: <23142@ucdavis.ucdavis.edu>
Source record: 107903

Hi all! I've been reading a while, but it is now necessary for me to ask
a hopefully basic question...
Background: I had an 800 growing up, moved to ST, now at IBM-type computer,
but I missed that 'ol 800 and for my 21st B-day, I got a "new" one from Toad.

Now, my friend and I had loads of stuff for it, so I went to get the hundreds
of disks worth of games and utilities and tried to load them...
Well, seems as though my 800 (or the 1050) doesn't want to read _most_ of the
games. Most are packed onto disks as binaries, both sides, and only 3 games
out of about 50 tested work. Also, the full disk games didn't want to go,
either. For each failed game, the computer would start to load and then get
to the point of starting the game and then the 800 would click (in most cases)
and the screen would either go black or it would system reset. It does boot
up dos. These disks do work on my friend's computer who has an 800 and a
normal 1050. I have an 800 and a Happy 1050 now but of course, I got no
docs with the system and I don't have any 8bit books anymore. Does this
sound like an 800 problem, or a disk drive problem? Secondly, could the Happy
be messing with the read functions, I'm not even sure to what density the Happy
formats its disks... I was thinking this might have been a density problem, but
what do I know, I owned one SO long ago.... I also do not know much about the
technical side of the 800. I was just a lowly game player while my friend was
the genius programmer :-).

Thanks for ANY help that any of you can give me.... I really appreciate it.
Reply here or to e-mail at 'ez007793@bullwinkle.ucdavis.edu'.
I plan on calling Toad next week, but I wanted some input.

Brian

642. 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-28 16:37:16 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <TcXoZB1w165w@cybernet.cse.fau.edu>
Source record: 107904

Does anybody out there know if the 5200 cart ROMs are functionally
equivalent to the 400/800. I've heard that the 5200 is pretty much a 400
without the keyboard. Also, the 5200 cartridges are soldered directly
into the board unlike the 400/800/xl/xe cartridges which have an ic socket.

Jerolim D. Supe'
Florida Atlantic University
CSE major

```
_____________________________________________________________________________
| The mathematicians ate my brain. | Jerolim Supe' Florida Atlantic U.|
| | jsupe@cybernet.cse.fau.edu |
|__________________________________|__________________________________|
```

643. Archive integrity at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-28 19:04:41 UTC
From: wbdst+@pitt.edu
Message-ID: <4966@blue.cis.pitt.edu>
Source record: 107958

I am interested in putting together a SIO2PC system, but have been
unable to obtain a good copy of the files. The ones I have pulled
from atari.archive at umich come up bad, when I try to un-arc
them with PKXARC. Any suggestions? Possibly another source for
these files?
In particular, I get S2PCDOCS.ARC and s
S2PCBULD.arc as bad.

644. Re: Archive integrity at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-28 20:45:19 UTC
From: bmarcum@world.std.com
Message-ID: <C36EzJ.D9I@world.std.com>
Source record: 107960

If you used FTP to get the files, did you remember to type "binary" first?

Bill Marcum bmarcum@world.std.com

645. Re: Archive integrity at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-02-28 23:21:45 UTC
From: wbdst+@pitt.edu
Message-ID: <4982@blue.cis.pitt.edu>
Source record: 107959

No, I forgot to set ftp to binary, and now I feel dumb! Thanx to everyone
who pouixxx pointed that out.

646. Re: Archive integrity at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 00:10:27 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar1.001027.26683@mtu.edu>
Source record: 107955

In article <4966@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I am interested in putting together a SIO2PC system, but have been
>unable to obtain a good copy of the files. The ones I have pulled
>from atari.archive at umich come up bad, when I try to un-arc
>them with PKXARC. Any suggestions? Possibly another source for
>these files?
>In particular, I get S2PCDOCS.ARC and s
> S2PCBULD.arc as bad.

I had bart mail me S2PCBULD, S2PCIBM.arc, and sio2pc30.zip, uudecoded them
all, and they all worked fine except sio2pc30.zip.
the unzip process halded on the MYDOS doc file.. saying it was corrupted
and had a bad header or something. The other files uudecoded, and dearced
on the UNIX box just fine. I think you are doing something wrong with
the translation... like "Set binary" when FTPing to the site.
Use bart if you can't solve the problem.

Jeff
1:wq

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

647. sio2pc (was Re: Archive integrity at Umich)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 01:21:23 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.730948883@pv0a27.vincent.iastate.edu>
Source record: 107963

In <1993Mar1.001027.26683@mtu.edu> jjmcwill@mtu.edu (Jeff McWilliams) writes:

>I had bart mail me S2PCBULD, S2PCIBM.arc, and sio2pc30.zip, uudecoded them
>all, and they all worked fine except sio2pc30.zip.
>the unzip process halded on the MYDOS doc file.. saying it was corrupted
>and had a bad header or something. The other files uudecoded, and dearced
>on the UNIX box just fine. I think you are doing something wrong with
>the translation... like "Set binary" when FTPing to the site.
>Use bart if you can't solve the problem.

hmmm, thats funny. I just unzipped sio2pc30.zip (using a
unix unzip), and it worked fine for me. I did notice that
one of the schematic files isn't there though. I
can re-upload it in arc format if anyone wants me to.

I just noticed a bug in sio2pc v3.03. It seems that after
running sio2pc, some programs (such as msd.exe that comes
with windows) will lock up, others will be in B&W instead
of color. Has anyone else noticed the same problem?
I saw in the article in AC that the current version is
3.07, does it have the same problem?

Todd
--
Todd Greenfield
tgreen@iastate.edu

648. Re: sio2pc (was Re: Archive integrity at Umich)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 03:06:18 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar1.030618.26873@mtu.edu>
Source record: 107964

In article <tgreen.730948883@pv0a27.vincent.iastate.edu> tgreen@iastate.edu (Todd Greenfield) writes:
>
>hmmm, thats funny. I just unzipped sio2pc30.zip (using a
>unix unzip), and it worked fine for me. I did notice that
>one of the schematic files isn't there though. I
>can re-upload it in arc format if anyone wants me to.
>
>I just noticed a bug in sio2pc v3.03. It seems that after
>running sio2pc, some programs (such as msd.exe that comes
>with windows) will lock up, others will be in B&W instead
>of color. Has anyone else noticed the same problem?
>I saw in the article in AC that the current version is
>3.07, does it have the same problem?
>
>Todd

Todd,

Well, it came to me in like 6 parts, and I had to tack them all together into one large UUE file before decoding. Maybe I make a mistake somewhere when merging them. I just gonna manage to FTP into there sometime, like 4:00 AM ... since it's so ridiculously busy.. and get it as one piece.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

649. Re: sio2pc (was Re: Archive integrity at Umich)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 03:25:35 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar1.032535.27089@mtu.edu>
Source record: 107973

Well, I had bart remail me the file, and recomposed it, and decoded it, and
de-ziped it, and it came out okay. Man, thank goodness for unix and vi, which
can handle HUGE files... easily. Wish the good old 8 bit could do that!
Omniwriter can actually handle up to about 256K of text buffer space using
expanded RAM, but man.. does editing become SLOOOWWW.
I always wondered if using the turbo816 board, with the CPU MOVE commands
and linearly addressed memory would make a high capacity text editor run
faster. Guess I'll never know.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

650. atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 04:45:23 UTC
From: jjf@carson.u.washington.edu
Message-ID: <1ms4d3INNst0@shelley.u.washington.edu>
Source record: 107967

Still looking for a NEW Atari 7800 .. anyone know where tio buy one? Also looking for 7800 games... thanks...

651. Re: Atari 815 drive for $250

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 05:11:09 UTC
From: jimlynch@netcom.com
Message-ID: <1993Mar1.051109.15823@netcom.com>
Source record: 107975

With 1050s going for $40-60, I think you should offer $70.

652. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 09:15:44 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GVAR286GQU91WNYT@carleton.edu>
Source record: 107956

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 20-Feb-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current, currentm@carleton.edu.

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. Hence no automatic
archiving of this FAQ List occurs, though there's usually a fairly recent copy
on the Atari Archive (see below) as the file 8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

This type of discussion: Belongs in this newsgroup:
ST/TT/Falcon comp.sys.atari.st
Portfolio comp.sys.palmtops
Lynx, 2600, 5200, 7800 rec.games.video

(In terms of compatibility the XE Game System is really an 8-bit Atari
computer, so if you ignore its marketing as a game console its discussion
belongs on comp.sys.atari.8bit.

The 5200, while externally incompatible with the 8-bit computers, is internally
very closely related. Therefore, 5200 discussion may also be relevant on
comp.sys.atari.8bit.)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the
Internet side of this discussion group. All contributions to the Info-Atari8
Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is
maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to
Info-Atari8-Request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on
Usenet's comp.sys.atari.8bit.
Note that any posting sent to Info-Atari8@naucse.cse.nau.edu will not be
cross-posted to the Usenet side. John Dunning would like this fixed, but needs
help; if you are an accomplished UNIX programmer please contact him.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning,
jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu.
The Atari Archive as a whole is maintained by Jeff Weiner,
weiner@atari.archive.umich.edu.
atari.archive.umich.edu is mirrored at the following 2 sites:
wuarchive.wustl.edu in the mirrors/archive.umich.edu/atari directory, and
src.doc.ic.ac.uk in the packages/atari/umich directory.
For downloading by FTP, the above mirror sites are functionally equivalent to
atari.archive.umich.edu.

How do I download files from the Archive?
Two methods:
1. If you have FTP access you can FTP to atari.archive.umich.edu
(141.211.165.41), login as "anonymous" and type in your e-mail address as your
password. Now type "cd atari/8bit" to reach the 8-bit directories. If this
is your first visit to the archive, be sure to download the file -read-.-me-.
Other files of general interest are 8-bit.cat, containing 1-line descriptions
of all the files available, and 8-bit.text, which contains paragraph-long
descriptions. Be sure to have file-type set to BINARY when downloading binary
files (.arc, .com, etc.)
2. Send mail to BART, the atari.archive file-server. BART's address is
atari@atari.archive.umich.edu. If you are a first-time BART user, send it a
message that says:

help
send 8bit/-read-.-me-
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
include this line:

path {your mail address here}

This allows you to tell BART exactly where to mail the files requested. This
can be useful for UUCP and other addresses that BART may not be able to figure
out otherwise.

BART automatically UUEncodes binary files before sending them to you. Other
files of general interest are 8-bit.cat, containing 1-line descriptions of the
files available, and 8-bit.text, which contains paragraph-long descriptions.

How do I upload files to the archive?
Three methods:
1. FTP to atari.archive.umich.edu (141.211.165.41), login as "anonymous", type in your e-mail address as your password, and then type "cd atari/8bit/New". You may upload files to this directory. Be sure to set file-type to BINARY if uploading a binary file (.arc, .com, etc.) Also, please upload a short .text file describing your upload so John Dunning can tell what permanent directory to move it to.
2. Send your upload by e-mail to weiner@atari.archive.umich.edu. If you're sending a binary file you must UUEncode the file first. Be sure to include a short descrption of the file so Jeff Weiner knows what directory to place it in at the archive. It is especially important to specify that your upload is for the 8-bit computers.
3. If you can neither FTP to the archive nor e-mail to Jeff Weiner, then you are welcome to post your file, UUEncoded if binary, directly to comp.sys.atari.8bit. You'll then be relying on someone else to take your posting and upload it to the archive for you. Note that long binaries should only be posted to the discussion group as a last resort.

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet, including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of your message says:
help

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made available to people with e-mail or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network.

Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit) Atari Interface
179 Sproul Rd./Rt. 352 Unicorn Publications
Frazer, PA 19355 3487 Braeburn Circle
USA: $25/1 yr (6 issues) Ann Arbor, MI 48108
Canada: $30/1 yr $18/1 yr (12 issues)
Foreign: $32/1 yr Canadian: $42/1 yr
8-bit disk: add $9/1 yr (3 disks) Foreign: $48/1 yr
poehland%phvax.dnet@smithkline.com 8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

ATARImagazin (exclusively 8-bit) Current Notes
Power per Post CN Subscriptions
Postfach 1640 122 N. Johnson Rd.
D-W-7518 Bretten Sterling, VA 20164
GERMANY U.S.: $27/1 yr (10 issues)
30DM + 4DM p&p/6 months (3 issues) Foreign: $36/1 yr
abroad: 30DM + 10DM p&p/6 months 72130.2073@compuserve.com
8-bit disk & membership: add 60DM

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?
Classic 8-Bit Atari DCW Magazine
James Catalano Richard Vermeulen
Artacyis Publications Princessenpad 3
639 W. Grace Suite #336 5502 TV Veldhoven
Chicago, IL 60613 USA The Netherlands
US$5 for sample disk free introductory issue,
7.50 Dutch guilders/disk
Outside Holland: add 6.00 guilders/dsk

Excel Futura
Robert Stuart S. J. Murray
21 Stronsay Way 71 Walker Road
Broomlands Torry

Irvine Aberdeen
Strathclyde AB1 3DL
KA11 1HZ Scotland
Scotland 1.95 pounds/disk
4 pounds/disk

Grim Reaper Mega Magazine
17 Litton Bank A.N.G. Software
Gamesley Ridderkerksestraat 60
Glossop 3114 RK Schiedam
SK13 9HF Holland
England 3 pounds/disk
public domain

User Mag
[Munich, Germany?]
public domain

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. A newer (better?) uuencoder/decoder is contained in the file 8bit/Utilities/uue.arc. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)

835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DD/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ List.

653. HELP ME PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 09:21:13 UTC
From: mjr@zoo.bt.co.uk
Message-ID: <1993Mar1.092113.4382@zoo.bt.co.uk>
Source record: 107957

I have an Atari 800XL, which I haven't used for years. At work I use a Mac and a SUN SPARCstation. How can I download things for my Atari? I mean, how can I save the stuff from ftp, and then use it on my Atari. PC, MAC and SUN disks are unreadable on my Atari drive (1050 Double Density).

Now comes the part where I ask the impossible!

Would it be possible for someone to send me a 5 1/4" disk with these much needed utilities on? I thought not!

Mark Ridley
BT plc
BT Laboratories
B67 Room G11
Martlesham Heath
Ipswich
Suffolk
IP5 7RE
England

or just mjr@zoo.bt.co.uk

654. Obtaining a 65816

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 14:03:19 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.8.730994599@1302.watstar.uwaterloo.ca>
Source record: 107978

Hi,

I'd like to know who manufactures the 65816 that is used in the Tubo816
upgrade for the 8-bits. Also, where can one obtain them, MO, or otherwise.

Thanks!

Art Twarecki
atwarecki@1302.watstar.uwaterloo.ca

Computer Engineering | 'I have become comfortably numb'
University of Waterloo | -Pink Floyd
==========

655. MIDI

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 14:42:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <C37srL.2EL@acsu.buffalo.edu>
Source record: 107961

Hloe

I'm looking for a MIDI interface for my Atari. Has anyone got
a Hybrid Arts or MidiMAX (?) interface they want to part with?
(And, of course, the software). Thanks.

David Anderson --- v462etnn@ubvms.cc.buffalo.edu

656. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 14:48:32 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Mar1.144832.10791@exu.ericsson.se>
Source record: 107962

jsupe@cybernet.cse.fau.edu () writes:
>
> Does anybody out there know if the 5200 cart ROMs are functionally
>equivalent to the 400/800. I've heard that the 5200 is pretty much a 400
>without the keyboard. Also, the 5200 cartridges are soldered directly
>into the board unlike the 400/800/xl/xe cartridges which have an ic socket.

No, they aren't the same. The hardware registers are in different
places on the 5200; that's the big difference. There was an article
in ANALOG a long time ago which had lots of good information on
this subject, but I don't have an exact reference.

--
James Hague
exuhag@exu.ericsson.se

657. Re: Obtaining a 65816

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 15:52:57 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar1.155257.251@mtu.edu>
Source record: 107966

In article <ATWARECKI.8.730994599@1302.watstar.uwaterloo.ca>
ATWARECKI@1302.watstar.uwaterloo.ca (Art Twarecki) writes:
>Hi,
>
>I'd like to know who manufactures the 65816 that is used in the Tubo816
>upgrade for the 8-bits. Also, where can one obtain them, MO, or otherwise.
>
>Thanks!
>
>Art Twarecki

Art,

Western Design Center makes them, and I think they are the only
place you can order them from.
The 8mHz chip costs $14.00 or so, but you have to order at minimum
$100.00 worth or stuff.
They also make 8mHz VIA chips, and an 8 bit comparator chip, and
let's see, W65c02 and 65802 chips

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

658. 400,800XL,810 For Sale/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 16:04:51 UTC
From: sqapds@sn089.uca
Message-ID: <1993Mar1.160451.25679@crd.ge.com>
Source record: 107974

400, 800XL, 810 drive For Sale, or better yet TRADE.

Looking for an 1050/Indus drive.

Offers to:
Peter
sqapds@sn089.utica.ge.com

659. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 16:27:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930301112733MIS0160@MVS.UDEL.EDU>
Source record: 107988

In article <1993Mar1.144832.10791@exu.ericsson.se>,
exuhag@exu.ericsson.se (James Hague) writes:

>jsupe@cybernet.cse.fau.edu () writes:
>>
>> Does anybody out there know if the 5200 cart ROMs are functionally
>>equivalent to the 400/800. I've heard that the 5200 is pretty much a 400
>>without the keyboard. Also, the 5200 cartridges are soldered directly
>>into the board unlike the 400/800/xl/xe cartridges which have an ic socket.
>
>No, they aren't the same. The hardware registers are in different
>places on the 5200; that's the big difference. There was an article
>in ANALOG a long time ago which had lots of good information on
>this subject, but I don't have an exact reference.
>
>--
>James Hague
>exuhag@exu.ericsson.se

That article appeared in issue 15.

Roger Cole
Roger.Cole@MVS.UDEL.EDU

660. Re: XM301 <> 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 17:38:31 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Mar1.173831.12106@ge-dab.GE.COM>
Source record: 107980

In article <1993Feb25.235435.23928@mtu.edu>, jjmcwill@mtu.edu (Jeff McWilliams) writes:
|> or something, but there just DOESN'T exist the software to draw high res
|> diagrams and stuff for the 8 bit.. Too bad.. SOMEDAY (sigh)
|>

Can't help you with drawing high res diagrams, but I have talked to Bob Woolley about viewing scanned diagrams. If you can scan the diagram and save it in a TIFF file, I have written a program to view and print out (on an Epson or Star Gemini compatible 9-pin dot matrix) the diagram. Sadly you must use another computer to actually do the scanning... but once scanned the images can be exchanged with other 8-bit users this way.

The program (TIFFREAD) has not been released, because TIFF is such an incredibly broad format, and I can't hope to support all variants of it.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

661. WANTED: 2600 Cartridge - Indy 500

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 18:30:07 UTC
From: stiemsma@engin.umich.edu
Message-ID: <1mtknfINNome@srvr1.engin.umich.edu>
Source record: 107968

I am looking for the Atari 2600 Cartridge, Indy 500.
More importantly, I'm looking for the special controllers
that go with it.
Can anybody help me, please?
(Prepared to pay!)

--
In your pomp and all your glory, ##### John Stiemsma
You're a poorer man than me. # # E-Mail TO:
As you lick the boots of death # # stiemsma@caen.engin.umich.edu
Worn out of fear. -Jethro Tull ##### John.Stiemsma@um.cc.umich.edu

662. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 18:32:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76685@cup.portal.com>
Source record: 107970

Gee Steve, I thought REAL engineers didn't listen to marketing types<g>. Besides, are these the same clowns that came out with the ET & Journey carts? I trust your insights into the 1450XL more then any marketing expert from Atari. 'sides, I've heard some info that I think I'm not supposed to repeat about Atari's 8-bit market that showed most of the users as more then buy a computer & stick it in the closet. Some of the stuff I can talk about are things like the surveys done by Antic. Can't recall the exact details, but something close to 100% had at least one drive & 40% had modems. IMHO: The marketing types/managers intended the computer to get through the door at cost so they could gouge on games & peripherals vs get the computers out the door & make a fair profit on what comes later. It was a strategy that worked until the clone makers started selling packages & Nintendo came out with a better game machine. The consumer really did want a package deal & after 70 years of Auto Industry 'Option' gouging probably saw through it from the begining, they just didn't have a choice for a couple of years. I <maybe I should turn the IMHO to IMO> really think it's a major mistake for any company since the '50 to employ this type of marketing. You're labeled as a "vermin company" by consumers. Atari, despite the efforts of a lot of good engineers & workers got a bum rap because of a few marketers & managers. No matter how good the engineering/software was, consumer confidence was lost. I know companies like Batteries Included directly linked their demise to Atari "Vaporware" causing them to develop/not develop certain products. It's really a shame, funny thing is the current incarnation of Atari is one of my favorites. They've cleaned up their act on vaporware, got their overhead down & still seem to be able to come out with new products. I wish them success.

663. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 18:39:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <76686@cup.portal.com>
Source record: 107972

In addition to what James said, they don't have a PIA chip in the 5200.
All the joysticks are handled by the Pokey chip. The graphics hardware
is the same as an 800: ANTIC, GTIA, so you get the same quality of video.
The OS is also almost non-existant. Maybe a character set & just enough
code to start a cart.

664. 850 interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 18:51:33 UTC
From: adcock@bnr.ca
Message-ID: <1993Mar1.185133.16036@brtph560.bnr.ca>
Source record: 107965

I still have the 850 interface left from parting out my system.
Like new. $30.00 plus shipping.

--
.....
: Comments and opinions are mine - not BNR's :
: Doug Adcock adcock@bnr.ca :
: Bell-Northern Research Research Triangle Park, NC :
.....

665. Re: Archive integrity at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 20:10:54 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <Vw2qZB2w165w@iowegia.dsm.ia.us>
Source record: 107990

wbdst+@pitt.edu (William B Dwinnell) writes:

> I am interested in putting together a SIO2PC system, but have been
> unable to obtain a good copy of the files. The ones I have pulled
> from atari.archive at umich come up bad, when I try to un-arc
> them with PKXARC. Any suggestions? Possibly another source for
> these files?
> In particular, I get S2PCDOCS.ARC and s
> S2PCBULD.arc as bad.

William,

Did you envoke a binary transfer from umich.edu to your
site? Files get corrupted when get through ascii transfer.

sq

666. Re: atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 21:00:42 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Mar1.210042.25467@apgea.army.mil>
Source record: 107985

In article <1ms4d3INNst0@shelley.u.washington.edu> jjf@carson.u.washington.edu (changed to protect the innocent) writes:
>Still looking for a NEW Atari 7800 .. anyone know where tio buy one? Also looking for 7800 games... thanks...

Try Atari. They sell them still. New even for $70. And games to. If your interestred, let me know and I'll post the adress
Rob Merritt

667. Re: sio2pc (was Re: Archive integrity at Umich)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 21:19:16 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1mtukkINNp01@usenet.INS.CWRU.Edu>
Source record: 107987

In a previous article, jjmcwill@mtu.edu (Jeff McWilliams) says:

>when merging them. I just gonna manage to FTP into there sometime, like
>4:00 AM ... since it's so ridiculously busy.. and get it as one piece.

Try the two mirror sites:

wuarchive.wustl.edu, cd mirrors/archive.umich.edu/atari/8bit, or
src.doc.ic.ac.uk, cd packages/atari/umich/8bit.

I've never had trouble connecting to the uk one.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

668. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 22:09:42 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Mar1.220942.25361@exu.ericsson.se>
Source record: 107989

Rick_Michael_Cortese@cup.portal.com () writes:
>
>In addition to what James said, they don't have a PIA chip in the 5200.
>All the joysticks are handled by the Pokey chip. The graphics hardware
>is the same as an 800: ANTIC, GTIA, so you get the same quality of video.
>The OS is also almost non-existant. Maybe a character set & just enough
>code to start a cart.

Something I just remembered is that there is a fixed address where you
are supposed to place a 20 character string containing the name of
the game. The "OS" displays this during startup.

With the 7800, Atari threw in some encryption to prevent third party
software, so it isn't as easy to fool with those cartridges. 128 (I
think) bytes of cartridge ROM contain a checksum which is verified
at startup (this is why the Atari logo stays up for so long). If
it fails, the system BRKs. The code to check these values is
really, really convoluted.

--
James Hague
exuhag@exu.ericsson.se

669. Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-01 23:48:20 UTC
From: brian.lasko@rose.com
Message-ID: <1993Mar01.234824.12499@rose.com>
Source record: 107977

Date Entered: 03-01-93 18:46

Hi, I'm new to this conference. I'm the owner of an old Atari 800XL.
What cartridges can be used with it? Are they only the 800 carts?
Also, if anyone out there has an old Disk Drive for sale (cheap) leave
me email. Thanks.

Brian Lasko

RoseReader 2.00 P002855
RoseMail 2.00 : RoseNet<=>Usenet Gateway : Rose Media 416-733-2285

670. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 00:58:03 UTC
From: malak@grebyn.com
Message-ID: <1993Mar2.005803.11861@grebyn.com>
Source record: 107976

In article <TcXoZB1w165w@cybernet.cse.fau.edu> jsupe@cybernet.cse.fau.edu ()) writes:
>
> Does anybody out there know if the 5200 cart ROMs are functionally
>equivalent to the 400/800. I've heard that the 5200 is pretty much a 400
>without the keyboard. Also, the 5200 cartridges are soldered directly
>into the board unlike the 400/800/xl/xe cartridges which have an ic socket.

The operating systems for the 5200 and 400/800 are different in a few
key vector addresses. More importantly, the 5200 joysticks are analog
(like the Apple][and IBM PC). Glenn, the "5200 man", from this area
(Washington, DC) converted most of the cartridges to binary load files
that work on the 400/800.

671. Re: Atari 815 drive for $250

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 02:28:42 UTC
From: Johnny.Kao@dartmouth.edu
Message-ID: <C38pJw.K5u@dartvax.dartmouth.edu>
Source record: 107969

In article <1993Feb24.190307.1454@sactoh0.sac.ca.us>
mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> I want to ask this of the net. I have been offered an Atari 815
> dual disk drive for $250. Is this a good price?
>
> It looks to be in good condition, although it has turned yellowish.
> It even has the manual for it.
>
> For those who don't remember, this was a rare drive to begin with,
> think two 810 drives on top of each other, with write protect
> switches, and more status LEDs. As I remember, it used a rare
> version of Atari DOS, 2.0D, for double density. Is that right?
>
>
> --
> mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
> The Good Guys! We know our stuff
> Audi The Alternate Route
> Atari Power without the Price
in a word, no.

***Disclaimer: My opinions do not represent those of Dartmouth
College***
Johnny.Kao@Dartmouth.edu

672. Atari 2600/7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 02:29:49 UTC
From: Johnny.Kao@dartmouth.edu
Message-ID: <C38pLp.K7B@dartvax.dartmouth.edu>
Source record: 107971

Are there any Atari 2600s out there, I'm interested if you have enough
software.
***Disclaimer: My opinions do not represent those of Dartmouth
College***
Johnny.Kao@Dartmouth.edu

673. Re: sio2pc (was Re: Archive integrity at Umich)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 04:10:04 UTC
From: bmarcum@world.std.com
Message-ID: <C38u8t.3o4@world.std.com>
Source record: 107986

In article <C36tqB.Czt@mentor.cc.purdue.edu> talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>can anyone explain to me unix unzip????
>
The version of unzip here at world.std.com displays a help screen if you type "unzip" by itself with no file name.

674. vt100 term prog help

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 06:24:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <731097466.AA00619@tdkt.kksys.com>
Source record: 107979

On <26 Feb, 19:08>, Aaron Zygmunt wrote to All :

AZ> I was wondering if anyone out there can help me. I am trying to get
AZ> a vt100 emulator (preferably 80 columns) and kermit protocol that runs
AZ> correctly on my system. I have tried many different PD programs with
AZ> varying degrees of failure. My setup is as follows:
AZ> standard 130XE computer, Indus GT 5.25" drive (single, enhanced, and
AZ> double
AZ> density), Atari 1030 modem, and Atari DOS 2.0, 2.5, and 2.6, DOS XL, or
AZ> MachDOS.
AZ>
AZ> If anyone knows of a vt100 terminal emulator and/or kermit program
AZ> that will run on this system, I would GREATLY appreciate it.

Probably the program that I have had the most luck with (and am actually
using it right now) is Kermit-65. It can be ftp'ed from the archive
and I believe the newest version is 3.7. When I first got the program (an older
version) I too had a lot of problems getting it to work, but the problem seemed
to be the different modem handlers I tried with it. I have Sparta X, but have
also run it with MYDos. I have a SX212 and the handler which has worked the
best is Bob Puff's handler, distributed with Bobterm. I have had no problems
since I tried his handler.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

675. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 08:46:12 UTC
From: kasajian@netcom.com
Message-ID: <1993Mar2.084612.591@netcom.com>
Source record: 107981

What IS a 1090xl?
Did atari stop maing the 8 bit computers?

676. Re: Someone should make a RAMdisk<->PC interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 08:48:32 UTC
From: kasajian@netcom.com
Message-ID: <1993Mar2.084832.835@netcom.com>
Source record: 107982

malak@grebyn.com (Michael Malak) writes:

>10 years ago I had a hacker friend who had an Axlon RAMdisk modified out
>to 512K, and he had the ability to reset his machine and boot off the
>RAMdisk. That is how he cracked games.

>Today, what we need to preserve our decaying 8-bit disks, is something
>similar, but which has a cable that plugs into a card that plugs into a
>PC. That way we can keep disk images on a PC, which can be kept on a
>hard drive, backed up to tape, FTP'd, etc.

>Anyone have any ideas on how we can get such a thing made?

Actually, even downloading the games at 9600 baud via an 850 isn't a bad
idea. Atari software is so small, it should be faster than reading from

677. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 08:49:28 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Mar2.084928.19655@sactoh0.sac.ca.us>
Source record: 107991

Gee, what is all this about problems with the XLD drives? They were essentially 1050 drives, with a few exceptions; double-sided and parallel.

The drives were designed with compatibility with the older DOS in mind, THAT is why DOS 3 had such an unusual format. THAT is why they just didn't release Atari DOS 2.0D (for the 815 drive) DOS 3 was designed to read the older single density disks AND work as a "double" density disk. (Of course, it was referred to as "enhanced" density) But DOS 3 is another discussion altogether.

A Hong Kong connection? A factory revolt? No. The reason why Atari didn't release the 1450XLD (and a host of other computers) is remember the year. 1983-1984. Atari was losing big money under Warner How about half a billion dollars? Apple was releasing the first 128k Macintosh with the 68000 processor. IBM was releasing 8088-based computers. And Atari had 8 bit 6502 computers. Bad news. The Atari 800XL was selling for around $250. An XLD would at least cost $500.

The reason was simply economical, and not going ahead with full scale XLDs probably saved Atari. THat's probably the reason that Atari did not release the 7800 back in 1984.

BAck to DOS 4. I have no idea if DOS 4 was ever to be released. I understnad that Atari bought DOS 4, but more likely as a future product if Atari should need it.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

678. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 08:50:47 UTC
From: kasajian@netcom.com
Message-ID: <1993Mar2.085047.1094@netcom.com>
Source record: 107984

menees@utkvx.utk.edu (Menees, Bill) writes:

> Does anyone know if the 1450XLD was ever released?? I saw an
>announcement for it in Atari Age magazine (the same mag that announced the
>keyboard and disk drive for the 2600) about 10 years ago, and it looked so
>cool. It had 256K RAM, 2 built-in floppys, and a built-in speech synthesizer.
>I would love to have this machine! So did it ever exist, or was it merely
>another in the long series of Atari announcements that have kept me salivating
>for the last 10 years? advTHANKSance.

>Bill Menees

It was never released, but a few of them were distributed, promos, etc.
The two drivers were dual density, not double (this is where the term dual
comes from, because there were two drivers). The XL and XLD's were killed

679. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 08:54:04 UTC
From: kasajian@netcom.com
Message-ID: <1993Mar2.085404.1260@netcom.com>
Source record: 107983

jjmcwill@mtu.edu (Jeff McWilliams) writes:

>In article <8uXJZB11w165w@iowegia.dsm.ia.us> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
>Steve,

>Thanks for giving us further details on the 1450XLD scene. I really knew
>little to nothing about it, as I said, and I'm glad we have somebody who
>was THERE to tell us what really happened. Didn't DOS 4 have the capability
>to access the drives? But yes I agree, having floppy drives that wouldn't
>book pre-existing software is horrible. Wow, I'm speechless.

>Jeff

>--
>Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
>The Minstrel Boy to the war is gone,
> In the ranks of death you'll find him;
>His father's sword he has girded on,

I think it was the Dos 3 which gave the drive dual density capability..
Later this was dropped and Dos 2.5 came out which gave single and dual
density. correct me if I'm wrong.

680. Re: atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 15:01:05 UTC
From: ibc@stc10.ctd.ornl.gov
Message-ID: <1993Mar2.100105.1@stc10.ctd.ornl.gov>
Source record: 107994

In article <1993Mar1.210042.25467@apgea.army.mil>,
rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>>Still looking for a NEW Atari 7800 .. anyone know where tio buy one?
>> Also looking for 7800 games... thanks...
>
> Try Atari. They sell them still. New even for $70. And games to. If your
> interestred, let me know and I'll post the adress
> Rob Merritt

Rob,

Please post the address -- I'm also looking for a 7800 (new or used).
There are a couple places around town that have games but no systems.

Thanks,
Brian

681. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 17:41:25 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <qNPsZB2w165w@iowegia.dsm.ia.us>
Source record: 107992

Rick_Michael_Cortese@cup.portal.com writes:

> Gee Steve, I thought REAL engineers didn't listen to marketing types<g>.
> Besides, are these the same clowns that came out with the ET & Journey

No, normally I don't listen to the marketing execs, as
they were the ones that got us in trouble- refer back to my
message where I talked about a middle manager oking the use of
mylar switches in 5200 controllers, after WE said use the AT&T
princess telephone keypad and microswitches! What they said was
true, the 1450xld was too expensive to sell in the regular Atari
marketplace (Childrens Palace, Target, Toys 'r Us, etc.) I am
sorry to say this, but the Atari was always marketed as a game
machine first- filling the parents need for an educational device
as well as a game device. You see, the idea was that the kids
would want the Atari over the Apple because of the games. Atari
ran all the same programs as Apple, but included a host of color
graphic games- this is what made inital sales so big! If I could
choose a glory year for Atari, it was 1982, before Commodore 64
competition.

> carts? I trust your insights into the 1450XL more then any marketing
> expert from Atari. 'sides, I've heard some info that I think I'm not
> supposed to repeat about Atari's 8-bit market that showed most of the
> users as more then buy a computer & stick it in the closet. Some of
> the stuff I can talk about are things like the surveys done by Antic.
> Can't recall the exact details, but something close to 100% had at least
> one drive & 40% had modems. IMHO: The marketing types/managers intended
> the computer to get through the door at cost so they could gouge on
> games & peripherals vs get the computers out the door & make a fair
> profit on what comes later. It was a strategy that worked until the

Forgive us at Atari for trying to find a market niche, and
for wanting to make a profit! Yes, we were trying to be creative,
we gave away the computer, and gouged on the peripherals. You
see, that was to get people to buy them in the first place. I
bought my first Atari 800 (with 8k of ram) for $975. That was
JUST the computer. Each drive was $500 each, and I bought two.
They sold all they could to the hackers early- they then went
after the computerphobes, and found a way to grab them as well.
That is why the drives NEVER went down as far as the computers
themselves. Commodore did the same thing by the way.

> clone makers started selling packages & Nintendo came out with a better
> game machine. The consumer really did want a package deal & after

Whoa! Nintendo didn't come out until several years AFTER
Atari filed chapter 11, then chapter 13 bankruptcy! There was
NEVER any competition between Nintendo and Atari. You must be
thinking about Colecovision (Coleco Electronics) and Intellivision
(Mattel Electronics). They were the game competition. The
computer competition was basically Commodore, tho Coleco sold an
Adam computer at that time (with BUILT IN MASS MEMORY STORAGE!)
For those who were not around then, they bragged up their tape
drive, as it was built into the computer. Audio cassette tape
storage, about 100 baud- really *swell*.....

> 70 years of Auto Industry 'Option' gouging probably saw through it from
> the begining, they just didn't have a choice for a couple of years. I
> <maybe I should turn the IMHO to IMO> really think it's a major mistake
> for any company since the '50 to employ this type of marketing. You're
> labeled as a "vermin company" by consumers. Atari, despite the efforts
> of a lot of good engineers & workers got a bum rap because of a few
> marketers & managers. No matter how good the engineering/software
> was, consumer confidence was lost. I know companies like Batteries
> Included directly linked their demise to Atari "Vaporware" causing
> them to develop/not develop certain products. It's really a shame,
> funny thing is the current incarnation of Atari is one of my favorites.
> They've cleaned up their act on vaporware, got their overhead down &
> still seem to be able to come out with new products. I wish them success.

Let me tell you something about "vaporware" at Atari. We
were really developing the things you often heard about. The
trouble was, the marketing people would brag it up BEFORE we got
very far, listing features WE were only speculating about. Costs
would go beyond the allowable preset, so we would have to cut out
features, and sooner or later a project would get dropped because
the same marketing people would declare that the device would not
possess significant interest to promote sales. Once again,
technology done in by politics.................sq

682. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 17:55:58 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <ZBqsZB3w165w@iowegia.dsm.ia.us>
Source record: 107993

Rick_Michael_Cortese@cup.portal.com writes:

> In addition to what James said, they don't have a PIA chip in the 5200.
> All the joysticks are handled by the Pokey chip. The graphics hardware
> is the same as an 800: ANTIC, GTIA, so you get the same quality of video.
> The OS is also almost non-existant. Maybe a character set & just enough
> code to start a cart.

Right, there is no PIA in a 5200, and the CPU was a custom
as well. The "paddle" controllers were all pot-key controlled.
Pot-key was the real name for the Pokey. Someone wanted to be
cute I guess and abbreviated it farther. For those who haven't
figured it out, the Pokey in an Atari is nothing more than a
buffed and renumbered 6532 RIOT chip. It was the 6530 I believe,
as it had some rom in it- but we never saw the unbuffed version.
Basically it was a slightly modified by programming, stock RIOT of
some kind. I know that a stock 6532 will not work, as I tried
that once on a lark. I never worked on the development of that
part of the system- it all accured before my time. The IO never
changed since the initial designs- which was good.....sq

(Pot-key stands for Potentiometer, Keyboard I/O controller. The
RIOT timers were used to generate the sounds, by changing the
oscillator speeds. Very simple design, I like it.....)

((All this Atari conversation is challenging memories I didn't
even know I still had! This is good, I guess...))

683. 1050 Strangeness

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 23:24:34 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9303022236.AA06192@smithkline.com>
Source record: 107995

In my early days I experienced similar problems to what Ray Wilmott describes with 1050's being exposed to monitor fields. I actually returned several 1050's to the store because I thought they were defective.

The 1050 is poorly shielded. It doesn't take much monitor radiation to mess them up. The electromagnetic field from the horizontal flyback is the culprit, in CV monitors it runs at 15.75KHz which is pretty close to the SIO which is rated at 19.2KBd but actually runs slower than that due to handshaking & propagation delays. Some monitors such as the Apple greenscreen have shields built in around the flyback, that was very thoughtful of them.

The electromagnetic field strength varies according to the monitor, & of course the individual field will vary according to an inverse-square law. Therefore you can be right on the edge of the field & the drive works; move things one inch & the drive won't boot. The fields usually aren't strong enough to damage a disk, tho it potentially can happen especially on disks stored real close to a particularly offending flyback.

To make matters worse, Atari could never make up its mind on what little shielding it provided for the 1050. Some 1050's had grounded shields, some not. Some had grounded mechanisms, some not. One thing I did to all my 1050's was to install interior grounding for both the shield AND the mech, that helped somewhat (but not much). My problems ended when I put a big piece of grounded sheet steel under my monitor. I had my monitor directly over my drives using a wooden printer stand which provided no shielding whatever, with the drives underneath.

The Mac is not affected because Macs have an interior shield, usually some metallic stuff sprayed on the inside of the plastic case, the whole interior is protected. Atari left too much of the sensitive areas of the 1050 unshielded. Incidentally, the 1050 is not only abnormally sensitive to interference from external EMF's, it also RADIATES like mad itself. I'm not exactly sure where this originates, but it seems to be in the I/O area.

Color TV's in adjacent rooms in my house were always affected by a 1050 being on, even when it was just idling.

- BEN POEHLAND
The 8-Bit Alchemist

****

684. Hardware Mods - Index

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 23:34:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <C3AC1v.56K@acsu.buffalo.edu>
Source record: 107998

Hloe -

Well, here's an update on the hardware mod project. No
news from Analog or Antic publishers (then again, the letters
haven't come back undeliverable yet either ;-)

I've received about 7-10 responses from people interested in
this project. Anyone else out there interested?

Here's what I'm trying to do:

1. Compile an index of hardware mods/articles published in
Atari magazines and other sources.

2. (More ambitious project) Compile a photocopy book of those
same mods. Obviously, some copyright issues need to be
addressed.

It's been suggested to me that this is an excellent idea for
an Atari Classics article. So, next on the list is to contact
Ben about publishing this index in the magazine.

If you're interested and/or want to help, drop me a line!

David Anderson
v462etnn@ubvms.cc.buffalo.edu

685. 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-02 23:40:10 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C3ACEz.LFo@mentor.cc.purdue.edu>
Source record: 107997

I'm having problems with my 1050. all the power lights come on, but when i try to boot, I'm not able to access my drive. Could it be a cpu inside the drive??? thanks.

mike
talmage@mentor.cc.purdue.edu

686. IDE Hard Drives in a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-03 00:11:14 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9303022328.AA06488@smithkline.com>
Source record: 107996

OK, guys, sheesh, the "person who knows Bob Woolley personally" is me. By sheer serendipitous circumstance it turns out that the Woolley Person's employer has their main office just a few miles from where I live. Upon occasion Bob's employer ships him from California to attend whatever things they do in their main office on the East Coast. He's usually in the neighborhood for a week or so. While he's around we'll get together for an evening & do guru stuff. We've also discussed some stuff I'm hoping Bob will do for AC in a future article or 2. In case nobody noticed, Bob Wolley is listed as a Reviewer on the Staff of AC.

Yes, it's true, the Woolley Person has indeed installed an 80-meg slimline Quantum IDE drive internally in a 1200XL. I saw it with my own eyes, he ran it on my kitchen table. Very quiet. Bob uses an external switching supply to run his stuff, as installing the HD requires removal of the heatsinks & PS components on the 1200XL motherboard. However the little Quantum I think needs only a single +5V supply (no 12V req'd, I *THINK*), & it only sucks like 250mA which is practically nothing. You could run it from a stock Type I 800XL supply ("Beauty Queen") no sweat.

B U T ....

The drive was functional but not operational. Bob had to boot it from a floppy, & all it would do was read gibberish to the screen. There's as yet no interface software. IDE is 16-bit but the machine is only 8-bit so you end up throwing away half the drive's capacity.

I'd say let's wait & see what Bob does with his Little Frankenstein before anyone runs out & plunks down $250 for one of those drives.

Myself, I prefer tried-&-true hardware. Kindof essential when I depend on it to run AC, especially AC's subscriber database which worries me constantly. I've now switched to 44-meg removable media SyQuest drives, driven by a CSS Black Box/Floppy Board (with a few additions of my own). These are solid performers. Maximum reliability, short of nuclear war. If the drive dies, I got a backup mech to use while the first one is off getting repaired. The best part of that is you don't send your DATA along with the drive. And of course I have spare cartridges, so if a cart bites the dust I just slip in a my backup & go on with my business until I find time to reformat the funky one. Either SpartaDOS or a bad cable bit my 20-meg Seagate HD, which I still keep around to back up any terminal catastrophe with the SyQuests (tho if I have to use the Seagate it probably means we are having a nuclear war already).

The neat thing about the SyQuest is, sure you pay $290 for the bare mech plus $63 for the cart. But EACH CART is a WHOLE NUTHER 44-meg drive! For less than $65 each! A half dozen or less could hold every program ever written for the Atari 8-bits. Hell with this hardware I'm good for the next 10 years

at least.

- BEN POEHLAND
The 8-Bit Alchemist
Managing Editor
ATARI CLASSICS Magazine

****

687. Atari <--> Amiga transfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-03 01:55:54 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1993Mar3.015554.13466@en.ecn.purdue.edu>
Source record: 107999

I recently re-joined the 8-bit world and was wondering if there is
anything which allows Amiga <-> Atari exchange for files. I have easier
modem access with my Amiga and would also like to keep my software on
3.5" floppies if possible (I trust them more!). I realize this would
require a hardware device to attach my 1050 to my Amiga.
I do have a cable to connect an 8-bit piece of hardware to either
a standard serial or parallel port (don't remember which, came with the
Atari Xformer for the ST). If anyone has 1050 pin-outs I would appreciate
it if you sent them to me. I might be able to rig something up myself
that way.

Thanks
--
Ryan Osborn
rosborn@en.ecn.purdue.edu

688. Re: 1050 strangeness.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-03 06:24:30 UTC
From: powalisz@nrlvx1.nrl.navy.mil
Message-ID: <1993Mar3.102430.928@nrlvx1.nrl.navy.mil>
Source record: 108001

In article <01GV7YAQAOUQ8ZF6VZ@vax.edinboro.edu>, A644690C@vax.edinboro.edu (Adam J. Conover) writes:
>
>> [...]
>> error, I've found the problem. If the 1050's are located under the
>> *left* side of the tv, they WILL NOT WORK. (While they were located
>> under the right side of the tv in my setup of the previous 5 years,
>> they were fine). So fine - I can live with that, I've rearranged
>> things and it all works harmoniously once again.
>> [...]
>
> It is not only the 1050 drives. I had an XF551 drive do the same thing
> when I moved my stuff from home to school. I took me about an hour of going
> though cables and disks before I finally realized what was happening. Once
> I moved the drive to the other side of the TV all was fine.
>
> I would assume that the high-frequency / high-energy output of the
> fly-back transformer was causing the interference.
>
> -Adam Conover.
> a644690c@edinboro.edu
>

I have had an even stranger experience with the 1050 and my 130XE. It seems that neither are properly sheilded and when I placed both on top on a small metal filing cabinet, that I was using as a desktop, I was able to load and run programs for only a very short time. It appeared that the metal cabinet was reflecting the I/O from both the drive and the 130XE and it would hang the cpu with garbage.

Ron Powalisz
powalisz@nrlvax.nrl.navy.mil

689. Re: IDE Hard Drives in a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-03 10:21:19 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.731154079@dtek.chalmers.se>
Source record: 108000

poehland%phvax.dnet@smithkline.com writes:

>OK, guys, sheesh, the "person who knows Bob Woolley personally" is me. By
<ZAPP>

>B U T ....

>The drive was functional but not operational. Bob had to boot it from
>a floppy, & all it would do was read gibberish to the screen. There's
>as yet no interface software. IDE is 16-bit but the machine is only 8-bit
>so you end up throwing away half the drive's capacity.

Well if you have a 16-bit register, there would be no problem? shifting out 8
bits at a time, thereby not thowing away half the capacity.
well more like two 8 bit regs, I can't imagine that it would be too difficult.

What do you think?

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

690. Re: atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-03 13:45:43 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Mar3.134543.8148@apgea.army.mil>
Source record: 108002

In article <1993Mar2.100105.1@stc10.ctd.ornl.gov> ibc@stc10.ctd.ornl.gov writes:
>In article <1993Mar1.210042.25467@apgea.army.mil>,
> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>>>Still looking for a NEW Atari 7800 .. anyone know where tio buy one?
>>> Also looking for 7800 games... thanks...
>>
>> Try Atari. They sell them still. New even for $70. And games to. If your
>> interestred, let me know and I'll post the adress
>> Rob Merritt
>
>Rob,
>
>Please post the address -- I'm also looking for a 7800 (new or used).
>There are a couple places around town that have games but no systems.
>
>Thanks,
>Brian

Adress:

Order Department
Atari Corpation
P.O.Box 61657
Sunnyvale, CA 94088-1657

Just ask for a catalog of 2600 and 7800 games and hardware

Rob Merritt

691. Re: Atari 800-IBM PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-03 23:40:56 UTC
From: cvafygfn@vmsb.is.csupomona.edu
Message-ID: <1993Mar3.154056.1@vmsb.is.csupomona.edu>
Source record: 108004

In article <4878@blue.cis.pitt.edu>, wbdst+@pitt.edu (William B Dwinnell) writes:
>
> Sounds like a spy movie, huh? Anyway, I am very interested in this
> SIO2PC thing. But... I have some questions:
> 1. How hard is the cable/interface to build?
> 2. Will this system handle weird stuff like copy-protected disks,
> auto-boot, etc.?
> 3. Anyone who uses/has used a system like this care to comment?
> 4. Are there alternatives to SIO2PC for making the IBM a
> file server for the 800?
--
Ok, I'm a little rusty on the procedure but here goes....

1) Connect the 850 interface to the 800
2) obtain a null modem cable and attach to interface and rs232 on ibm
3) from there, use a typical communications software to transport

You won't be able to use software, just data unless you obtain xformer for
the beast......

Keith King
Email: cvafygfn@vmsa.is.csupomona.edu

692. Re: Atari <--> Amiga transfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 00:55:17 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <76818@cup.portal.com>
Source record: 108003

Ryan Osborn (rosborn@en.ecn.purdue.edu) writes:

> I recently re-joined the 8-bit world and was wondering if there is
>anything which allows Amiga <-> Atari exchange for files. I have easier
>modem access with my Amiga and would also like to keep my software on
>3.5" floppies if possible (I trust them more!). I realize this would
>require a hardware device to attach my 1050 to my Amiga.
> I do have a cable to connect an 8-bit piece of hardware to either
>a standard serial or parallel port (don't remember which, came with the
>Atari Xformer for the ST). If anyone has 1050 pin-outs I would appreciate
>it if you sent them to me. I might be able to rig something up myself
>that way.

I, too, have an Amiga and like to keep Atari files 'n' things on 3.5"
floppies (I don't necessarily "trust them more," but they give more storage
in less space).

I have transferred files between the Atari and the Amiga in at least the
following ways:

1) The ol "null modem" -- a cable that connects from the Atari's to the
Amiga's serial port, making each computer "look like a modem" from the other's
point of view. Simply run file-transfer software on both ends and away
you go; with an Atari 850 Interface Module I can blast stuff across at
9600 baud with no problem at all.

2) Run MSH on the Amiga (under 1.3, anyway; doesn't work under 2.0 but
then I guess there's CrossDOS) to write the files onto a 3.5" floppy in
MS-DOS format. Find a PC that has both a 3.5" and a 5.25" 360K-capacity
(low density) floppy drive (these are getting damned scarce) and run
UTIL to copy files from the MSDOS 3.5" floppy to a true-double-density
Atari (MyDOS) disk format. Drawbacks are that you require that speci-
fically-equipped PC, and an Atari drive capable of "true" double density
-- and UTIL is a little quirky too.

Someone will certainly mention SIO2PC, which lets a PC emulate an
Atari (810? 1050? other? what exactly DOES SIO2PC "look like" to the
Atari, anyway?) disk drive directly on the SIO bus; personally I'd LOVE
to port SIO2PC to the Amiga! I program for a living so it's probably
within my capabilities, but I'm also not "focused" enough to devote
the time and energy to actually doing it. I would fully support YOU
in doing the port, though, should that come to pass! :-)

In other blue-sky ideas, someone was working on a cable that would
connect some kind of port on the Atari ST, directly to the CARTRIDGE port
on an Atari 8-bit computer; maybe some kind of an adapter+software could

be contrived to connect the cartridge port to the Amiga somehow.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

693. Re: HELP ME PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 01:04:18 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <76819@cup.portal.com>
Source record: 107805

Mark Ridley (mjr@zoo.bt.co.uk) writes:

>I have an Atari 800XL, which I haven't used for years. At work I use a Mac and

>a SUN SPARCstation. How can I download things for my Atari? I mean, how can I
s
>ave the stuff from ftp, and then use it on my Atari. PC, MAC and SUN disks are

>unreadable on my Atari drive (1050 Double Density)

I assume you have modems but just don't have the file-transfer software for
the Atari -- the old bootstrapping problem, "how do I file-transfer my first
file-transfer utility?" :-)

The Mac, Sun (SPARC), and, of course, PC, can all write files onto 3.5":
floppies in MS-DOS format (I don't know the name of the utilities for the
Mac, but there's "mtools" for the Sun); if you have access to a PC that can
read the 3.5" floppy and write to a 5.25" floppy (which *might* have to
be of the 360K low-capacity variety), you can run UTIL (available from the
Atari archive FTP site, whose address I can never remember) on the PC to
copy files from the MS-DOS 3.5" floppy to the 5.25" floppy in "true double
density" MyDOS format. See my previous message to someone else on this
very topic!

BTW, the unmodified 1050 drive is NOT "double density" and will NOT
read the disk written by UTIL on the PC. The stock 1050 is "enhanced"
density, but you can get hardware modifications to convert it to "true"
double density.

>Now comes the part where I ask the impossible!
>
>Would it be possible for someone to send me a 5 1/4" disk with these much need
e
>d utilities on? I thought not!

WHICH much-needed utilities? There are so many...! In short, "maybe."

>Mark Ridley
>BT plc
>BT Laboratories
>B67 Room G11
>Martlesham Heath
>Ipswich
>Suffolk
>IP5 7RE
>England

Yi. On the other hand, maybe not. That's a fur piece from here...
Try the other techniques first.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

694. Re: Atari 1450XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 04:05:45 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <a9cVZB10w165w@iowegia.dsm.ia.us>
Source record: 107807

mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:

> first 128k Macintosh with the 68000 processor. IBM was releasing
> 8088-based computers. And Atari had 8 bit 6502 computers. Bad news.
> The Atari 800XL was selling for around $250. An XLD would at least
> cost $500.

Mark,

The 6502 was not the "wrong" CPU. In fact, it was the
most popular- used by more separate computer manufacturers than
any other (in home electronics). The 65 series was used by ATari
for all their devices- the drives use the 6507 (same chip, less
features, half the addressable space, 28 pin package), as does the
2600.

IBM only chose Intel to build their PC around because
Intel was in financial difficulty, and they could get the rights
cheap. Intel chips were not the best, just the cheapest......sq

695. Re: 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 04:09:39 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <seDVZB11w165w@iowegia.dsm.ia.us>
Source record: 107808

talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:

> I'm having problems with my 1050. all the power lights come on, but when i
> try to boot, I'm not able to access my drive. Could it be a cpu inside the
> drive??? thanks.
>
> mike
> talmage@mentor.cc.purdue.edu
>
>

Mike,

If the drive spins, or if the drive light comes on-
chances are the cpu chip is ok. Common failure on those devices
was the RIOT- a 6532 stock item. Try swapping out the RIOT in
question, and see if it maybe took a static pulse on the SIO port.

sq

696. Re: Atari 800-IBM PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 06:17:02 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar4.061702.2911@mtu.edu>
Source record: 107809

In article <1993Mar3.154056.1@vmsb.is.csupomona.edu> cvafygfn@vmsb.is.csupomona.edu writes:
>In article <4878@blue.cis.pitt.edu>, wbdst+@pitt.edu (William B Dwinnell) writes:
>>
>> Sounds like a spy movie, huh? Anyway, I am very interested in this
>> SIO2PC thing. But... I have some questions:
>> 1. How hard is the cable/interface to build?
>> 2. Will this system handle weird stuff like copy-protected disks,
>> auto-boot, etc.?
>> 3. Anyone who uses/has used a system like this care to comment?
>> 4. Are there alternatives to SIO2PC for making the IBM a
>> file server for the 800?
>--
>Ok, I'm a little rusty on the procedure but here goes....
>
> 1) Connect the 850 interface to the 800
> 2) obtain a null modem cable and attach to interface and rs232 on ibm
> 3) from there, use a typical communications software to transport
>
> You won't be able to use software, just data unless you obtain xformer for
>the beast......
>
>
>
>---
>Keith King
>Email: cvafygfn@vmsa.is.csupomona.edu

Well, that connection will allow you to transfer files, but you will
have to run telecommunications software on both machines to do so, and
the 8 bit won't think it's a fast floppy drive like the Sio2pc interface
does.
The device isn't that hard to build from what the docs say, I think the docs
say you can have the author build it if you are having problems. He might have
changed his policy since then though. If you are worried, send
me the parts and I'll build the thing for you as long as you promise to
become a loyal Atari Classics reader (grin).
You can boot stuff from it, but copy protected software won't work, because
obviously you can't emulate the error sectors.
But with the new revision, you CAN use MyDOS and have say 16 megabyte
partitions that your Atari 8 bit sees, to stuff as many files onto as you
want. Not too shabby.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

697. Harddrives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 06:25:25 UTC
From: kasajian@netcom.com
Message-ID: <1993Mar4.062525.13829@netcom.com>
Source record: 107806

Wouldn't it be easier to start with a hard drive which is designed to work through an IBM PC's printer port instead of trying to hook up an IDE

698. IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 08:15:28 UTC
From: mjr@zoo.bt.co.uk
Message-ID: <1993Mar4.081528.20022@zoo.bt.co.uk>
Source record: 107810

Could someone post some IBM utilities to this group. I mean utilities that run on an IBM compatible, that allow double density (1050) disks to be read/written on a PC.

Thanks in advance,

Mark Ridley.
mjr@zoo.bt.co.uk

699. Super Video Rev 2 for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 16:51:23 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9303041539.AA17299@smithkline.com>
Source record: 107811

OK, peoples, I been watching this half-baked banter about Super Video long enough & can't stand it any more. I was hoping to avoid this, as I regard Super Video to be Old Business. (Once I publish an idea, for me it becomes Old Business & I move onto new things.)

Jeff McWilliams is wrong when he says "...shadowing and fuzzinness is almost totally gone." There's no "almost" about it: shadowing & fuzziness ARE totally gone! Super Video 2 gives you the best possible video output your machine can possibly produce, the display is limited ONLY by the quality of your monitor.

Lord Quest, very sorry, but your advice to people to transplant the 800 output circuit into their XL is ABSURD, for the following reasons:
First, the 800 circuit is much more complex than the XL circuit. Installing it in an XL is beyond the ability of most weekend solder-jockeys.
Second, I am not all convinced the 800 circuit is optimal. I've not done an A/B side-by-side comparison of an S-V XL vs. a stock 800, but I have a great deal of confidence in Atari's engineering incompetence RE: video outputs. I got TEN DOLLARS COLD CASH that says my Super Video XL will OUTPERFORM a stock 800. Most XE owners think THEIR machines have the best video. WRONG. I HAVE done an A/B comparison of S-V Rev 2 XL vs. a stock XE, & even to the untrained eyes of obervers at WAACE, S-V Rev. 2 clearly won.
Third, Super Video is almost ridiculously simple- & dirt cheap- to do. It requires only that you ADD a few bits of wire plus a couple cheap resistors & capacitors readily available from Radio Shack. Total cost of electronic parts is like 50 cents. The most expensive part of the upgrade is the optional switch, which will set you back an additional $1.50. This is within the capability of the weekend solder-jockeys, & the parts are readily available at a price that amounts to pocket change. Anyone who would prefer the 800 circuit to something this simple had best get on back to their asylum.

Get with it, Steve. Atari's well-established tradition of video engineering incompetence is alive & well even today. Check out the CV output of the 1040 STe. It's an ATROCITY! And harder to fix than the blunders they made in the 8-bits.

There's a lot more involved in the video thing than just resistor pads. Super Video starts by cleaning up the basic monochrome signal, & preserves it by eliminating all the contaminations from the color clocking signals that enter into the circuit further downstream.

The article was published as a 2-part series in Current Notes, September & October of 1991. Interested parties should contact the present 8-Bit Editor there, Rick Reaser. He's on Compuserve: 72130.2073@compuserve.com & will be glad to furnish info on back issues.

Those of you who rely soley on nets for your info are missing the boat. My hardware hacks in CN exemplified what I expect of a hardware hacking article: thorough research, clear detailed instructions, professionally drawn schematics, & clear photos showing not only the modified circuit board but also clear screen shots showing the before-&-after affects of the mod. You MUST have print media to convey this kind of information, there's no substitute for it.

I did manage to extract from Joe Waters at CN the right to transplant my "8-Bit Alchemist" column into Atari Classics. Perhaps I should negotiate reprint rights to my articles as well???

The problem I face in this regard is as follows:
I'm Managing Editor of AC; this by itself is a full-time job.
I'm Circulation Editor of AC; this by itself is a full time job.
I put in 50 hours a week on my REAL full-time job (you know, the one that pays my bills.)
I got no time to eat, sleep or pee, much less crank out hardware hacks. If I spent my time hacking, there would be no 8-bit mag to publish them in. I'm a person blessed with a variety of talents & resources, but the one resource I DON'T have is TIME. I have this encumbrance, it's called "flesh".

- BEN POEHLAND
The 8-Bit Alchemist
Managing Editor
Circulation Editor
ATARI CLASSICS Magazine

****

700. 8-bit sale Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-04 23:56:17 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1n64v1INNrmq@usenet.INS.CWRU.Edu>
Source record: 107812

```
##############################################################################
Hardware
##############################################################################

Atari 830 modem (with power supply - Collector's Item)..............15
Atari 820 printer (new in box w/manual).............................20
Atari 1010 recorder (with power supply only)........................5
Atari 410 (Japanese version -- rare collectors item)................10
Atari CX-85 Numeric Keypad (just the keypad)........................5

##############################################################################
8-Bit Software
Cartridge-based Programs & Games
##############################################################################

Basic XL (cart and manual).........................................25
Atari's Microsoft Basic II (new in box w/all manuals)...............15
Computer Chess.....................................................3

##############################################################################
Disk-based Programs & Games
##############################################################################

Atari's Timewise (with docs).......................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).........10
Racing Destruction Set.............................................7
Silent Service.....................................................7
Touchdown Football.................................................7
Hardball...........................................................7
Text Wizard (Datasoft).............................................5
Gateway to Apshai (Atari/Commodore).................................5
Jewels of Darkness (with docs).....................................5
Silicon Dreams (with docs).........................................5
SSI Tigers in the Snow (in box w/all docs).........................5
Blue Max 2001 (in box but no docs).................................5
Zork I (two available).....................................Each 5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs).........................................5
OSS's Action! Runtime Library.....................................10
Datasoft's Graphic Master (w/docs).................................10
Print Power (Commodore/Atari) (w/all docs).........................10
Award Ware (Commodore/Atari) (w/all docs).........................10
Spell Checker!.....................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs).................5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....5
Zaxxon (cassette -- in box w/docs).................................5
```

BRE Software's Atari PD Disks #62, #90, #109.....All three 5

Atari Basic Reference Manual.....5

ANALOG Magazine, #11 thru #49, also #51 (40 issues total).....40

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

701. Ben's XL video upgrade..

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 01:17:41 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <74ZwZB4w165w@cyberden.sf.ca.us>
Source record: 107814

-=(No. 2014 in comp.sys.atari.8bit)=-

>In article <1993Feb24.201928.15943@miavx1.acs.muohio.edu>
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>
>Well, Ben says when you put a stock 800XL next to the Super Video II XL
>the difference is quite amazing. He worked hard to get the impedance
matching
>correct, and to take out as much noise from the video signal as
possible.
>Things like shadowing, and fuzziness is almost totally gone. I'm gonna
>hopefully do the upgrade sometime soon, and if I remember, I'll post
>the issue that it appeared in to the net. That way you can order a
backissue
>from Current Notes.
>
>Or something similar.

Does this Video upgrade work on 1200XLs? My 1200XL with RAMBO-XL 256K upgrade and 800/800XL switchable ROM was SUPPOSED to (says Bob Woolley, who gave it to me) have better video than my old 1200XL stock's video... but... it didn't. It actually had WORSE. The color is over saturated, and that looks like hell on a simple text screen, because of artifaction. Even a GRAPHICS 9 low res screen still has a hint of red and blue on certain edges. BLEAH!

I GUESS I'd better wait until I get my next upgrade from Bob.. hey.. maybe I can convince HIM to do it for me? :)

later. thanx in advance.

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

702. ASCII -> ATASCII (breaking) programs..

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 01:18:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <66ZwZB5w165w@cyberden.sf.ca.us>
Source record: 107815

From: ab588@yfn.ysu.edu (joseph sabatino)

>I mailed DLDOCTOR.ARC to Jeff weiner tonite to put in tbe archive:
>DOWNLOAD DOCTOR is an Atari 8bit file utility that provides 3
>ways of stripping text files, the ability to split large
>files into 16k chunks, ascii to atascii conversion,
>atascii to ascii conversion, and a mini-dos functions.

Interesting! I made a simple program called ZIPSPLIT in TurboBASIC XL
(for myself, mainly) that takes a "ZIPNews" file and converts it into 11K
chunks for editing in TextPro or any other word processor with 12K or
more (AtariWriter+ comes to mind...)

ZIPNews is a feature of the BBS I call (Cyberden) to access UseNet. (it
runs Waffle BBS) It ARC's the new newsfeed messages into one BIG file,
so I have to

1) translate ASCII CR/LF's to AtASCII EOF's
(can't use BobTerm's "[SHIFT]" feature, because it's an ARC file,
not
text)

2) split up the file

It's a real simple program. Not really what I'd consider "good", but it
does it's job. It's sorta cool because it shows all the status, and has
a CR/LF count that goes up as the INSTR and MOVEs work with the
originally loaded block. It tells you how much was just loaded, how much
is the total loaded bytes so far, etc. A whole bunch of useless stuff!
:)

Anyways... intriguing! (sp?!?)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

703. XM301 <> 1200xl?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 01:19:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B8ZwZB6w165w@cyberden.sf.ca.us>
Source record: 107816

> From: rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins)
> Subject: Re: XM301 <> 1200XL?
> Date: 25 Feb 93 13:49:47 -0500
>
> Well, I'll go out on another limb and volunteer format them and put
them
> into a PostScript file. (Or a Microsoft Works or Word file.) This way
we
> could get some nice looking docs. (And I'm stretching to the point
about
> everyone having access to a PostScript printer or a Mac or IBM
runniwindows.)
>
> Is there any interest in this sort of thing? (I would volunteer to do
it in
> DD3 or something, but I have very little experience with that.)

Oooh! DD3 all the way! :) ... I love DD3 (even tho >I< think there's a
bit more it could do.. hehe... I'm never satisfied.. I still want to see
more out of APAC and ColrView! heheheehe)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

704. Stuff that was for sale..?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 01:20:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <F9ZwZB7w165w@cyberden.sf.ca.us>
Source record: 107817

Whoops... lost the original poster's name... but...

to whomever is selling the following (you had a big list, the different catagories boxed in with "#####"s)...

I have a friend who MAY like the:

Avatex 1200hc modem.....15

And I wouldn't mind the following:

S.A.M. (box with docs).....5
subLOGIC Flight Simulator II (new in box w/all docs & maps).....10

...either. :)

Please mail me so we can figure this out! Thanx!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

705. Star Raiders documentation

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 01:21:09 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <y0ZwZB8w165w@cyberden.sf.ca.us>
Source record: 107818

> From: jjmcwill@mtu.edu (Jeff McWilliams)
> Subject: Star Raiders documentation
> Date: Fri, 26 Feb 1993 22:31:08 GMT
>
> Guys,
>
> Hey, all this nostalgic talk about Star Raiders has been getting to me.
> Okay, I dug up this Star Raiders ROM and put it into the BASIC ROM
socket

Hmm... all this nostalgia over M.U.L.E. has gotten ME curious,
personally. (Never seen it I don't think! (HEY! stop throwing vegetables
at me!) :)

> Thing Is I don't have an documentation for this bugger... can anybody
> xerox me some documentation?

Well.. by not going into detail, I can explain most of it. Of course,
you'll be missing out on that AWESOME picture on the front of the manual.
I LOVE that picture! :)

anyways...

"Your orders: DESTROY ALL ZYLON STARSHIPS ON SIGHT, SHOW NO MERCY." :)
hehe

The styles of ship:

Zylon Fighter:
|o| (also known as [^A][^T][^D] in AtASCII! hehehe)
"Designed for high-speed attacks. At close range they can be
deadly."

Zylon Cruiser:
/\ (upside-down "U")
"These ships may have assigned patrol routes within a sector and
will not attack unless provoked."

Zylon Basestar:
* (the up-pointing triangle on top of a down-pointing triangle...
nevermind that... it blinks... :))
"Unlike other Zylon craft, these ships are equipped with shields
[the blinkiness] and can only be destroyed at close range. [not
close enough for me, actually. I want more dog-fighty challenge]
Use extreme caution when attacking a BASESTAR"

I won't go into the scoring and such.

Here are the key commands:

[0]-[9] Twin-Ion Engine Control (also aborts hyperwarp)
[A] Aft view
[C] Computer attack control (the cross-hairs and targeter. Also locks
photons to target (I love it!))
[F] Front view
[G] Galactic chart (the map. use the joystick to pick Hyperwarp
dest.)
[H] Hyperwarp (be sure hyper-warp target is in center of cross-hairs
or else you'll end up anywhere! (actually, there's an order to
this "chaos".. the place the target is compared to the
cross-hairs
when hyperspace appears is the off-set of where you'll be
verses where you set your destination for.. ..just try it)
[L] long range sector-scan (I'm assuming that SRII is played "in
this mode" only..? would have tosee it, I guess..)
[M] manual target selector.. (sometimes the on-board computer is
stupid and picks to target (show distance/direction/place in
the targeter) an enemy farther away than, say, one who's busy
attacking you from behind :))
[S] sheilds... obvious :)
[T] tracking computer... what automatically controls the front/aft
view when aiming for a target
(I like this:
"WARNING: This mode should be used by experienced space pilots
only. It is possible to be caught in a cross-fire in which one
enemy is in front of you and the other behind you. As they
alternately fire at you, the computer will automatically change
views on the screen (front to aft or aft to front). [no side to
side? :)] This will happen very rapidly and only experienced
STAR RAIDERS will be capable of surviving.)" (hmm..YOU are a
"Star Raider," not the enemy.. didn't realize that until now)
[P] pause.. hmm! careful of that 9 minute attract mode.. you
may come back to an empty screen with just space flying at you
(hey! just like the Windows star-field After-Dark screen saver
hahaha!).. moving the joystick ends pause

Here's the meaning of the display panel:

V:12 K:18 E:8260 T:2
-:+12 |:+10 R:+236

V - velocity
K - kills ("gotchya!'s", if you will..) (ok.. you won't :))
E - energy (out of 9999 at beginning and on refill)
T - target .. will be "C" when computer is tracking. Which enemy is
being
tracked
- - theta - horizontal offset of target
| - phi - vertical offset of target
R - range .. how far he's away.. (you can just see an enemy at about

150 I think (this is from experience))
+ means in front of ship ... figure out the rest for yourself :)

When you're in [G]alactic chart mode, you'll see a different status line:

WARP ENERGY:0120
TARGETS: 3 DC:PESCLR
STAR DATA: 45.00

Warp energy is how much energy will be used if you hyperwarp to the
selected destination.
Targets is how many enemies in that grid.
DC: means "damage control".. the color of the letters following it show
their status:
green (blue?) - fine :)
yellow - damaged
red - "where'd they go?" :)

P - photons (damaged - 1 shoots(?) destroyed - none! defenseless!)
(RAM'EM RAM'EM!.. oh no..wait..that'd be stupid :))
E - engines (damaged - I forget.. they kick out and in I think..
destroyed,
same thing but they won't go over "6" (in "V"'s, not keyboard [6]..))
S - sheilds (damaged - blink on & off.. destroyed.. you have none!)
C - computer (damaged, only tracking on screen works.. no #s.. destroyed,
neither)
L - long range scan (damaged, you get a messed up picture.. dest. no pic)
R - sub space radio (damaged, you hear when a starbase is being attacked
or destroyed.. destroyed.. you're deaf AND blind) (don't quote me on
this one.. or any of them, for that matter :))

Ok.. the thingies on the maps are:

> (a rocket-looking thing) - 1 or 2 enemies

= (three dashes) - 3 enemies
-

- (four dashes) - 4 enemies..
--
-

\|/
-+- (blob sort of "*" thing) - starbase
/|\

Starbases repair/reenergize your ship. To dock with it, get it as close
(big) as possible.. let the little ship or guy or whatever fly up to
you... you'll hear a beep.. it's all pretty simple, just don't move, and
DON'T SHOOT! :)

When in front view, little dashes and lines will appear in the targeter
("Attack Computer Display")..

the above-the-center ones mark when you're horizontally locked on
the below-the-center ones mark when you're vertically locked on
the bottom ones mark total lock-on (SHOOT NOW! you'll get him even if he
moves.. supposedly.. not 100% accurate :))

the sub-space radio updates the map and plays a "close-encounters" song
and shows on the "information" line (top of screen except when in map
mode) when a starbase is surrounded or destroyed.

Oh yeah...the [atari] or [//] ..aka "inverse" key aborts the game.

For velocity, the key vs. "V:" numbers go:

0 - 00
1 - 00 (slow!) (sorta like "impulse")
2 - 00 (slow) (sorta like "impulsive") :)
3 - 01
4 - 03
5 - 06
6 - 12
7 - 25 (average Zylon speed)
8 - 37 (can barely out run them)
9 - 43 (fastest except when starting to hyperwarp)

Remember, [START] restarts the game, [SELECT] selects a new level (ends
the game!)

You can definitely figure it all out from here! hahaha :)

ENJOY STAR RAIDERS! IT'S THE BEST GAME ANYWHERE!!!!!!!

(esp. for 1979! jeez! good job guys! (as if any of them are
listening!!!)(?))

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

706. Re: Atari 2600/7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 01:31:42 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <JR1wZB9w165w@cyberden.sf.ca.us>
Source record: 107819

Johnny.Kao@dartmouth.edu (Johnny Kao) writes:

>
> Are there any Atari 2600s out there, I'm interested if you have enough
> software.
> ***Disclaimer: My opinions do not represent those of Dartmouth
> College***
> Johnny.Kao@Dartmouth.edu

Actually, there's a users-group/club you can contact...

they're REALLY into Atari 2600/5200/7800/Lynx... they have an ok
newsletter (I've offered to edit it for them if they want to, as I've
seen not-too-few spelling mistakes and typos, but hey... ya ever see
ANTIC-An Anthology Volume 1... HALF THE PROGRAMS DONT WORK CUZ OF TYPOS!
ugh!!!!!!!!!) anyways... they're they "Atari Video Club" and make "The
Atari Zone" newsletter...

reachable at:

A.V.C.
(c/o Dan Iacovelli)
1411 N 36th
Melrose Park IL 60160-2726

(NOT Melrose Place, thank goodness hehe)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

707. Light Pen and Touch Tablet (and more software) for SALE ***

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 02:31:44 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C3E9ox.Cv1@mentor.cc.purdue.edu>
Source record: 107813

I have the following Atari 8bit stuff for sale:
Light Pen with AtariGraphics Cartridge -- Best Reasonable Offer
in great shape

Touch Tablet with Atari Artist Cartridge -- Best Reasonable Offer
lot of use but still works fine

Basic XL -- $8

SynFile+ -- $15

Print Power -- $5 (Discounts for multiple item
orders)
One on One -- $7

Kampfgruppe -- $8

Flight Sim II -- $9

Everything works fine and has original documentation.
Buyers pays UPS ground shipping.

Thanks,
Jody Lenn

lenn@mentor.cc.purdue.edu
lenn@atari.archive.umich.edu

708. Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 04:05:53 UTC
From: wbdst+@pitt.edu
Message-ID: <5337@blue.cis.pitt.edu>
Source record: 107820

I know that Happy enhancements allowed disk drives to, ah, "archive"
software, but how do they work? Are they controlledrs for the drive?
Do they provide any other features, such as added densities?
What drives are they (were they) available for?
How much would one cost today?

709. Re: IDE Hard Drives in a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 05:29:58 UTC
From: bmarcum@world.std.com
Message-ID: <C3EHxy.HK2@world.std.com>
Source record: 107821

In addition to this newsgroup, I also read comp.sys.tandy, and it seems that some Tandy computers require 8-bit IDE drives, and some drives have a jumper to select 16-bit or 8-bit operation.

710. Re: Harddrives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 05:40:44 UTC
From: bmarcum@world.std.com
Message-ID: <C3EIFx.Jzo@world.std.com>
Source record: 107822

In article <1993Mar4.062525.13829@netcom.com> kasajian@netcom.com (Kenneth Kasajian) writes:
>
>Wouldn't it be easier to start with a hard drive which is designed to work
>through an IBM PC's printer port instead of trying to hook up an IDE

It might be, if the printer-port drives were standardized like IDE is. As I understand it, printer-port hard drives require special driver software, and the manufacturers aren't too keen on giving out the data needed to interface one of these drives to other types of computers.

Bill Marcum bmarcum@world.std.com

711. Re: IDE Hard Drives in a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 06:06:47 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar5.060647.4025@mtu.edu>
Source record: 107823

In article <C3EHxy.HK2@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:
>In addition to this newsgroup, I also read comp.sys.tandy, and it seems that
>some Tandy computers require 8-bit IDE drives, and some drives have a jumper
>to select 16-bit or 8-bit operation.
>
>

Hmm, never heard of that before. Very interesting!

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

712. Please read! Need info on 800XE for Russian friend.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 06:51:19 UTC
From: adam@zooid.guild.org
Message-ID: <1993Mar5.065119.4915@zooid.guild.org>
Source record: 107824

Hello! I recently got this message from someone I know in Russia:

>By the way, I've got for test small game computer called "Atari 800XE", but
>can't understand what to do with it - there are no any manuals, no
>peripherals and tapes with programms, I've look hard for programms for it and
>seems have found one tape, but still don't know its tape recorder interface
>pin assignment to connect usual tape recorder, maybe you know it? Then I
>think how one can enter there information received over modem to PC (I know
>several BBS's with ATARI programms and think you have some of them also), do
>you know any ideas? I saw there "modem" sighn new the interface, but this
>isn't usual RS232 interface, but do anybody know its protocole? So can you
>please ask anybody or at least look in manual for pin assignment and so on.

So, can somebody answer a few of these questions? Reply to me.

A while ago he traded me some things for an Atari sx212 modem, it has SIO port. Can he connect it to the 800XE? I think it would be rather hard for him to find the SIO cable but perhaps he can build it himself. Is it possible to connect it to his PC? Is it possible to connect a regular tape recorder to it? Any other info relating to this would be helpful as well.

Thanks!!!
Adam Salter

adam@zooid.guild.org

713. Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 15:53:24 UTC
From: cl238405@ulkyvx.louisville.edu
Message-ID: <1993Mar5.115324.1@ulkyvx.louisville.edu>
Source record: 107825

Hi. I have long since bought an MS-DOS machine and completely given up on my Atari 800XL. But my uncle, who is a fanactical computer gamist, still uses an 800XL (an extra I gave him). He doesn't have Internet access and I do, so I volunteered to post this message for him. His Atari setup includes a 1050 disk drive, DOS 2.5, and NO fancy communications stuff like modems and software. (He also has an MS-DOS machine, Apple II, and a Commodore 64, if that's any help.) The problem: He and his friend like playing this really cool Atari game that has long since gone out of print. It is copy-protected and there is only one copy, so if it goes bad, they're in trouble. His question by now is probably pretty obvious, but I'll ask it anyway: How do you make a copy of this copy-protected disk? I remember seeing ads in old Compute! magazines for programs that claimed to do the job, but I never bought one. Niether did he. Since niether of us have a modem or fancy versions of DOS, how can he duplicate this disk? Perhaps there's a program for one of his other machines that will copy disks EXACTLY, regardless of machine format? Perhaps there's an Atari program at one of the ftp sites that I can download to an MS-DOS disk and SOMEHOW transfer to the Atari? Any suggestions at all? Is it even possible? Since I'm posting this message, I'll try to read this newsgroup every now and then for a reply, but e-mail would be appreciated. Besides, this group is actually pretty intersesting: I always wondered what the deal was with the 1450XLD -- now I know. Anyway, he and I both look forward to any help you can give us. Thanks in advance!

Steve W Brewer
CL238405@ulkyvx.louisville.edu

714. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-05 19:48:01 UTC
From: rtwd_ss@uhura.cc.rochester.edu
Message-ID: <1993Mar5.194801.26440@galileo.cc.rochester.edu>
Source record: 107826

In <5337@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:

>I know that Happy enhancements allowed disk drives to, ah, "archive"
>software, but how do they work? Are they controlledrs for the drive?
>Do they provide any other features, such as added densities?
>What drives are they (were they) available for?
>How much would one cost today?

I bought a Happy Enhanmcement clone around six years ago for my 1050. At the time I was also looking at the original Happy chips. If I can remember correctly they made enhancements for the 800's and the 1050's. The package that I bought came with two drive controller chips which I installed myself. If you are looking for one now, good luck. They probably sell for around 30-50 dollars. I bought mine in Germany for approximately 75 dollars. Looking back I must say that it was a good purchase. The chip makes the drive high density and increases the disk speed 2-3 times as much. Also, I have been able to "archive" about 99.9% of the programs in my extensive software library. If you have anymore questions drop me a line. Later.

Rob
--

___
/~ ~\ ___________________
|O O| "" Robert Wade
| ^ | || C.P.U. Box 272145

715. Atari 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-06 03:35:33 UTC
From: melz@well.sf.ca.us
Message-ID: <C3G7BA.AFo@well.sf.ca.us>
Source record: 107828
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

Atari 8-Bit Stuff for sale:

1) Atari 1020 Printer/Plotter w/

pens and paper. $10. + shipping.

2)Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $15.

3)Conversational Italian (learn

Italian with your computer! - $10.

4) The Newsroom (desktop publishing

with your 8-bit Atari!), $10.

5) Timewise (Time management), $10.

6) Atari Invitation to Programming,

2 and 3, $5. each.

7) Atari Speed Reading, $10. plus shipping.

8) Atari 310 (300 Baud) Modem, $15.

9) "Kingdom" (Instructions and

game, cassette), $3.

10) "Biorhythms", (Instructions and

game, cassette), $3.

11) "Super-Text" word processor

(disk), $5.

12) "ETMODEM" Communications

program, $5.

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

Forth on the Atari

The Creative Atari

An Atari in the Classroom

Your Atari Computer

If interested, please send list of

items wanted and payment to:

Melvin Zwillenberg

475 Richmond Avenue

Maplewood, NJ 07040

(I will promptly refund any excess

for items which have already been

sold.)

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705

GEnie: MZWILLENBERG

MCI Mail: MZWILLENBERG

The WELL: melz

INTERNET: 75746.3705@compuserve.com

Telephone: (201)763-3295 after 6:30

east coast time. Leave message if

you get the answering machine.

716. Re: Atari 800-IBM PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-06 08:07:33 UTC
From: malak@grebyn.com
Message-ID: <1993Mar6.080733.27965@grebyn.com>
Source record: 107827

In article <1993Mar4.061702.2911@mtu.edu> jjmcwill@mtu.edu (Jeff McWilliams) writes:
>The device isn't that hard to build from what the docs say, I think the docs
>say you can have the author build it if you are having problems. He might have
>changed his policy since then though.

I'm having Nick build 3 of them for me and friends as we speak. Thanks
a lot for pointing me in the direction of the SIO2PC. I'll let you know
how they work out. We plan to archive 30MB of stuff, and then transfer
it from PC to PC.

717. Re: Atari 800-IBM PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-06 13:53:19 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar6.135319.681@mtu.edu>
Source record: 107829

In article <1993Mar6.080733.27965@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>
>I'm having Nick build 3 of them for me and friends as we speak. Thanks
>a lot for pointing me in the direction of the SIO2PC. I'll let you know
>how they work out. We plan to archive 30MB of stuff, and then transfer
>it from PC to PC.
>

Great to hear things are going so well. 30 meg! Wow!

I didn't REALLY think there was that much 8 bit stuff out there!

jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

718. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-06 17:20:46 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <BD4ZZB1w165w@cybernet.cse.fau.edu>
Source record: 107831

cl238405@ulkyvx.louisville.edu writes:

> Hi. I have long since bought an MS-DOS machine and completely given up on my
> Atari 800XL. But my uncle, who is a fanactical computer gamist, still uses
> an 800XL (an extra I gave him). He doesn't have Internet access and I do, so
> I volunteered to post this message for him. His Atari setup includes a 1050
> disk drive, DOS 2.5, and NO fancy communications stuff like modems and
> software. (He also has an MS-DOS machine, Apple II, and a Commodore 64, if
> that's any help.) The problem: He and his friend like playing this really
> cool Atari game that has long since gone out of print. It is copy-protected
> and there is only one copy, so if it goes bad, they're in trouble. His
> question by now is probably pretty obvious, but I'll ask it anyway: How do
> you make a copy of this copy-protected disk? I remember seeing ads in old
> Compute! magazines for programs that claimed to do the job, but I never bough
> one. Niether did he. Since niether of us have a modem or fancy versions of
> DOS, how can he duplicate this disk? Perhaps there's a program for one of hi
> other machines that will copy disks EXACTLY, regardless of machine format?
> Perhaps there's an Atari program at one of the ftp sites that I can download
> to an MS-DOS disk and SOMEHOW transfer to the Atari? Any suggestions at all?
> Is it even possible? Since I'm posting this message, I'll try to read this
> newsgroup every now and then for a reply, but e-mail would be appreciated.
> Besides, this group is actually pretty intersesting: I always wondered what
> the deal was with the 1450XLD -- now I know. Anyway, he and I both look
> forward to any help you can give us. Thanks in advance!
>
> Steve W Brewer
> CL238405@ulkyvx.louisville.edu
>

As far as I know the only non-HARDWARE based (i.e. it didn't require
modifying either the drive or the CPU) copy program is CHIPMUNK from ALPHA
(don't have the exact address? anybody with any ideas) but my ads aren't
current so I don't even know if they're still is business. The other
alternative is hardware-based solutions from Computer Software Services in
New York (again, I don't have the exact address on hand) but they can be a
bit more costly than CHIPMUNK (which I believe ran in the $30 to $40 range
back about 4 years ago) Also, CHIPMUNK claims to remove most copy protection
from protected programs (there were some later programs from Electronic Arts
that required specialized hardware which CSS sells) Some of the copy pro-
tection on the Atari was quite sophisticated. (anybody remember the spirodisk
concept?)

J. Supe'
CSE Major
Florida Atlantic University

719. Re: Obtaining a 65816

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-06 22:09:50 UTC
From: root@uunet!scarrow
Message-ID: <1993Mar06.220950.789@uunet!scarrow>
Source record: 107830

I have read the FAQ, and have been a fairly avid reader of this newsgroup, but I have never heard of the Turbo-816 upgrade. I am only partially familiar with the 65816 (I heard that they used them in the Apple][GS). I have never heard of the remaining chips you mentioned.

I have the following questions:

1> What the heck is a Turbo-816, and how do I get one?
2> Is it semi-compatible with the Atari-800? (can it play Star-Raiders and Fort Appocolyps? (sp?))
3> Does the 65816 have more registers? (Or hopefully more that 256 bytes of stack?!?)
4> Do most of the instructions still execute in 1 to 3 cycles?
5> Is it possible to have access to more than 64K without bank switching?
6> Will it work on my 800, or does it require a Modern XL/XE machine?

If this critter really exists and works, info on it should probably be added to the FAQ. I would personly want to do an upgrade of that type to my machine, but never knew that it existed.

Thanks for any info.
--
+------------------------------+---+
| Have we been here before?... | E-Mail: ...!uunet!scarrow!kirk |
| - Or are we yet to come? +---+
| | DISCLAIMER: My thoghts and views are my own, |
| Dr. Who, 1975 | I subscribe to free will. |
+------------------------------+---+

720. Re: Super Video Rev 2 for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-07 18:08:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Z9Z2ZB1w165w@cyberden.sf.ca.us>
Source record: 107832

I must say...very eloquently put. :) ... may I ask just one question before I go a-hunting back issues of CN?? Does the upgrade work fine with a >1200<xl?? (these things being well known for having MAJOR differences that it's younger, but more "enhanced" XL brothers...)

Well? ... thanx! (can't wait to do the upgrade if it works.. esp. since my video has gone caput w/ this new, unsheilded motherboard! hehe)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

721. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 06:42:42 UTC
From: andrewh@panix.com
Message-ID: <C3K5B7.Az4@panix.com>
Source record: 107838

In article <5337@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I know that Happy enhancements allowed disk drives to, ah, "archive"
>software, but how do they work? Are they controlledrs for the drive?
>Do they provide any other features, such as added densities?
>What drives are they (were they) available for?
>How much would one cost today?

As far as I can tell, you replace the drive's circuit board with the Happy Enhancement. It does all sorts of arcane things which involve reading and writing individual tracks and sectors, as well as fast reads and writes and warp speed (which is useable from a special version of DOS 2.0. I doubt it is possible from Mydos, however.). They were available for the 810 and 1050. The 1050 provided true double density in addition to its other capabilities.
I can't remeber the cost, but it was over $100. The company went out of business a while ago. You might still be able tofind a used one on the net, or perhaps find a similar device in Europe (are there other drive enhancements available?).

722. ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 07:27:54 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Mar8.072754.25436@cs.tulane.edu>
Source record: 107833

[No readable article body recovered]

723. GIVE ME STARRAIDERS

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 08:43:27 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar8.004327.1@max.u.washington.edu>
Source record: 107834

One last chance! Someone sell me your StarRaiders cartridge before I hunt one of you down, find out where you live, break in, ransack your house and take StarRaiders!!!!!!!! :) Will pay up to $500 or trade new Lexus.
(ha.)
Please email if you will sell:
--
%%%

724. Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 10:26:46 UTC
From: goroll@hp.HRZ.HAB-Weimar.DE
Message-ID: <9303081026.AA02379@deepthought.cs.utexas.edu>
Source record: 107835

Hello out there!

I'm a new reader of atari.8bit. I am owner of a few Atari-
8bit- computers member and an active member of ABBUC/Germany.

On april 3rd, there will be a meeting of the TOP- Magazin, a german
PD- Disk- Mag. Atari- fans from all over Europe will come together to talk
and to change new demos and pd- soft.

The most important german distributors will be there, too.

The meeting will take place in Halle/Saale in Germany.

If you are interested, please contact me. If you are not, you can contact
me, too :-)

(I`m looking for German 8bit- Users! Please write!)

Michael

--
goroll @ fossi.hab-weimar.de
spirou @ abbuc-box
# # # #
Der ATARI 800XL lebt!!!!!
The ATARI 800XL is alive!

725. hardware

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 14:57:28 UTC
From: mreisch@dreamtime.unm.edu
Message-ID: <MREISCH.93Mar8145728@dreamtime.unm.edu>
Source record: 107837

I have several spare 800's, Xls, Xes and floppy drives I'd
like to sell off (They do take up room unfortunately) I however am
totaly cluless as to what a reasonable asking price is for this
hardware. Any help would be appreciated.

Christian M. Reisch
mreisch@dreamtime.unm.edu

726. Classics Hacking Manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 21:51:57 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9303082031.AA10197@smithkline.com>
Source record: 107836

Well I been following this thread about collecting a booklet or whatever on good hacks for the Classic 8-bits. Since it looks like sooner or later I'll be approached about it, I'll save everyone the effort & just throw in my $.02.

I think the idea is a good one. A central compedium or whatever on hacks is much needed & will be an extremely useful appendix to current info on our machines.

I have a copy of the usergroup-produced manual that Jeff McWilliams alluded to. I suppose it is better than nothing, but I have reservations about it. AS Jeff indicated, it is an amateurish thing, with missing diagrams, some bad xeroxing, & a sprinkling throughout the text of statements like "This hasn't been tested" & "We're not sure if this works...". Call me a perfectionist or whatever, but I HATE stuff like that, a bunch of junk thrown together. I'm of the opinion that misinformation, or botched-up stuff, is worse than no info at all. Poorly conceived or poorly documented hacks are a disaster for the weekend solder-jockey, for whom a hacking project could well turn into just another way to butcher your machine. Having seen at first hand some of the butcher jobs people have done in the name of "hacking", it's no wonder the mere mention of the word turns a lot of people off.

If this project is done, it should be done RIGHT. Or else not at all.

Here are some criteria I offer to ensure the project would be woirthwhile:

1.) Some hacks have more than one version. Sufficient reserach should be done to ensure only the best or most recent versions are presented.

2.) Every single hack would have to actually be perfomed by someone & verified. Test results if applicable should be included.

3.) Every single hack should be accompanied at the minimum by a schematic diagram. Preferably something done either by a graphic artist or the output of a schematic drawing program on a hi-rex printer. All components in diagrams should be labelled using standard notation. wups... make that a "hi-rez" printer... (either a 24-pin DM or laser)

4.) Up-to-date parts sources should be found, listed, & VERIFIED. Each hack should have its own parts list in a table, complete with as many sources as possible for oddball stuff. This is REALLY TOUGH. (A good example is Cheep Talk, presented by Lee Brilliant in a 1985(?) ANALOG(?); if you can't get the SPO-256 chip it requires- which is no longer sold by Radio Shack- then the hack is worthless.)

5.) The text has to be as clear & unambiguous as possible. It has been my observation that most people just don't know how to write good instructions. A standardized format- beginning with an explanation of why you would want

to do the hack in the first place- is recommended. The quality of the editing of this compendium could make or break it.

6.) Where possible, hacks should be optimized. I.e., the thing should be done in the simplest way possible (KISS principle). Certain types of operations are quite difficult for most people- desoldering parts from double-sided boards & chopping holes in RF shields or plasic casings is where much butchery occurs. If possible, ways should be devised to minimize or eliminate mechanical machining operations. If maching operations are unavoidable, a list of the tools required & a followup in the text of how the tools are employed would be a minimum requirement. The objective in all this is to make the hack as "bullet-proof" as possible, so that the part-time hacker will have a fighting chance at success.

These are just a few of the thoughts off the top of my mind. I've had a little experience in this stuff. Since 1975 I've built over 400 pieces of electronic gear. About half from kits, the other half from scratch. I've published maybe 15 or 20 articles in electronics, including some hacks in CN. I've seen examples of HOW, & how NOT, to write instructions for electronic projects. Good manuals came from Dynaco & Heathkit. If you want to see a really AWFUL one, take a look at Newell's instructions for his 1-meg upgrade.

I myself will not have time to participate in this project (AC keeps me totally occupied).

However, if a group of 8-bitters were to get together, pool their resources, & come up with a well-knit product employing the above suggestions, I might be willing to employ the auspices of AC to produce the thing & make it available to the community. I'm not sure how that would work, but I did manage to get our magazine into print so I guess anything's possible. If the thing has sufficient substance but ends up needing a little editing, I might even find time to contribute to that myself <groan!>.

This is my gauntlet, & I've thrown it down. Anybody wants to pick it up, don't post to me personally, post to the Newsgroup.

- BEN POEHLAND
The 8-Bit Alchemist
Managing Editor
ATARI CLASSICS Magazine

****

727. Looking for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 23:02:07 UTC
From: jhf@d0xs1.fnal.gov
Message-ID: <1ngj9f$nkb@fnnews.fnal.gov>
Source record: 107839

If you have a 130XE sitting around collecting dust, I'm interested in buying it.
It doesn't have to look pretty, just has to work.
--

John Featherly jhf@d0xs1.fnal.gov
D-Zero Experiment at Fermi Lab (708) 840-4508
---

728. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-08 23:03:06 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VJ94ZB1w165w@cyberden.sf.ca.us>
Source record: 107847

mjr@zoo.bt.co.uk (Mark J Ridley) writes:

> Could someone post some IBM utilities to this group. I mean utilities that ru
>
> Thanks in advance,
>
> Mark Ridley.
> mjr@zoo.bt.co.uk

DOUBLE, or ENHANCED density? Stock 1050's do ENHANCED, unreadble by IBM drives. An upgraded 1050 would do DOUBLE, whichis compatible with IBM drives, MORE OR LESS.. you'll need the program "UTIL.EXE" on your IBM to run it. UTIL was made so that IBMs can read Atari disks...

way cool

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

729. new upload to archive CVSQUASH.UUE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 03:17:25 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C3LqH1.7vB@news.ysu.edu>
Source record: 107840

```
I just uploaded this program to the archive...it should end up
in 8bit/Graphics/cvsquash.uue
*********************************
Name: CVSQUASH.ARC
Address: E.HALIWELL
Approximate # of bytes: 8192
Description:
This is the BETA (but fully functional and useable) version of
ColorSquash and ColorSquashView.
These programs take the separate R,G, and B files APACView generates and
puts them all in ONE file, then compresses it, along with the mode
data and a 40-character description. -----
Personally, the results show up better on my monitor than colrvw26. -----
Downloaded from GEnie.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

730. Turbo-Link

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 04:25:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nh678INNsh5@golem.wcc.govt.nz>
Source record: 107841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

I have just managed to get my hands on 'Turbo-Link XL/XE' But the software version is only 0.96. (Mostly German). Running the ST to XL conversion selction, results in an 'available in version 1.0 message.

Does anyone out there have, or can tell me where to get, a version of the software more recent than 0.96 (It was written in 1990, so it's not all that old!)

By,

M. Reitershan Computertechnik
D-5429 Meihlen/Taunus

Any help would be great, as it means I can *finally* get my print-shop libraries (all 8 disks of them) into Print-Master + format! (With a bit of work). Not to mention the loads of other goodies I can exchange back & forth!

E-Mail replies would be best, no point wasting bandwidth.

731. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 06:00:03 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C3Ly05.4MJ@mentor.cc.purdue.edu>
Source record: 107842

```
For Sale:

The Never Ending Story
Gauntlet
Wargame Construction Set(2 disks)
Pinball Construction Set

Best offers accepted..

mail at talmage@mentor.cc.purdue.edu

thanx
mike
```

732. Atari junk sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 06:31:34 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <BBT5ZB1w165w@TheRat.Kludge.COM>
Source record: 107852

Hi Guys! Well I finally made the switch to another internet node. I doubt if anybody has been trying to reach me for anything other then maybe a flame, but I'm now at RICORTES@KLUDGE.COM or something like that. I'd like to thank Mike Sherwood for letting me on the node. It saves me at least $20/month. I'm not sure how quickly my post will get to the sig, or if they even will <g>. Anyway, as some of you may know, I live in the vicinity of Atari Corps, so every once & a while I come across Atari equipment. I've got a chance at buying a couple of pallets of returned Atari merchandise CHEAP. I guess Atari figured it was cheaper to sell it as scrap then have a tech fix it. The woman at the warehouse said new in box, but when I picked up a 1050 W/O said box & a 65XE in box, I found out the 65XE was just a power supply, keyboard, & plastic case with no mother board & the 1050 was obviously returned merchandise since some of the screws anchoring the PC board were missing. The drive mechanism was also kaput, but I just swapped the mechanism from another 1050 mechanism & bingo! working drive. I'm going to have to have a SERIOUS talk with that lady next time I see her. Punch line to all this: If the defects are about 1/2 due to PC boards & 1/2 due to mechanisms, I think I may be able to get a number of these drives working. They also had a lot of other junk like track balls and 820 printers, 1010 cassettes, stuff nobody wants. I told her I was on a net that still has about 200 active members interested in Atari 8-bit stuff so she said she'd sell me the whole lot for $500. I don't want to take a chance on taking a $500 hit & ending up with 20 or more drives then I could ever use, so I thought I'd put it out to the net. The drives don't come with power supplies, but I'm pretty sure I can swap boards & sell some working drives for $30 & some guaranteed not to work stuff (depending on what there are more defects in, board or mechanism, I could probably send out a hunk of hardware with either the mother board or the mechanism working) for about $15 including shipping. This seems like a fair deal since a drive belt alone goes for $6-$8. The busted drive I got obviously has a bad track Zero sensor & I think they go for $12 or $15 #$@%! Anyway, if you E-mail me a response in the next day or so, they may still be there. It's possible someone else will grab them before I get enough responses to warrant cracking open my check book. I do have the SAMS 1050 service manual, but not much else so I can offer some help with drives. My only gripe is; don't say, "save me a drive & I MAY buy it sometime next year" I can't wait that long.

The message editor didn't ask me for a group or distribution, that could
be a BAD sign. Anyway, here's hoping I got through to the right place.
Rick Cortese

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

733. Re: Super Video Rev 2 for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 12:37:41 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar9.123741.4266@mtu.edu>
Source record: 107843

In article <Z9Z2ZB1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>I must say...very eloquently put. :) ... may I ask just one question
>before I go a-hunting back issues of CN?? Does the upgrade work fine
>with a >1200<xl?? (these things being well known for having MAJOR
>differences that it's younger, but more "enhanced" XL brothers...)
>
>Well? ... thanx! (can't wait to do the upgrade if it works.. esp.
>
>
In a word, NO. The 1200XL video is a totally different animal.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

734. 800XL RAM problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 14:26:08 UTC
From: enertec@netcom.com
Message-ID: <1993Mar9.142608.16664@netcom.com>
Source record: 107844

I recently raided my parents' attic, salvaged my old 800XL and
1050, and have come up with a couple of questions. Any help is greatly
appreciated.

1. My 800XL has 48K RAM, but during the self-test only the first
40 seem to be tested(only 40 blocks light up -- the first two
rows of 16 and a third half row of 8). The 40 all pass the
test (green lights). Do I need to replace a chip or something?
If so, which one and where do I get one?

2. I read a reply to a different question in which it is mentioned
that the 1050 can be converted from "enhanced" density to
double density. Can I get more information about this?

Thanks in advance,

Mike P
--
The Gang at Enertec
EMAIL enertec@netcom.COM
MAIL 811 W. 5th Street, Lansdale PA 19446
PHONE 215-362-0966

735. Re: 800XL RAM problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 16:06:54 UTC
From: wbdst+@pitt.edu
Message-ID: <5525@blue.cis.pitt.edu>
Source record: 107845

I may be able to explain your XL self-test "problem": BASIC on the XL can either be active or inactive (and you don't, as far as I know, have to be in BASC [sorry] BASIC, for BASIC to be active). If BASIC is inactive, you will see all 3 rowasxxx rows of RAM count up, in the self test. If BASIC is active, the count will only go through 2 and a half rows. Try this: leave your disk drive off, and boot up, while pressing OPTION 9whcihxxxx which deactivates BASIC), you should go straight to the self-test, and the memory test should show all 3 rows. Now, boot-up (again without disk drive on), and let the XL go into BASIC. Now type BYE: you should exit BASIC and go to the OS (since there's no OS, and the "Notepad" of the 400/800s has been replaced by the self-test, that's where you'll end up). Now run the memory test again: BASIC is active, even though you are not presently using it, and you should only see 2 1/2 rows of RAM tested.
Took me a bit to figure that out too...

736. Re: 800XL RAM problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 18:32:47 UTC
From: enertec@netcom.com
Message-ID: <1993Mar9.183247.10283@netcom.com>
Source record: 107846

William B Dwinnell (wbdst+@pitt.edu) wrote:
:
: I may be able to explain your XL self-test "problem": BASIC on the
: XL can either be active or inactive (and you don't, as far as I know,
: have to be in BASC [sorry] BASIC, for BASIC to be active). If BASIC
: is inactive, you will see all 3 rowasxxx rows of RAM count up, in
: the self test. If BASIC is active, the count will only go through
: 2 and a half rows. Try this: leave your disk drive off, and boot up,
: while pressing OPTION 9whcihxxxx which deactivates BASIC), you
: should go straight to the self-test, and the memory test should show
: all 3 rows. Now, boot-up (again without disk drive on), and let the
: XL go into BASIC. Now type BYE: you should exit BASIC and go to the
: OS (since there's no OS, and the "Notepad" of the 400/800s has been
: replaced by the self-test, that's where you'll end up). Now run the
: memory test again: BASIC is active, even though you are not presently
: using it, and you should only see 2 1/2 rows of RAM tested.
: Took me a bit to figure that out too..

.

Assuming I see three complete rows during the memory
test, I'll take that to mean I have 48K of RAM. So what does
it mean when I boot a commercial application program and it says,
"This program needs 48K and no cartridge to run."(I have no
cart in when this happens). Do I have bad memory or is my program
shot? I doubt that it is the latter, as I have multiple copies of
the program, and they all give me that message. If it is bad memory,
why doesn't it show up in the self-test? If you think it is a bad
chip or something, any ideas on where I can get one?

As always, much thanks in advance.
Mike P
Mike P
--
The Gang at Enertec
EMAIL enertec@netcom.COM
MAIL 811 W. 5th Street, Lansdale PA 19446
PHONE 215-362-0966

737. Re: 800XL RAM problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 19:49:20 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Mar9.194920.11819@ugle.unit.no>
Source record: 107848

In article <1993Mar9.183247.10283@netcom.com>, enertec@netcom.com (The Gang at Enertec) writes:

> Assuming I see three complete rows during the memory
> test, I'll take that to mean I have 48K of RAM. So what does
> it mean when I boot a commercial application program and it says,
> "This program needs 48K and no cartridge to run."(I have no
> cart in when this happens). Do I have bad memory or is my program
> shot? I doubt that it is the latter, as I have multiple copies of
> the program, and they all give me that message. If it is bad memory,
> why doesn't it show up in the self-test? If you think it is a bad
> chip or something, any ideas on where I can get one?

If we're still talking about the (400/800)XL, you need to hold down OPTION at boot time to disable BASIC.

> The Gang at Enertec
> EMAIL enertec@netcom.COM

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

738. Re: GIVE ME STARRAIDERS

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 22:38:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <s326ZB2w165w@cyberden.sf.ca.us>
Source record: 107849

Igot my SR from Telegames USA. I'm sure almost ALL other 8-bit retailers would have it..!

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

739. Female 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 22:41:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2826ZB3w165w@cyberden.sf.ca.us>
Source record: 107850

Here's a good question. (NOT looking for a date, mind you! sheesh!)

1) How many Atari 8-bit users out THERE (everywhere) are female?
2) How many HERE (READing this net) are female?
3) How many HERE (POSTing on this net) are female?

.and I'm sure there are a few other combinations...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

740. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 23:38:55 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Mar9.233855.13932@vpnet.chi.il.us>
Source record: 107854

In article <BD4ZZB1w165w@cybernet.cse.fau.edu> jsupe@cybernet.cse.fau.edu (\) writes:
>cl238405@ulkyvx.louisville.edu writes:
>
>>...
>> question by now is probably pretty obvious, but I'll ask it anyway: How do
>> you make a copy of this copy-protected disk? I remember seeing ads in old
>> ...
>
> As far as I know the only non-HARDWARE based (i.e. it didn't require
>modifying either the drive or the CPU) copy program is CHIPMUNK from ALPHA
>(don't have the exact address? anybody with any ideas) but my ads aren't
>...

I have a catalog from Alpha Systems that I received last year, so I think they are still in business. They still list Chipmunk (along with a list of the programs that it can back-up), and the price is $34.95. Their address is:
Alpha Systems, 1012 Skyland Dr., Macedonia, OH 44056
Phone ("24 hour order hotline"): (216) 668-6469. I have only bought one program from them, Magniprint (that was several years ago), and am happy with it. But I have no experience with Chipmunk. The catalog states that Chipmunk requires NO hardware modifications or special hardware.

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

741. Re: new upload to archive CVSQUASH.UUE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-09 23:54:07 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C3nBq8.D49@news.ysu.edu>
Source record: 107851

```
CVSQUASH.UUE is now in the archive in 8bit/New directory.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

742. Wanted: Atari 600XL or 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-10 06:30:09 UTC
From: zalewk@rpi.edu
Message-ID: <zbv44q@rpi.edu>
Source record: 107853
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

The cartridge port on my Atari 1200XL has worn out, and I'd like to be able to use the cartridges which I have. (mainly to play games and entertain me and my roommates)

If anyone has a 600xl or 800xl machine available cheap, please let me know. I don't need anything other than the console itself. If you either have one for sale, or know where I can get one, please send e-mail to me at zalewk@rpi.edu

Thanks in advance. -- kennyz

--
Kenny Zalewski -- Computer Science Department; Intramural Department
Rensselaer Polytechnic Institute, 83 Albright Court, Troy, NY, 12180
zalewk@rpi.edu | Kenny_Zalewski@mts.rpi.edu | zalewk@RPITSMTS.bitnet

743. Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-10 16:38:31 UTC
From: c32drc@kocrsv01.delcoelect.com
Message-ID: <1993Mar10.163831.12370@kocrsv01.delcoelect.com>
Source record: 107709

I would like to get the typing game, MasterType. I have not had any luck finding it. If anyone has a copy they would like to get rid of, please E-mail me.

Thankyou

744. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-10 20:49:33 UTC
From: cpforbes@icaen.uiowa.edu
Message-ID: <1993Mar10.204933.22353@news.uiowa.edu>
Source record: 107705

I have a Copy of Chipmunk and have been very happy with it. What it does is actually remove the copy protection code from the program. So it has a limited set of programs it can copy. If you want to copy one that it supports that`s great otherwise its as good as using DOS to copy a disk. I did run into a small number of programs that it said it would copy but couldn`t. It comes with a substantial list of programs if anyone wants to know about a specific one send me email.

Craig
<cpforbes@icaen.uiowa.edu>

745. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 00:51:08 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <1993Mar11.005108.4254@mcs.kent.edu>
Source record: 107706

In article <1993Mar10.204933.22353@news.uiowa.edu> cpforbes@icaen.uiowa.edu (Craig P Forbes) writes:

>I have a Copy of Chipmunk and have been very happy with it. What it does is
>actually remove the copy protection code from the program. So it has a limited
>set of programs it can copy. If you want to copy one that it supports that`s
>great otherwise its as good as using DOS to copy a disk. I did run into a small
>number of programs that it said it would copy but couldn`t. It comes with a
>substantial list of programs if anyone wants to know about a specific one send
>me email.

I do know that the versions of Chipmunk that I have, has a side of Specific Titles that it copies, and also a side which it attempts to copy things by the Developing Software Company. As usualy, I also have various versions of Skunk, a similar Chipmunk type program. I also think I have Chipmunk+. I also have a program which is of extreme use in/against Electronics Arts. Also amongst my archives are my Own various tools I used and also a copy of The Pirates Treasure Chest, Alpha Systems Electronic Protection I & II, and some general protection removers. Strange how its all obsolete now, seeing how all the software I use is self developed now. I also vageuly remember something entitled `BootMaster` ? You would boot this gem up, then insert the program to copy, it would boot that up, and make a sector map of the disk and then you hit a key, inserted a new disk and it wrote this disk-map, and then began to copy the disk in its own unique way.
Alas, the days of livelihood.

-Craig Lisowski
-BRiTiSH aka: Boot Error (In the Olden Days of ac: 216)

--
We, the willing, led by the unknowing are doing the impossible for the ungrateful. We have done so much for so long with so little that we are now qualified to do anyting with nothing. - Some Smart Ass

746. WANTED: 800XL & 65XE software & periperals.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 02:02:01 UTC
From: griffin@camelot.bradley.edu
Message-ID: <griffin.731815321@camelot>
Source record: 107707

A friend of mine who wants to become computer literate,
has acquire an unused ATari 65XE system from his little brother.
He is interested in getting software for it, and I think
he's also going to need a printer and whatever sort of printer
cable the 65XE requires.
Please email if you can help.

747. Re: Classics Hacking Manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 03:27:09 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <y408ZB8w165w@iowegia.dsm.ia.us>
Source record: 107708

donor@max.u.washington.edu writes:

> >
> > 2.) Every single hack would have to actually be perfomed by someone & verif
> > Test results if applicable should be included.
>
> [Stuff deleted]
>
> Well? I don't know if there are enough people out there to try and document
> every proposed hack, but I have 2 800xls and am willing to do and document
> a few of the suggested hacks if anyone decides to organize and follow this.
>
> I have already performed a few simple ones: sio2pc, qmegxl, all the good
> old standards... If anyone wants to make a list of questionable hacks, possib
> we could try some of them out and develop a list of tried and true
> modifications.
>
> If no one else jumps up , I would be willing to collect and arrange the
> resulting documentation.
>

Jim & Ben,

With all this talk of hardware hacks on the Atari, I don't
want to be one to throw water on your fire- but all the hacks I
have produced to date have NOT involved butchery of the Atari,
they worked using existing hardware "ports" and were adapted with
software. This is not to say that I don't have a 400 sitting in
storage with a half a pound of fancy LED's and switches mounted
wherever I could find space :)

sq

748. More Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 17:35:05 UTC
From: cl238405@ulkyvx.louisville.edu
Message-ID: <1993Mar11.133505.1@ulkyvx.louisville.edu>
Source record: 107710

Hello again. I want to thank all of you who relpied here and e-mailed me with suggestions about my original posting of copying a copy-protected disk. The first chance I got to relay this information to my uncle was last night (Wed the 11th) and it really piqued his interest. He had never heard of Internet before and was surprised at the level of detail and informativeness of the replies and the speed at which they came. Many of you said it would be a big help if you knew what the game was, so I asked him. The game he is trying to copy is called War In Russia and it is published by SSI. It turns out that he is interested in both the potential hardware and software solutions to the problem. Several of you mentioned a chip that could be installed in the 1050 drive that might make it able to copy the disk. Where can he get it? What's it called? How much does it cost? Just about everyone mentioned Chipmunk. Unfortunatly, it was just today that I found someone list an address where it could be found (thanks Nick DiMasi!). Roger Cole listed three companies in California, B&C Computervisions, American Techna-vision, and Lotsabytes (Thanks!). He's checking into Lotsabytes for a 'back-up copy' but is also interested in B&C and ATV. Do you have addresses and phone numbers for those? What about a phone number for Lotsabytes? He was particularly interested in Archiver and Super Archiver, both mentioned by Chris Chiesa (Thanks!). He called information but was unable to find a phone number for Computer Software Services where you said these programs could be found. Do you happen to know their address and phone number? Thanks also to Craig (both of them) and to everyone else who replied. Any more info would be appeciated!

Steve W Brewer
cl238405@ulkyvx.louisville.edu

749. Wanted: pinouts for 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 19:16:59 UTC
From: smw@carson.u.washington.edu
Message-ID: <1no37bINN823@shelley.u.washington.edu>
Source record: 107711

I know this has been answered a thousand times, but could someone mail me a copy of the pinouts for the 9-pin serial port on the atari 850 interface?

I want to build a modem cable from it to a standard 25 pin rs232 modem- any suggestions are appreciated.

Another question:

are there any terminal programs that will work on my Atari 800 (original) that support high baud rates like 9600/19.2k,14.4, etc? Where might I obtain such a beast?

Thanks in advance,

Matt

750. Re: More Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 19:42:51 UTC
From: wbdst+@pitt.edu
Message-ID: <5704@blue.cis.pitt.edu>
Source record: 107712

Have you tried Ultracopy?
It won't copy everything (it doesn't handle TAC, from Avalon Hill), but
it works on lots of things.

751. Re: Classics Hacking Manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-11 19:53:24 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Mar11.195324.1961@ge-dab.GE.COM>
Source record: 107713

In article <1993Mar8.204609.1@max.u.washington.edu>, donor@max.u.washington.edu writes:
|> If no one else jumps up , I would be willing to collect and arrange the
|> resulting documentation.

Well, I'll also volunteer to help; either by attempting some of the hardware
hacks, verifying the clarity of the instructions or availability of parts,
or just cleaning up the editing.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

752. Re: 800XL RAM problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 01:17:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <csy0ZB4w165w@cyberden.sf.ca.us>
Source record: 107715

Re: 40K showing up on 800xl's self-test

Well, unless it IS a chip problem, it's probably internal BASIC. On my 1200xl when I go to self test w/o a BASIC cart in (no internal BASIC on 1200xl's) I get all 48 dots... but when the BASIC is in and I go to self test by typing the BASIC command "BYE", only 40 of them show.

If you get to self test thru BASIC with a BYE command, reboot the computer (one way is turn it off then back on) and hold the OPTION key for a second as you boot. (Try it w/o any drives on of course...) Then the selftest should show up right away (on the 1200xl OS you get a nifty "ATARI" written on the screen and have to hit [help] to get to the test menu).

–

If that doesnt do it... I cant help.. but it SOUNDS like this is the problem

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

753. Re: 800XL RAM problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 01:24:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <43y0ZB5w165w@cyberden.sf.ca.us>
Source record: 107716

Again... just as was explained in the message you were replying to
(re-reason that only 40k RAM worth of dots show up..), and in my reply
(last post, most likely), EVEN THO BASIC ISNT THERE (being used) it still
takes up the system's RAM.

The "48K, no carts" note when you try and boot something is due to this:

long long ago, back when the only atari computers were the 400/800 (and
probably 1200xl, too), BASIC was external.... a cartridge.. When you
have internal BASIC ON (no OPTION on boot.. see further note, as well)
it's the same as having a BASIC cart plugged in. The RAM is being used
by it..

So this old program was assuming that either-

you were using a 16 or 32K machine
or
you had a cart (such as BASIC) plugged in

Back then, the max RAM avaliable was 48k, with 16k as ROM. Nowadays,
that 16k of ROM can be used as RAM with a trick, which is why lots of
stuff works on XL/XEs ONLY. (NOT the 400/800 cuz they couldnt uses that
16k)....

Anyways ... all you need to do is boot w/ [option]
pressed to get it to run properly...

that's all to it

Now for the note.. some OS upgrades actually REVERSE the function of the
[option]-on-boot. Rather than DISABLING built-in BASIC (which isnt used
all too much I'm supposing nowadays...?), it ENABLES it,so you have to
press [option] to get INTO BASIC... this seems not the case with your
system, so you must have an original 800xl OS...

another note.. DONT HOLD OPTION DOWN FOREVER!! sheesh. You only need to
hold [option] until the initial startup is complete.. ie, hold [option]
until the drive starts spinnging... you need not hold iit ALL during a
load...

and in a self-test, just holdit until the menu pops up...

got it?

good

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister

"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

754. Secret Ending to 2600 Raiders of the Lost Ark?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 03:06:00 UTC
From: menees@utkvx.utk.edu
Message-ID: <11MAR199322064204@utkvx.utk.edu>
Source record: 107714

I have wondered about this for years, but I just thought about posting it tonight. Does anyone know what the secret message was at the end of the 2600 version of Raiders of the Lost Ark? I finished it the normal way and it seems like I found a few hints and finished it a faster way. I know that I could finish it and get all possible points on the stack, but what I could never do was find the secret message!!! Somewhere in the hints section in the back of the cartridge manuel, it said that if you finished it a certain way you would see a special secret message. I never did, and since I don't have my 2600 or Raiders anymore (my mom sold them) I never will. Could somebody please tell me what the message was? Even a number to call somebody that wrote it would be better than nothing. I'm on a quest now! BTW I did end up buying the solutions manual for it after I solved it the normal way, and I was very disappointed that it had no mention of how to get the secret message. :-(Help me c.s.a.8 you're my only hope!
Oh yes, does anyone know if Atari ever finished their SwordQuest contest? This means all four subcontests and the Grand Championship.

Thanks,
Bill Menees

755. Frankenstein from High Tech Team..

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 03:46:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yo60ZB2w165w@cyberden.sf.ca.us>
Source record: 107719

Freankenstein, if you're somewhere out here, please reply to this message! Thanx..

also, hey... put your internet address on your demo scrollers! :)

hell, why not your postal address, too! hehe

thanx a ton.. I'm pretty sure you're out here somewhere...

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

756. Re: More Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 04:59:02 UTC
From: bmarcum@world.std.com
Message-ID: <C3rF6F.2JA@world.std.com>
Source record: 107717

Since you're in Louisville, you might want to contact the Atari Exchange of Louisville user group. They have a BBS at (502) 456-4292, and they meet the second Saturday of each month (that's this Saturday) at 11 a.m. at the Government Center on Outer Loop. They also get together the fourth Wednesday of the month at 7:30 pm at the same location.

Bill Marcum bmarcum@world.std.com
"Politicians say more taxes will solve everything--and the band played on"

757. Re: Wanted: pinouts for 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 05:04:44 UTC
From: bmarcum@world.std.com
Message-ID: <C3rFFx.3wE@world.std.com>
Source record: 107718

To answer your second question: 9600 bps is the fastest speed you can get with an 850. The MIO and Black Box interfaces can handle 19200, but they won't work with an 800, only an 800XL or 130XE. BobTerm is the only software I know of that supports 9600 and 19200.

Bill Marcum bmarcum@world.std.com

758. Anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 05:43:05 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <i3aa1B1w165w@cyberden.sf.ca.us>
Source record: 107720

I'm still wondering if anyone'd be interested in creating the following programs (more like graphics modes, like APAC and ColrView are)...

APAC15 - where you have the normal 3-color style Graphics 15 mode, but with 3 grey values on a swapped interlaced screen to add more lumiences to your chosen hues (no, or less, actually, dithering would have to be done to a screen..!)

80 col in text mode - this would also use probably some sort of inter-lacing trick like APAC does, but this would take 2K or so of screen memory and display it on two Graphics 0 screens with probably 2 fonts (because horizontal scroll enable screws your screen RAM pointing by widening it.. look it up in any 8-bit book.. like Mapping or De Re) One font would be the "left" characters, and the other would be the "right." I started working on this, actually. I was trying to use Fork in Action!, but gave up because I totally forgot HOW to use Fork! :(
Anyways... the #1 idea (APAC15) is easy to comprehend (I THINK) but this is less, so let me explain it.

Rather than having a big 8K worth of RAM being tied up (rather slowly, might I add, because scrolling would be moving this entire 8K worth of data!, unless you use Itay's concept, the rotating screen pointer idea, but you'll still be using up 8K of Graphics RAM!)

Anyways... split the screen up into left and right screens.

If you were to display:

"HELLO WORLD"

on this screen, the first 1K block would contain this:

"HLOWRD"

and the second would contain:
"EL OL"

when you display them together, you'd get:
(using one line for one split second of screen, and the other for another)

"H L O W R D"
" E L O L"

Now, the reason you need the font is, just as in "regular" (graphically designed) 80 column mode, you'll need 4-bit wide characters rather than the standard 8-bit wide. (max res is 320 x 192, 320 / 8 = 40 col, so 320

/ 4 = 80 col.. the pixel res of each bit of a normal text screen comes out to be ... 320!, because it's 40 col!)

ANYWays... the screen would continuously display the one 40 column graphics 0 screen with the left font (characters are drawn onto the high nybble (left half)) and the left data (ala "HLOWRD"), and swap that with the right font (characters drawn on the right side of the bytes (low nybble)) and the right data (ala "EL OL")

Soo... groovy concepts, no? ANYONE BORED ENOUGH TO MAKE THEM!?

I mean, THINK OF THE EASE OF USE AND SPEED OF THAT 80 COL handler! And think of the new types of games and such that could come out with the APAC15 mode!?

see next post!

>>> phbill@cyberden.sf.ca.us <<<

759. APAC15 mode in IRG...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 05:53:06 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <8iBa1B2w165w@cyberden.sf.ca.us>
Source record: 107721

Hey...speaking of APAC15 mode...howabout this:

you know how lots of games use IRG mode 4, which is more-or-less the same as graphics mode 15 turned into text-sized chunks (just as graphics 0 text is really graphics 8 turned inoto text-sized chunks) (I love the ANTIC chip! :^])

Anyways... howabout this!?

An interrupt that swaps the screen colors (regs 708 - 711 (maybe 712!? :( )) from one palette to another (hey, how about 3 colors with 3 greys!?) and one font with another... the first font being on when the palette is "color-only", and the second font being one with grey data (ie, redraw the entire font as b/w shapes.. if you know APAC well, you know what I mean...), and this font will be on when the palette is "grey" only mode..

Hell, even >I< could try to write something like that.

(In Action!, of course... using Fork... it'll be a mess, won't it, folks!) hehehe

WELL!? I WANT FEEDBACK!

thank you

>>> phbill@cyberden.sf.ca.us <<<

760. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-12 11:33:24 UTC
From: ccx062@rowan.coventry.ac.uk
Message-ID: <C3rxG4.CF6@cck.coventry.ac.uk>
Source record: 107723

In article <C3K5B7.Az4@panix.com> andrewh@panix.com (Andrew Huie) writes:
>In article <5337@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>>
>>I know that Happy enhancements allowed disk drives to, ah, "archive"
>>software, but how do they work? Are they controlledrs for the drive?
>>Do they provide any other features, such as added densities?
>>What drives are they (were they) available for?
>>How much would one cost today?
>
>As far as I can tell, you replace the drive's circuit board with the Happy
>Enhancement. It does all sorts of arcane things which involve reading and
>writing individual tracks and sectors, as well as fast reads and writes and
>warp speed (which is useable from a special version of DOS 2.0. I doubt it
>is possible from Mydos, however.). They were available for the 810 and
>1050. The 1050 provided true double density in addition to its other
>capabilities.
>I can't remeber the cost, but it was over $100. The company went out of
>business a while ago. You might still be able tofind a used one on the
>net, or perhaps find a similar device in Europe (are there other
>drive enhancements available?).

I had a fake Happy called the 'laser' which did all the same stuff - but
a LOT cheeper. It came as a board with 2/3 chips on it & used all the happy
software....
(I cant remember much cos I was young at the time, but I guess it was a
replacement prom or FDC).
It allowed the d/d to read & write higher desities (mine could r/w a PC disk !!)
And because of this it let the disk drive recreate software protection
(Usually in the form of double sectors, dodgy CRC's or bad sectors)

Happys came with software that could cope with most types of common
protection schemes, but it also had a disk specifically for troublesome
software (like Alternate Reality...)

I think a lot of 1050 owners in the UK bought either Happy or Laser so you
should be able to find one somewhere :-)

-Chris

--

Chris Taylor: ChrisT@cck.cov.ac.uk
Coventry University, Computing Services. Tel: (0203) 838641
----

761. Textpro 5 beyond Beta release?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 01:39:00 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C3t0L3.LBn@moscow.uidaho.edu>
Source record: 107722

I've found two annoying "features" in the beta release of Textpro 5.0
in the atari.archive.umich.edu:/atari/8bit/Editors directory.

1) I had in my text a colon preceeded by many spaces. Textpro could find the
colon using a search spec preceeding the one or two spaces, but preceeding
the colon in the search spec by 3 or more spaces could not find the colon
in the text even though the colon WAS preceeded by 7 spaces.

2) the [e] (edge right) command causes the text to the LEFT of the [e] to
be printed starting at the extreme left side of the page, ignoring the
left margin.

So I ask: Is there still time to fix these before TP5.0 is cast in stone?
The doc in TP5.0 beta distribution saya that it'll be released in December
1992.

If someone in-the-know could give this data to Ronnie Riche or give me a
internet-able address for him I would appreciate it.

Duane Tribe, tribe@ted.cs.uidaho.edu

762. Archiver chip docs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 06:38:03 UTC
From: chale@darmok.uoregon.edu
Message-ID: <1nrvgb$8d1@pith.uoregon.edu>
Source record: 107724

I just fixed an old 810 I got from someone, and with it came a disk for the archiver chip in it. Unfortunately no instructions were included. Booting the disk, I then figured out how to engage the chip and copy a disk with the programs but now I can only guess as to what the other commands do, or how to use the editor.

Does anyone have any documentation to the Archiver/Editor versions 1.0 or 1.2?? I'm curious what the full ability of the archiver is, and how to use the programs.

Thanks for any info,

Curtis

Curtis Hale chale@darmok.uoregon.edu

763. 80-column options for 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 16:54:11 UTC
From: malak@grebyn.com
Message-ID: <1993Mar13.165411.22387@grebyn.com>
Source record: 107725

What are my options for turning my Atari 800 into an 80-column serial terminal?

764. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 22:47:58 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <N7gD1B1w165w@cyberden.sf.ca.us>
Source record: 107726

Speaking of MagnaPrint (since Alpha systems is still around).. does it work well (or at ALL) with Atari xmm801 printers? I'd like to get it

I'd also really like to get my hands on some color printing software for the xmm801, but I suppose I'll eventually have to upgrade to a true Epson or something like that (yay! 80cps sucks! hehe)

"I don't know about you, but I'm HUNGRY!" - Cat
"Rimmer's father died" - Lister
"I'd prefer chicken" - Cat
---------------------------- RED DWARF
The sig.. PhBill@Cyberden.UUCP or PhBill@Cyberden.SF.CA.US

765. cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 23:01:20 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <wsHD1B2w165w@cyberden.sf.ca.us>
Source record: 107727

Unless I jumped the gun, there is no "cvsquash.uue" in the archives under "Graphics" directiory...

whats up here?

>>> phbill@cyberden.sf.ca.us <<<

766. Action! Windows 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 23:02:03 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <5THD1B3w165w@cyberden.sf.ca.us>
Source record: 107728

I've taken Action! windows 2 (v.1.0?) and upgraded it a little.. very quick hack I've added a "Pr" and "PrE" command ("PrB", ...C, ..I, etc., are just as simple to add) which, rather than using the LMAR to set left margin of the window, uses a routine that displays each byte one at a time, and when it hits the right margin of the window, it wraps back to the left of the next line. I've added cursor positioning relative to the window (sorta like prepline() was) and every window stores its own cursor pos! so if you go:

activate(1) (activates window 1 and brings it to front)
pos(0,0) (move cursor to top left of that window)
PrE("Hello world!!!!!!") (display text)
Activate(2) (activates window 2, ..etc.)
pos(10,3) (move cursor to position 10,3 of window 2)
Pr("A")
Activate(1) (back to win1)
prE("Goodbye!") (will appear at position 0,1 (first print to win 1 was at position 0,0, and an EOL was added...)
activate(1) (back tO 2)
pr("B") (will appear at pos.11,3 (first print to win 2 was at position 10,3, and it was only 1 character with no EOL))

cool...eh?

also am working on move/resize(???) gadgets and a pointer...

very neato

>>> phbill@cyberden.sf.ca.us <<<

767. 8-bit Sale Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-13 23:15:16 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ntpu4INN13k@usenet.INS.CWRU.Edu>
Source record: 107729

```
##############################################################################
Hardware
##############################################################################

Atari 130XE (mint condition).....................................55
Atari 830 modem (with power supply - Collector's Item)..........10
Atari XM301 modem (new in box)..................................10
Atari 820 printer (new in box w/manual).........................15
Atari 1010 recorder (with power supply only).....................5
Atari 410 (Japanese version -- rare collectors item).............10
Amdek amber 80-column monitor (great for XEP80 users)...........25

##############################################################################
8-Bit Software
Cartridge-based Programs & Games
##############################################################################

Basic XL (cart and manual).....................................25
Atari's Microsoft Basic II (new in box w/all manuals)...........15
Music Composer (with manual)....................................10
Computer Chess..................................................3

##############################################################################
Disk-based Programs & Games
##############################################################################

Atari's Timewise (with docs)....................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).....10
Silent Service..................................................7
Touchdown Football..............................................7
Hardball........................................................7
Kyan Pascal (with docs).........................................7
Text Wizard (Datasoft)..........................................5
Jewels of Darkness (with docs)..................................5
Silicon Dreams (with docs)......................................5
SSI Tigers in the Snow (in box w/all docs).......................5
Blue Max 2001 (in box but no docs)..............................5
Zork I .........................................................5
Fort Apocalypse.................................................5
F-15 Strike Eagle (w/docs).....................................5
OSS's Action! Runtime Library...................................10
Datasoft's Graphic Master (w/docs)..............................7
Print Power (Commodore/Atari) (w/all docs).......................7
Award Ware (Commodore/Atari) (w/all docs).......................7
Spell Checker!..................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)..............5
```

Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....5
Zaxxon (cassette -- in box w/docs).....5
BRE Software's Atari PD Disks #62, #90, #109.....All three 3

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

768. Re: Archiver chip docs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-14 00:42:04 UTC
From: yabi@ellis.uchicago.edu
Message-ID: <yabi.39.732069724@ellis.uchicago.edu>
Source record: 107730

In article <1nrvgb$8d1@pith.uoregon.edu> chale@darmok.uoregon.edu (Curtis Hale) writes:

>I just fixed an old 810 I got from someone, and with it came a disk for
>the archiver chip in it. Unfortunately no instructions were included.
>Booting the disk, I then figured out how to engage the chip and copy a disk
>with the programs but now I can only guess as to what the other commands
>do, or how to use the editor.
>
>Does anyone have any documentation to the Archiver/Editor versions 1.0 or
>1.2?? I'm curious what the full ability of the archiver is, and how to
>use the programs.

I had an Archiver for my old 810, before it broke. I do remember some things
about it, however. Compared to a Happy 810 or 1050, the Archiver loses
hands down--and no speeded up i/o or anything. My Happy 1050 would copy
much more than the Archiver could. The Archiver, however, came with some
good copying software, which is the Archiver/Editor you speak of. I think
the software program had 4 distinct sections:
1) The archiver. Simple, automated copying.
2) The editor. Average to better than average sector editor with a built
in dissassembler and stuff.
3) The track formatter or something like that. It was a screen that let
you specify special formatting. For example, you could make track 3 consist
of 20 sectors of 130 bytes each, instead of the normal 18 sectors of 128
bytes each.
4) The mapper. Lets you specifiy the sector gaps or something. Quite
hard to understand, and I remember that the manual didn't do much explaining
here.
The complexity of these sections varies from the archiver (simple) to the
mapper (totally technical). Bascially, you should just stick with the
archiver and editor. I remember that no matter how much fiddling I did with
the editor, formatter, and mapper, I wasn't able to copy things that I could
with a Happy.
-scott

No disclaimer. I represent the beliefs and opinions of the entire
University of Chicago community. Have a nice day! :)

769. How can I get Sparta Dos?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-14 01:47:16 UTC
From: jimlynch@netcom.com
Message-ID: <1993Mar14.014716.20564@netcom.com>
Source record: 107731

Title sez it all... I will be getting an 800XL w/ 256k of RAM (so will also need a ramdisk driver) and a US Doubler.

BTW, I will be able to start working/sending my FORTH system out once I get everything together. Look forward to it... it's really cool...

770. Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 01:35:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DLJF1B1w165w@cyberden.sf.ca.us>
Source record: 107733

I saw my friend's Amiga today for the first time in at least a year. He's added some pretty snazzy stuff to it (internal clock, OS swapping on boot.. I can do that with the TV2/3 switch on my Bob Woolley'd 1200xl).

I was looking at some of the demos, though, and MAN, they look SOOO much like the Atari Classic demos! Better, of course... higher res, faster code, etc., but the similarities astounded me.

Then again, they shouldn't, because the Amiga is more of an AC's big brother than the ST/TT is.

Pretty cool. Well.. here's a question.. lots of the screens do that grad.ing, which are done by most AC's with either a multiple DLI to change the colors, or a DLI to change the screen mode to Graphics 9 at one point of the screen..

looks like these two:

```
...
black
black
dark dark grey
dark grey
grey
light grey
light light grey
white
white
white
white
white
light light grey
...etc.
```

or just:

```
...
black
black
dark dark grey
dark grey
grey
light grey
light light grey
white
light light grey
```

lig...etc.

Now.. who thought of it FIRST!? Who's "copying" who!?

Or is it just a coincidence!? (cha-right! hehe)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

771. Re: Archiver chip docs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 03:29:08 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar14.192908.1@max.u.washington.edu>
Source record: 107732

Re the request for information on Archiver and Archiver 1.2

Geez. It has been ages, but I used the software, and I remember a little
about it. I remember that the program had a fairly decent disassembler that
would dissasemble the contents of a sector into 6502 assembly.
You could do all the usual stuff too, like format single tracks with bizzare
sector patterns, make bad sectors, etc.

Sorry I cant tell you more. I have the manual somehwere. I will let you know
if I come across it.

-jim

772. QUESTion

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 04:49:08 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <LksF1B1w165w@TheRat.Kludge.COM>
Source record: 107735

Steve: Another Atari mystery you may be able to solve <g>. I was working on a bunch of busted up drives & two of them had 2797 with pin #25 missing. At first I thought maybe someone was trying to substitute a cheaper part, but then I saw a 2793 is $20, a 2797 is $30! I don't have any WDC data books or any clue why someone would substitute parts like this. Also, can you shed any light on 1050 ROM revisions? Were there any fatal flaws in the early Eprom versions? One last QUESTion, do I only have to change the drive table in the 1st part of the ROM, at about 10 bytes from start, to get them to respond to D5=>D8 vs D1=>D4?

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

773. Re: Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 14:39:16 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar15.143916.361@mtu.edu>
Source record: 107734

Bill,

Well, I really know nothing about the Amiga from first hand experience.
All I know is what I catch from the Amiga vs ST flame wars that occur
so often in comp.sys.atari.st these days. But from what I gather, the
Amiga uses a display list much like the Atari 8 bit does.

Interesting trivia and all, but well, I'd rather worry about Classic stuff
and leave the Amigas to the Amiga experts.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

774. The Atari Hardware Book - Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 18:02:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C3xzCu.L7G@acsu.buffalo.edu>
Source record: 107736

This is the first weekly update on the _Classic Atari Hardware_ book. I've heard from about 12 people interested in such a book. So, I'm proceeding full steam ahead. Several people have expressed their interest in helping out.

The plan of attack follows:

1. I'm trying to compile all the information I can get. I've contacted to publishers of Antic and Analog at their last known address about reprinting articles. So far, I haven't heard back. I've also sent off a letter to Bob Woolley about his mods. I've gathered a few books together (see the list below) but I'm sure there's more out there.
So, here's where all you great people out there come in: look around your house and see what you've got laying around. Back issues of magazines, books, projects you've designed yourself. Contact me (via e-mail is best) so I can find out what you've got and how to get it from you.

2. When I get stuff, I'll add it to an index I've started on hardware projects (44+ so far!). This index is going to be uploaded to the archives in the near future along with information on how to get most of the stuff listed in it. (Did you know that there are 9 libraries in the country that have Analog and/or Antic?)

3. I'll ship off what I get to Andrew Diller, who has graciously volunteered to scan it and lay it out so we can desktop publish it (uniformity of fonts, etc. Also lets us re-arrange the material better than straight photocopies).

4. The book. Will be available two ways: Desktop published with schematics cleaned up/redrawn where necessary and at the archive site with schematics stored in TIFF files. You'll be able to get the book from me in print form (for minimal photocopy cost).

So, now I need your help in a big way! Check your closets, under the bed, in the attic, where-ever you stashed those back issues of Atari magazines or books. Send me an e-mail message to let me know what you've got so we'll be on our way!

David Anderson
v462etnn@ubvms.cc.buffalo.edu
(Also: 455 Crescent Avenue, Buffalo, NY 14214 716-836-7223)

Here's a list of the stuff I've got so far:

Analog
Issues: 5, 9, 10, 11, 12, 14, 16, 17, 19, 21, 33, 34, 40, 44, 45,
46, 47, 48, 49, 50, 51, 52, 54, 55, 56, 58, 59, 60, 61, 62, 63,
64, 65, 66, 67, 68, 69, 70, 71, 72, 73

Antic
Vol 2: 9,10
Vol 3: 1,5,9,10,11
Vol 4: 2,3,4,5,8
Vol 5: 4,5,6,7,8,9,11,12
Vol 6: 5,8,9,10,11,12
Vol 7: 1,2,6,8,10
Vol 8: 8

Leinecker, Richard
Your Atari Comes Alive
101 p. hardware projects
dist. by Alpha Systems

Wagner, H.C.
Hackerbook for your Atari Computer: Tips + Tricks
116 p. hardware projects and OS info.

Woolley, Robert
Morram 10/19/86 (lets you use RAM at $D600-$D700. Unused space)

Here's stuff I know about but don't have:

Your Atari 8-Bit Comes Alive
Richard Leinecker
207 p. hardware projects plus disk.
dist. by Horizon Computers
695 S. Colorado Boulevard, #10
Denver, CO 80222

Back Issues of:
Creative Computing
Current Notes
ZMag
Analog and ANTIC (compare to lists above)
SLCC Journal (San Leandro Computer Club)

775. Re: Textpro 5 beyond Beta release?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 19:05:06 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar15.190506.23950@mtu.edu>
Source record: 107737

In article <C3t0L3.LBn@moscow.uidaho.edu> tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
>
>I've found two annoying "features" in the beta release of Textpro 5.0
>in the atari.archive.umich.edu:/atari/8bit/Editors directory.
>
>1) I had in my text a colon preceeded by many spaces. Textpro could find the
> colon using a search spec preceeding the one or two spaces, but preceeding
> the colon in the search spec by 3 or more spaces could not find the colon
> in the text even though the colon WAS preceeded by 7 spaces.
>
>2) the [e] (edge right) command causes the text to the LEFT of the [e] to
> be printed starting at the extreme left side of the page, ignoring the
> left margin.
>
>So I ask: Is there still time to fix these before TP5.0 is cast in stone?
>The doc in TP5.0 beta distribution saya that it'll be released in December
>1992.
>
>If someone in-the-know could give this data to Ronnie Riche or give me a
>internet-able address for him I would appreciate it.
>
>Duane Tribe, tribe@ted.cs.uidaho.edu

I registered for version 5 back last spring, and although I talked to Ron
in December, he hadn't looked at version 5 for over a month.
I suspect the situation is probably still the same.

If you are a registered user, or just want to report these bugs,
why not call him at:

1-504-277-5336

and perhaps encourage him to finally get around to finishing and releasing
V. 5

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

776. Re: The Atari Hardware Book - Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 22:23:05 UTC
From: wbdst+@pitt.edu
Message-ID: <5925@blue.cis.pitt.edu>
Source record: 107740

You might want to check out "Mapping the Atari", revised axxx edition,
from Compute! Books for standard hardware. There was also an article
on disk drive formats, Percom, and some Atari disk drive history in
the October, 1985 issue of "Compute!", by Bill Wilkinson.

777. Re: Anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 22:33:55 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.14.732234835@1302.watstar.uwaterloo.ca>
Source record: 107738

In article <i3aa1B1w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:
>I'm still wondering if anyone'd be interested in creating the following
>programs (more like graphics modes, like APAC and ColrView are)...
>80 col in text mode - this would also use probably some sort of inter-
> lacing trick like APAC does, but this would take 2K or so of
> screen memory and display it on two Graphics 0 screens with
> probably 2 fonts (because horizontal scroll enable screws your
> screen RAM pointing by widening it.. look it up in any 8-bit
> book.. like Mapping or De Re) One font would be the "left"
> characters, and the other would be the "right." I started
> working on this, actually. I was trying to use Fork in Action!,
> but gave up because I totally forgot HOW to use Fork! :(
> Anyways... the #1 idea (APAC15) is easy to comprehend (I THINK)
> but this is less, so let me explain it.

I had this project done a few years back, and it in fact used the horizontal
fine scrolling, and used only one font. The font was designed in such a way
that all the text was legible even on a regular TV. Of course, it
flickered, and I could not look at the screen longer than about 5 minutes.

If anyone shows some interest, I can upload the mac65 assembly source for it.

>>>> phbill@cyberden.sf.ca.us <<<

Art Twarecki
atwarecki@1302.watstar.uwaterloo.ca

Computer Engineering | 'I have become comfortably numb'
University of Waterloo | -Pink Floyd
==========

778. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-15 22:59:49 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1o31p5INNpje@usenet.INS.CWRU.Edu>
Source record: 107739

In a previous article, anyone@cyberden.sf.ca.us () says:

>Unless I jumped the gun, there is no "cvsquash.uue" in the archives under
>"Graphics" directiory...

I just checked by FTP - the file has been placed as

8bit/Graphics/CVSQUASH.ARC

with that capitalization.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

779. Re: Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 00:41:59 UTC
From: mreisch@dreamtime.unm.edu
Message-ID: <MREISCH.93Mar15164159@dreamtime.unm.edu>
Source record: 107741

The Amiga's copper lists are nearly analogous to
the 8bit's display list. Both chip sets were designed by the same
people.

780. Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 01:37:07 UTC
From: rat@csi.jpl.nasa.gov
Message-ID: <1993Mar16.013707.4564@csi.jpl.nasa.gov>
Source record: 107742

LONG INTRO :

While sitting around the other day thinking about how to control
the mash temperature in my otherwise flawless :-> beer making process,
I decided put some of that stuff they tried to teach me in college to
good use and build my own automatic temperature control system. Then
the idea hit me, "Use that old Atari 800XL sitting all alone in the
closet!" It would be perfect. Keyboard, programmable, enough memory
and speed to get real fancy with the control algorithms, built in I/O,
interrupt driven timers, disk drive, ... it's got EVERYTHING.

I pulled the thing out and hooked it up again. Even found my C
compilers (Kyan and Deep Blue). I got some 9 pin mini-jacks, soldered
on some wires, and started playing around with the controller ports.
It looked like the best way to get temperature data into the machine
would be to use the pot ports and let the OS do the decoding. Once
every 1/60 sec would be plenty fast and 228 levels would be enough.
Besides, I wanted to save 2 or 3 of the PIA (joystick) lines for outputs.

ON TO THE REAL QUESTION :

While playing around with the pot input ports, I discovered that they
seem to measure resistance, not voltage. (Kind of makes sense.) However,
although they were linear with resistance across the +5v to pot line
(from 5 kOhm to 550 kOhm), if you tied the pot input to ground with a
different resistor, you get a different value. My guess is that the
input circuitry is a Wheatstone bridge and a voltage comparator. I
looked at the schematics in the back of the hardware manual, but all they
show is a single inline resistor to the antic chip.

Does anybody know the equivalent input circuitry for the pot ports.
I doubt that any temperature sensor I can afford will match the resistive
input range of the standard pot port without me building an "impedance"
matching circuit.

HELP !!!!!

--
David Rathbun "The dog never laughs at my jokes" DB.
rat@elvis.jpl.nasa.gov

781. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 03:44:56 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar16.034456.10954@mtu.edu>
Source record: 107743

David,

While I can't help you with the innards of the 800XL Analog inputs, I can tell you that Digikey sells a variety of Thermistors, with both negative and positive coefficients, where the resistance at 25 degrees celsius ranges from 20 ohms to 150K. The Atarilab basic kit has a thermistor in it, along with a cartridge that measures and will record temperature at given intervals for you. It also has formulas and programs for calibrating the Thermistor in the kit, which would apply equally well to your project. Digikey's Thermistors range in price from 84 cents apiece to about three dollars, well within the range of even the stingiest beer brewer!

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

782. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 04:02:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C3yr4n.DIt@acsu.buffalo.edu>
Source record: 107744

In article <1993Mar16.013707.4564@csi.jpl.nasa.gov>, rat@csi.jpl.nasa.gov (Dave Rathbun) writes...
>
>It looked like the best way to get temperature data into the machine
>would be to use the pot ports and let the OS do the decoding. Once
>every 1/60 sec would be plenty fast and 228 levels would be enough.
>ON TO THE REAL QUESTION :
> While playing around with the pot input ports, I discovered that they
>seem to measure resistance, not voltage. (Kind of makes sense.) However,
>although they were linear with resistance across the +5v to pot line
>(from 5 kOhm to 550 kOhm), if you tied the pot input to ground with a
>different resistor, you get a different value. My guess is that the
>input circuitry is a Wheatstone bridge and a voltage comparator. I
>looked at the schematics in the back of the hardware manual, but all they
>show is a single inline resistor to the antic chip.
> Does anybody know the equivalent input circuitry for the pot ports.
>I doubt that any temperature sensor I can afford will match the resistive
>input range of the standard pot port without me building an "impedance"
>matching circuit.
>
Au contraire mon frere! Right here on page 40 of _Your Atari
Comes Alive_ is a "thermometer" circuit. The design is fairly
sensitive or insensitive (depends on use of 2N2222).

Send me your snailmail address, I'll dash off a photocopy to you.

Like Romeo Void said, "Never say never"!
>David Rathbun "The dog never laughs at my jokes" DB.
>rat@elvis.jpl.nasa.gov

David Anderson

783. ATARI standard serial

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 04:53:45 UTC
From: reeder@reed.edu
Message-ID: <1993Mar16.045345.10498@reed.edu>
Source record: 107745

Is "Standard ATARI 8bit serial" compatible with RS-232C?
A friend needs to hook up an Atari XMM 801 Dot-Matrix Graphics Printer.

There are two parts to the question. First, are the signals
electronically compatible with RS-232C levels? Second are the line
identities. I have the pinout from the manual; Data In, Signal
Ground, and Data Out lines are pretty obvious. Is Command the handshaking
line from computer to printer? Is Ready the handshaking line from printer
to computer?

Thanks in advance for any help you can give! Replies by e-mail would
be nice, but I will read the group.

Doug Reeder Internet: reeder@reed.edu
Div, Grad & Curl USENET: ...!tektronix!reed!reeder
programming & derivative work
I am actively seeking scientific programming contracts.

784. Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 09:06:31 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <7655@tuegate.tue.nl>
Source record: 107748

Until a few months back I thought the 8bit scene was dead and then I found
this Newsgroup.
I digged up my old 800XL and connected it to a small TV (I never had a real
monitor). But then I was shocked by the bad result of what the TV was showing.
It was all fuzzy and snowing and I couldn't get it any better.
Later I turned on my PC monitor and then the following thing came to my mind:

Is it possible to connect a 600/800 XL to a hercules/CGA/EGA/VGA monitor?

Has anyone tried this before? Or is it impossible?
Could somebody answer these questions or do you have the specifications of
the atari monitor bus, so I can try to figure it by myself.

Thanks.

Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Technology
The Netherlands
---

785. Re: Secret Ending to 2600 Raiders of the Lost Ark?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 11:28:35 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Mar16.112835.15112@cs.nott.ac.uk>
Source record: 107746

In article <11MAR199322064204@utkvx.utk.edu> menees@utkvx.utk.edu (Menees, Bill) writes:
>
> Does anyone know what the secret message was at the end of the
>2600 version of Raiders of the Lost Ark? I finished it the normal way and it
>seems like I found a few hints and finished it a faster way. I know that I
>could finish it and get all possible points on the stack, but what I could
>never do was find the secret message!!! Somewhere in the hints section in the
>back of the cartridge manuel, it said that if you finished it a certain way you
>would see a special secret message.

It's ages since I played this, and I never finished it, but there has been
a discussion going on recently in alt.games.video.classic about it,
maybe they can help

786. Re: Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 12:50:25 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Mar16.125025.12365@ugle.unit.no>
Source record: 107747

In article <MREISCH.93Mar15164159@dreamtime.unm.edu>, mreisch@dreamtime.unm.edu (Christian M. Reisch) writes:
>
> The Amiga's copper lists are nearly analogous to
> the 8bit's display list. Both chip sets were designed by the same
> people.

Yep... Jay Miner is God ;)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

787. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 14:50:33 UTC
From: hill@spot.Colorado.EDU
Message-ID: <1993Mar16.145033.12176@ucsu.Colorado.EDU>
Source record: 107749

I sent the following letter to Craig Lisowski, but upon reflection it seemed
it might also do me some good publicly. So here goes:

In article <1993Mar11.005108.4254@mcs.kent.edu> you write:
> I do know that the versions of Chipmunk that I have, has a side of Specific
>Titles that it copies, and also a side which it attempts to copy things by
>the Developing Software Company. As usualy, I also have various versions
>of Skunk, a similar Chipmunk type program. I also think I have Chipmunk+.
>I also have a program which is of extreme use in/against Electronics Arts.
>Also amongst my archives are my Own various tools I used and also a copy
>of The Pirates Treasure Chest, Alpha Systems Electronic Protection I & II,
>and some general protection removers. Strange how its all obsolete now,
>seeing how all the software I use is self developed now. I also vageuly
>remember something entitled `BootMaster` ? You would boot this gem up,
>then insert the program to copy, it would boot that up, and make a
>sector map of the disk and then you hit a key, inserted a new disk
>and it wrote this disk-map, and then began to copy the disk in its own
>unique way.
> Alas, the days of livelihood.

What is the program against Electronic Arts? I have the animation program
(can't remember the name right now) original disk, and a Newell modified
OS, which causes the program to barf during boot and tell me to remove the
custom OS (no way!). I've tried to figure out the copy protection; made
countless pages of printouts, went over and over the boot process with
various disassemblers, but to no avail - whoever programmed the copy
protection for EA, they were good! Lots of reading in sectors, ORA'ing
them with more sectors, to produce further boot code and/or the AE title
graphics. A bloody mess. Do you have any experience with poking around
like that?

>-Craig Lisowski

--Michael

Michael Hill <>< Isaiah 9:6 | "Don't be afraid, He has risen/ He's not here,
hill@spot.Colorado.EDU | why are you trembling with fear/ Just as He
Aerospace Eng., Business Owner | told you, just as He said/ They could not
University of Colorado@Boulder | stop Him, He is not dead! He's the Messiah"
$ mv net.flames /dev/null | --Bloodgood, "The Messiah"
------------ Nothing's quite the same after You speak to me! --GC ------------
Did you ever notice that everybody in favor of abortion has already been born?!

788. Re: Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 15:26:48 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar16.152648.14861@mtu.edu>
Source record: 107750

Jos,

Until Recently 8 bitters all over have been searching in vain for just such
a modification: something that will allow us to connect those popular,
CHEAP CGA or monochrome TTL monitors to our 8 bits. Steve Quest says the
circuit is deceptively simple, so hopefully we'll have something on this in the
near future.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

789. Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 16:46:35 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <cgki1B1w165w@TheRat.Kludge.COM>
Source record: 107657

The pots are just a little more detailed then that. The just have a capacitor that charges after the resistor & the POKEY chip determines how long it takes for the pin to reach a logic 1. *IF* you don't go to big with a capacitor & your thermistor has to low of a resistance, just add a small value cap between the POT pin & ground. I think the puppy radio shack sells is in about the right range. I got about +- 1 degree C accuracy with it if I remember correctly. Ended up with one of my really verbose (23k) uploads on how to use the POTs for sensors & switch 120VAC with that Motorola 3010 <#?> chip & triac.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

790. Need Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 20:29:02 UTC
From: jdahl@rchland.vnet.ibm.com
Message-ID: <1993Mar16.202902.21568@rchland.ibm.com>
Source record: 107751

HELP!!

I need the phone number of a reputable atari 8-bit
dealer.

Lately I have been thinking back to the good old days
before the c64 came out. The game I loved most was,
of course, Star Raiders. This may be a cliche on this
group, BUT I NEED IT.

Anyone, Anyone....

(whimper)
--
=-=-=-

791. Epyx Address

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-16 21:21:48 UTC
From: chandley@merle.acns.nwu.edu
Message-ID: <1993Mar16.212148.1849@news.acns.nwu.edu>
Source record: 107752

Hey all. I am new to this group, but you may have read my earlier post to alt.games.classics. I am looking for information about Epyx Inc, in particular:
1) If the have a e-mail address, and if so what is it :)
2) What thier snail mail address is.
3) A phone number I could get a hold of them at.

The reason for all this is I am looking for the source code for a great Atari 800 game called Crush Crumble and Chomp. I was hoping to get Epyx permision to do a freeware version for the IBM and maybe other platforms (Mac, Apple GS, Amiga have all been suggested.) If anyone has a copy of the DISK version, and is willing to either email me or print and send me a copy of the source code , please reply :) All replys will be answered, and any help will be appreciated :)

Name: Jared P. Buntain E-mail: chandley@nwu.edu

"AAAAAggggh AGAIN reality ruins my life!" | Jared has had his life ruined
-Calvin | often by reality.
--
Name: Jared P. Buntain E-mail: chandley@nwu.edu

"AAAAAggggh AGAIN reality ruins my life!" | Jared has had his life ruined
-Calvin | often by reality.

792. Re: The Atari Hardware Book - Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 02:40:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <RXBJ1B3w165w@cyberden.sf.ca.us>
Source record: 107655

9 libraries!? That's pretty good for a coupla dead magazines (isn't it...?)

(that was re: 9 librarys have copies of Antic/Analog)

And about TIFFs... what viewers are the for the 8-bits that can view them? (maybe GIF'd be the best format... maybe a nice 320x200x2 mode and one can use AT8GIF to view it... and DON'T start yelling about "oh, APACView is way better!"... yes, it is.. but it can't handle any resolution higher than 80 x 192 for black/white, and 160 x 192, but then you'll either have to settle with zooming or something. I wish Jeff'd ad that CV8 mode soon! And maybe a Gr.15 and Gr.8 (4 grey and black/white) mode..?

Anyways.. I have a copy of Jeff's ILBM read, too, which views "IFF"s... dunno about "TIFF"s tho..

so..

HELP!

(THAT was re: putting TIFFs of the hardware mods' schematics on the archive)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

793. Humor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 02:48:00 UTC
From: v462etnn@ubvmsd.cc.buffalo.edu
Message-ID: <C40IDC.L5K@acsu.buffalo.edu>
Source record: 107753

Here's a good one for everyone who wanted a 1090XL. I was looking through some issues of the DAL-ACE (Dallas Atari Computer Enthusiasts) when I came across this:

Give Your Atari More Guts With the XL-Expander

The possibilities of the XL-Expander are endless:

* Modem or modem interface
* Printer interface with buffer upgradeable to 64K
* RGB Interface
* Tape interface
* Disk controller
* Voice synthesizer and recognizer
* Eprom programmer
* Burglar alarm controller
* Telephone answerer
* Robot controller
* Co-processor for CPM and other functions
* Extended RAM
* Selectable custom operating systems
* Triple cartidge board.

(by Crystal Computer Products)

Anyway, this was in March 1985. I don't think there was such a beastie (there's a crude outline drawing).

Gee, wouldn't it be nice.

David Anderson

794. Re: Need Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 02:49:21 UTC
From: wbdst+@pitt.edu
Message-ID: <6045@blue.cis.pitt.edu>
Source record: 107754

[No readable article body recovered]

795. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 06:37:55 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <1993Mar17.063755.19193@ra.msstate.edu>
Source record: 107656

I have finally decided to sell my Atari 8-bit system,
it includes the following: (this is an updated list)

Hardware - 1050 Disk Drive with US Doubler $60
1020 color pen plotter/printer $10

Accessories - 5 joysticks $3 each
1 set of paddles $5
1 ICD printer cable $5
1 ICD modem cable $5

Software on disk - SpartaDOS 3.2d $10
Bank Street Music Writer $5
The Converter version 1.51 $5
Paper Clip $10
Print Power $10
The Print Shop $15
RAMbrandt version 2.0 $10

Games on disk - Alternate Reality - The City $10
Alternate Reality - The Dungeon $10
Artic Antics $10
Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jawbreaker $5
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Silicon Dreams $5
Trail Blazer $10

Books - Basic Atari BASIC $7
Mapping the Atari, revised version (includes XL stuff) $10

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: May, July, Aug/1985
May*, Dec*/1987
Apr, Dec*/1988
* these issues include the disk

I also have over 50 dd/ds SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
MSU, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu
P.O. Box 2439
MSU, MS 39762

796. Re: Humor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 14:19:19 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar17.141919.1916@mtu.edu>
Source record: 107658

In article <C40IDC.L5K@acsu.buffalo.edu> v462etnn@ubvmsd.cc.buffalo.edu (David L Anderson) writes:
>Here's a good one for everyone who wanted a 1090XL. I was
>looking through some issues of the DAL-ACE (Dallas Atari
>Computer Enthusiasts) when I came across this:
>
>Give Your Atari More Guts With the XL-Expander
>
>The possibilities of the XL-Expander are endless:
>
>* Modem or modem interface
>* Printer interface with buffer upgradeable to 64K
>* RGB Interface
>* Tape interface
>* Disk controller
>* Voice synthesizer and recognizer
>* Eprom programmer
>* Burglar alarm controller
>* Telephone answerer
>* Robot controller
>* Co-processor for CPM and other functions
>* Extended RAM
>* Selectable custom operating systems
>* Triple cartidge board.
>
>(by Crystal Computer Products)
>
>Anyway, this was in March 1985. I don't think there was
>such a beastie (there's a crude outline drawing).
>
>Gee, wouldn't it be nice.
>
>David Anderson

Yeah! I remember that! Newell Industries was gonna sell it too!
It sounded so neat, so expandable! I wonder if evey any prototypes
were made.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

797. Re: The Atari Hardware Book - Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 14:31:52 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Mar17.143152.14038@ge-dab.GE.COM>
Source record: 107659

In article <RXBJ1B3w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
|> And about TIFFs... what viewers are the for the 8-bits that can view
|> them? (maybe GIF'd be the best format... maybe a nice 320x200x2 mode and
|> ...
|> Anyways.. I have a copy of Jeff's ILBM read, too, which views "IFF"s...
|> dunno about "TIFF"s tho..

As you might have suspected phbill, I have written a TIFF viewer program
called (drumroll....) TIFFREAD. I haven't ever released it to BBSes or
pay services or the archives here...whenever I have given it to someone
they end up coming up with a flavor of TIFF that it can't read. TIFF is
so general it can store B&W, halftone, greyscale, full color, LZW-encoded,
FAX Group 3 and 4, and JPEG pictures. My prog can only handle a small
subset of these: it can view (and print out on an Epson-compatible 9-pin)
monochrome (1 or 4 bits per pixel) compressed or uncompressed TIFFs. If
anyone has some they would like me to try, e-mail them to one of the
addresses below (uuencode it first) and I'll get back to you.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

798. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 15:04:30 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar17.150430.2395@mtu.edu>
Source record: 107660

one of the problems I see with making thermometers for your 8 bit with
Thermistors or Transistors is packaging. If you're going to immerse this
in a liquid, like beer, you don't want to the bare wires showing, because
they're gonna corrode and break, as well as cause a short across the two
leads. My thought was to find an epoxy that is a fairly good heat conductor,
and somehow make a mold in which the thermistor and wires are laid and then
the epoxy poured and allowed to harden. Perhaps the 8 bit Alchemist, being
a chemist by trade, can give us some ideas on some sort of coating agent
that would be resistant to heat (say, boiling water), yet be heat conductive
but not electrically conductive. Geeze, come to think of it, I think B&C
Computervisions bought up a bunch of ATARILAB stuff, including extra temperature
probes. They babies are all ready to go, and work pretty well last time I
fooled with them. Why not save yourself a lot of trouble and just order a
couple?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

799. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 18:10:40 UTC
From: ddnoll@mtu.edu
Message-ID: <1993Mar17.181040.3262@mtu.edu>
Source record: 107661

I spent a summer working at a local college doing computer interfacing on Macs (a nasty word in this newsgroup). Anyway, one of our major projects involved thermistors. We spent about a week experimenting with different configurations and still could not build anything comparably sensitive and versatile as production units. I tested one from the Atari Lab kit at the time and found it to have nearly as good resolution as the ones we ordered. I'd have to agree that B&C might be the easiest way to go.

-den

800. Help me fix my 1050!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 20:50:37 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1993Mar17.205037.9049@en.ecn.purdue.edu>
Source record: 107662

Well, I finally got my 1050 and it dies 3 days later! Here's what it did/does. When I first got the drive I had problems with it formatting disks incorrectly. When I would format a disk it would step the head 39 times then it would start the second 39 steps. On this second pass it would 'skip' about 10 tracks by stepping the motor really quickly. The drive never seemed to have problems reading any disks. Then the other day I started to boot a DOS disk and all I heard was three beeps. The drive wasn't stepping the head at all. I tried to boot again and the same thing happened. Eventually the drive came to it's present state of not being recognized by the computer at all. When I turn the drive on it spins as it normally would but doesn't step the head. It then continues to spin the hub for 3 seconds, stop for three seconds, spin the hub for three seconds, stop for 3 seconds, etc. Has anyone else had this problem or know what is wrong? Thanks a lot!

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

801. Micro text

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 22:19:27 UTC
From: aj227@yfn.ysu.edu
Message-ID: <C420oH.DEx@news.ysu.edu>
Source record: 107663

I was wondering if anyone out there knew of a program ,for the 8-bits, that
can print 4 pages of text on one page. I saw such a program for PC's that
is called micro text. The results were very good on a 9-pin Epson, very readatext for such
small print. Are there any such programs for 800/xl/xe computers?
Thanks for any info.

802. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 22:51:58 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C4226M.F7v@news.ysu.edu>
Source record: 107664

Reply-To: phbill@cyberden.sf.ca.us writes:

>Speaking of MagnaPrint (since Alpha systems is still around).. does it
>work well (or at ALL) with Atari xmm801 printers? I'd like to get it
>
>I'd also really like to get my hands on some color printing software for
>the xmm801, but I suppose I'll eventually have to upgrade to a true >Epson
>or something like that (yay! 80cps sucks! hehe)

PicPrint 6.0 will work with it...color too! Here is some info about it:
PicPrint 6.0 by MKD Software works only on Atari XL/XE
PicPrint is a program designed to print your compressed,
uncompressed, Fun with Art, and Paint pictures on any Epson type
printer. It even supports oddballs such as Atari XMM-801 and Canon
thermal printer.
The main feature of this program is that if you have an Epson
JX-80, Star NX-1000r or compatible color printer, you can print your
pic's in full color.
If you use SDX, the drive letter will be used (A, B, C, etc.) and the
program will use the SDX default drive. I have PicPrint on a
720K 3.5 inch drive with many, many pic files. That is the best way to
do it if you have SDX. If you don't have SDX, then get it!
PicPrint will display up to 60 files They can be mixed file types-
PicPrint can tell what kind of file you have whatever the name is.
Below is a list of other files it loads and prints:
MovieMaker, Aladdin, AtariGraphics, Visualizer, Magic Painter,and force
any Gr.8 Load
Commands available:
Flip........Flips pic- useful for making T-Shirt iron ons.
Print.......Prints the pic. If you hold OPTION down while
pressing P it will make twice as many print passes on the paper. If
you hold START while pressing P, ANTIC DMA will be turned off to speed
up printing.

Menu........Takes you back to the File menu.
View........Lets you see what's under the text window until
you hit a key- then the text window returns.
Save........Saves the pic in picture in standard
Uncompressed format. This is useful for converting the pic for use
with other programs such as DesignLab or Philip Price's DLI program.
Black/White.removes the color from the screen- useful for
printing B&W on a color printer. The pic automatically changes to B&W
if you didn't select a color printer.
1-4 color...press 1 then + or - to change color 1, same for
all colors 1-4. Hit esc to exit color change

Dli.....This will load the four .P? files from Philip
Price's program. The DLI's won't show on the screen, but they will
print on paper.
Color Reg...Puts the values of the color registers on the
screen (and pic if you print it).
Gr.....Changes to and from Graphics 8 monochrome mode.
Neg.....Toggles white on black or black on white on
screen and on the paper. Works only in Gr.8 mode.
Res.....Restores colors if you messed them up. Use in Gr.15 mode.
There are a few other files on the disk- the CONVERT.COM file is
an excellent conversion program from ABBUC that will convert pics to
and from Graphics 8, ST PI3, and IBM monochrome format.
PAINTR.COM is Philip Price's DLI program. Option toggles pic on
/ off, Select changes current color, Start saves DLI's. Esc then
select turns brush mode on/off. The program is joystick controlled.
Works with AtariDOS, SuperDOS, SpartaDOS-X (if you USE BANKED)
Sorry, Sparta versions 2.x and 3.x won't work- They use the RAM
under the OS that PicPrint also uses. (see below)
It hasn't been tested with other DOS's, but most should work.
PicPrint WILL WORK with AtariDOS D8: RAMdisk and SuperDOS D5:
RAMdisk and any and all SDX RAMdisks.
The program is written in Compiled Turbo-BASIC which DOES work with SDX.
The 2.x and 3.x Sparta versions couldn't load T-BASIC because of RAM
usage.
Philip Price's program is in the Public Domain.
Picprint is Copyright 1991 by MKD Systems. I paid $17 for it from:
MKD Systems
125 Goodview Drive
Apollo, PA 15613
412-727-7987
CIS ID: 72347,3014

--
Joe Sabatino-->ab588@yfn.ysu.edu

803. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-17 22:54:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C422BG.FJx@news.ysu.edu>
Source record: 107665

```
Bill...you have to look in the 8bit/New directory for cvsquash.uue
as it hasn't been put in the Graphics dir yet.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

804. The High-Tech Team.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 00:51:54 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GVXCSBC9SI96VPVF@vax.edinboro.edu>
Source record: 107666

> Date: 12 Mar 93 03:46:57 GMT
> From: well!moon!cyberden!phbill@uunet.uu.net
> Subject: Frankenstein from High Tech Team..
> To: Info-Atari8@naucse.cse.nau.edu
>
> Freankenstein, if you're somewhere out here, please reply to this
> message! Thanx..
>
> also, hey... put your internet address on your demo scrollers! :)
>
> hell, why not your postal address, too! hehe
>
> thanx a ton.. I'm pretty sure you're out here somewhere...

Bill (and anyone else),

Actually the High-Tech team is no longer together (to my knowledge). Instead, they are putting out a magazine called 'Mega Magazine' or 'Megazine' for short. 'Frankenstine' is the editor and I am pretty much his US contact. (I have no intrest in actually selling anything, but I help distribute and/or supply information). The last time that I talked to him, he said that he was a member of a BBS that was experimenting with USENET (or UUCP). He mentioned trying to send me e-mail but I never received it, so I don't know if their connection is very sound yet. I do not know his Internet address yet either.

Since I doubt he wants his home address given out, I will post the address of Mega Magazine if you like.

-Adam Conover.
a644690c@edinboro.edu

805. Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 01:23:12 UTC
From: brian.lasko@rose.com
Message-ID: <1993Mar18.012316.27384@rose.com>
Source record: 107667

Date Entered: 03-17-93 20:06

I have an old Atari 600XL that I dug out of my closet. I only have
the console, a bunch of cartridges and the cassette recorder. can
this unit be hooked up to a disk drive? I'd like to get one to play
all the old classics, and even some of the not so well known ones.
Something simple to pass the time, I guess. As I understand, the
600XL only has 16K RAM, so I would I would need more memory. Can
anyone out there give me the name of any retailer that sells old Atari
stuff in toronto, or, if anyone has a disk drive they'd like to sell,
please let me know. Also, what are the going prices for these items
(disk drive, memory)? Any help would be appreciated.
Brian Lasko

RoseReader 2.10 P002855 Entered at [ROSE]
RoseMail 2.10 : RoseNet<=>Usenet Gateway : Rose Media 416-733-2285

806. What killed my 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 04:04:54 UTC
From: ortega@cactus.org
Message-ID: <1993Mar18.040454.1153@cactus.org>
Source record: 107668

I was putting together a videotape for a friend of mine and
I decided to add a couple of quick screens of video titling.

I dug my old 800XL out of the closet and plugged it in.
It went directly to the test mode and but would reset to
the beginning instead of running the tests. It did this
a few times at power-up and then stopped doing even this.

I dug the second one out of the closet and it didn't even
get as far as the first.

I swear that at least one of them was functioning when I put
them away.

What could have killed them?

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

807. Re: The Atari Hardware Book - Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 05:00:10 UTC
From: dillera@wam.umd.edu
Message-ID: <1993Mar18.050010.23887@wam.umd.edu>
Source record: 107669

>And about TIFFs... what viewers are the for the 8-bits that can view
>them? (maybe GIF'd be the best format... maybe a nice 320x200x2 mode and
>
There is no TIFF view for the 8-bit that I know of....

>Anyways.. I have a copy of Jeff's ILBM read, too, which views "IFF"s...
>dunno about "TIFF"s tho..
>
>
TIFF are the standard file format for a scanned image- in the MAC & IBM
land. They are very big files- but also have a very high resolution.
The version of the Hack Manual which will include TIFF's will be
(probally) a PageMaker document for viewing on the MAC/Windows platform
There will be other versions of the file for 8-bit direct viewing, but
this wont be as easy-obviously- you coulden't load in a 2meg file into
your 130XE. The 8-bit version will be split up, but many people out
there have the necessary harware (an IBM w/ windows or Mac) to read
the big file- and it will be alot prettier and easier to read!

--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu

808. Re: ATARI standard serial

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 06:41:59 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Mar18.064159.5139@sactoh0.sac.ca.us>
Source record: 107670

In <1993Mar16.045345.10498@reed.edu> reeder@reed.edu (P. Douglas Reeder) writes:

>Is "Standard ATARI 8bit serial" compatible with RS-232C?
>A friend needs to hook up an Atari XMM 801 Dot-Matrix Graphics Printer.

>There are two parts to the question. First, are the signals
>electronically compatible with RS-232C levels? Second are the line
>identities. I have the pinout from the manual; Data In, Signal
>Ground, and Data Out lines are pretty obvious. Is Command the handshaking
>line from computer to printer? Is Ready the handshaking line from printer
>to computer?

?!?!?!?!

If you have an Atari 8-bit, the XMM801 is a direct connect to the
Atari SIO port. If you have the SMM804 (ST version) then you need
something like the Atari XEP80 that has a parallel port.

If you want to connect a serial printer to an Atari 8-bit (why?)
then you need something like the Atari 850 interface or the P:R:
Connection. Those peripherals have serial ports.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

809. Re: Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 06:49:24 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Mar18.064924.5226@sactoh0.sac.ca.us>
Source record: 107671

Well, it might be possible to, but it is very impractical to even
try to connect an Atari to a TTL monitor.

One, Ataris use a composite video output. TTL monitors do not
allow analog input. There's your answer.

Actually, if you want a better output, don't use the RF interface.
Get a monitor calbe that allows direct video input.

I use a 19" TV/monitor on my 800XL, and I get excellent video.

If you really have to have a monochrome output, then find an old
Apple II monitor, or an NEC, Amdek, or any monitor that accepts a
composite video input. via an RCA jack. You can even use an old
Apple Monitor III (or /// for you hard core Appleistas)

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

810. Re: Anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 06:54:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DDiL1B4w165w@cyberden.sf.ca.us>
Source record: 107673

ATWARECKI@1302.watstar.uwaterloo.ca (Art Twarecki) writes:

> flickered, and I could not look at the screen longer than about 5 minutes.
>
> If anyone shows some interest, I can upload the mac65 assembly source for it.
>

Flicker? Oh..that sucks. Then again, ColrView probably isn't the best
on one's eyes, nor is APAC!... and the high pitched noise of modem I/O
(at least with an SX212...)

yuK! :) ...

And sure!!! PLEASE! Do upload the source! (maybe do SOURCE source, not
just Mac65 source (ie, LIST the file, not just SAVE it)... that way those
of us w/o Mac65 (and who are too lazy to fix their Mac65 source viewer :)
) can easily look at it!

thanx!

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

811. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 06:56:44 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <0giL1B5w165w@cyberden.sf.ca.us>
Source record: 107674

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> I just checked by FTP - the file has been placed as
>
> 8bit/Graphics/CVSQUASH.ARC
>
> with that capitalization.

That's odd... how'd they get away with THAT one!?

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

812. Re: Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 06:57:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <aiiL1B6w165w@cyberden.sf.ca.us>
Source record: 107675

mreisch@dreamtime.unm.edu (Christian M. Reisch) writes:

>
> The Amiga's copper lists are nearly analogous to
> the 8bit's display list. Both chip sets were designed by the same
> people.

Are the Amiga's copper lists anything like the 7800's Maria, tho? (which
can have a Display list OF a display list!!!)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

813. IT'S MELTING! MELTING! WHAT A WORLD!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 07:03:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZRiL1B7w165w@cyberden.sf.ca.us>
Source record: 107676

Earlier today I was showing off some of the more musical demos on my 8-bit to an IBM-user friend over the phone (he was busy messing with MODs... BTW! WHERE DOES ONE GET A MOD PLAYER FOR THE ATARI CLASSICS!? I HEARD THERE WERE AT LEAST TWO MADE! thank you)..

Anyways.. my VCR started tripping out (I was also at the moment busy video-taping some of the stuff from the demos). Ok..great, my VCR is going screwy again (it had done it before months ago). THEN, I started booting a disk, and it would load...stop for a few seconds... load more...etc. "Funny.." I thot. (being the humorous sort)..

THEN, I started to SMELL something.. "Oh great, now something in here is overheating! Damn!"... but wait.. it wasn't either of my two 1050s, nor my 1200xl, nor my TV, nor my VCR.. (all of which were on, but not very warm). Then, I looked on my right where I had my XMM801 printer and SX212 sitting. (they were on a stool... wicker is the only way I can describe it.. I know it's not, but it's of the same, wood-like stuff.. (sorry.. VERY tired.. probably not making ANY sense!)..)

ANYWAYS... I look a little closer, trying to find the source of this plasticy and wretched smell... and "MY GOD!" .. my XMM801 was on fire!!!!

Well.. not quite.. but SMOKE WAS COMING OUT OF IT!! (just a little, but enough to scare me to death!)... Funny thing tho, it was on the LEFT, nowhere close to the power-switch..

and the even STRANGER thing...

IT
WASN'T
EVEN
>ON!<

Soo... is my XMM801 going to kill me, or is this a common occurance!? (I've had it since 86? 87?) (maybe even earlier.. got it before my 1st 1050 I think..)

thanx in advance

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

814. 2600 Asteriods / Lynx Gates of Zendecon ... the mysterious link!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 07:09:13 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <32iL1B8w165w@cyberden.sf.ca.us>
Source record: 107677
Cross-posted to: rec.games,rec.video.games,comp.sys.atari.8bit,alt.games.video.classic

Ok... maybe before I babble it... does anyone know the mysterious link
between the following games...?

Atari 2600 Asteroids
and
Atari Lynx Gates of Zendocon

????? OTHER than the fact that they're both:

Space shoot'em ups
and
Are in color (hehe)

Well? I was amazed when I found it out (and I don't even HAVE a Lynx!)
(for shame on me! hehe... my fav. hand-held, too!)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

815. ColorView viewing.. just for fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 07:16:56 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XeJL1B1w165w@cyberden.sf.ca.us>
Source record: 107678

I made this file mainly for a friend of mine who I want to make a
ColorView viewer on his IBM. He'll most likely use C, but since I don't
know it, I can't write true sourcecode. Anyways, here's the little
"explanation for non-ColorView and non-Atari users on how ColorView
works"

(btw Jeff, is the MODE called "ColorView", and just the program
"ColrView", or are both called "ColrView"...)
-->8---snip--------8<-------------
"The general way of viewing ColorView files."
By Bill Kendrick, NBS 1993.

ColorView files:
ColorView mode is a 4096 color mode generated on the Atari Classic
line
of computers. It was created by Jeff Potter in a program called
"ColrView"
which is used in conjunction wit a GIF viewer called "APACView" (which
originally used a different, 256 color screen mode created by him as
well).
It is done by viewing three 16 color screens "simultaneously." These 16
color screens are in 80 x 192 resolution (not exactly high for today's
standards), and are simply part of the Atari's built-in graphics modes.
This 80 x 192 x 16 mode supports 16 shades of a specified color. This
has come in handy with ColorView, because by using three screens, one
being red, the second green, and the third blue, the Atari simulates 4096
true colors. (Another great advantage to ColorView modes was what it was
originally made for: viewing GIF files. GIF files store their palettes'
colors as red/green/blue values, so a program that converts GIFs into
Color-
View files only needs to know how to read the "RGB" palette and
uncompress
the image.)
ColorView files are really made of three files. (Actually, this is
really just the standard created by the inventor of ColorView, Jeff
Potter.)
The three files all have the same filename (8 characters), and have
extenders of ".R", ".G", and ".B" (for "red", "green", and "blue.")
Now that you know how ColorViews are viewed and stored, all you need to
know is how to read in the intensity values from each file. (These will
be 0 to 15 (16 shades of each color), so you have a total of 12-bits of
color on the screen, so if you're using a graphics mode on your system
that
can't handle that much, you'll have to just drop some of the lower bits.
(The number of bits of color of just one of the screens alone is 2^4=16,

so
a whole ColorView image uses (2^4)x(2^4)x(2^4)=4096, three sets of 4
bits=12!
The closest one can get in an 8-bit color mode (which is more or less
"standard VGA") would be (2^8)=256 colors! Converting a 4096 color value
to a 256 color value would mean dropping some bits. One way someone can
overcome this is to use dithering by drawing the actual red, green, and
blue
pixels onto the screen! (not just drawing a pixel with the blended color)
In this case, you're only using three sets of 16-colors which is only 48,
so
the palette size is greatly reduced, but the image quality is lower. One
of
the reasons I mentioned this is because compared to a normal (320 x 200 x
256)
VGA screen, ColorView (80 x 192 x 4096) has pixels 4 times as wide.
Alright, now the format of the single files... Each file is
composed
of an uncompressed 80 x 192 x 16 image, so each line is 40 bytes wide
(16 colors takes only 4 bits, or 1/2 a byte, so each byte represents >2<
pixels). The actual byte size of the file is 40 x 192 = 7680 bytes.
Let's look at it binarily:

76543210 <- bit positions. The decimal values derived from these are
really just 2^position, so the if only the leftmost bit was
on,
the decimal value of that byte would be 128. If the
rightmost
bit only was on, it'd be 1. If both the left and right were
on,
it'd be 129, if all were on, it'd be 255, and if all were
off,
it'd be 0!
10000000 <- 128
00000001 <- 1
10000001 <- 129
11111111 <- 255
00000000 <- 0

Now, remember, each byte represents >2< pixels, each having a value
(representing brightness) of 0 to 15. The leftmost (high) 4 bits are the
left pixel, and the rightmost (low) 4 bits are the right pixel.

11111111 <- 255
1111 <- left (these 4, being high, represent 240)
1111 <- right (these 4, being low, represent 15)

11001001 <-
1100 <- left (these 4, being high, represent 192 (128 + 64))
1001 <- right (these 4, being low, represent 9 (8 + 1))

Well, we've just found out that the highest 4 bits are WAY too high.
Fortunately, all we need to do is divide the value by 16 to get the
brightness value (which will be 0-15)!!!
Simple. Now, how does one go about splitting a byte up into two high/low
values? Just use "binary AND" (what represents it all depends on what
language you're using).
"AND" the byte with "240" (all left bits on) to get the left bits all
alone.
"AND" the byte with "15" (all right bits on) to get the right bits all
alone.

Simple example:

Open red file for read
Open green file for read
Open blue file for read
Set up screen (320 x 200 x 256 or more colors prefered)
Set up palette
Set X,Y coordinates to (0,0)

Repeat:

Get next from red file

Binary AND the red value with 240
Divide it by 16
Set the color to that intensity of red
Plot at X,Y

Binary AND the red value with 15
Set the color to that intensity of red
Plot at X+(one-80-column-pixel),Y

Get next byte from green file

Binary AND the green value with 240
Divide it by 16
Set the color to that intensity of green
Plot at X,Y

Binary AND the green value with 15
Set the color to that intensity of green
Plot at X+(one-80-column-pixel),Y

Get next byte from blue file

Binary AND the blue value with 240
Divide it by 16
Set the color to that intensity of blue
Plot at X,Y

Binary AND the blue value with 15
Set the color to that intensity of blue
Plot at X+(one-80-column-pixel),Y

```
Increase X by two 80-column pixels (which would be "8" VGA pixels)

If X is past the right edge of the screen Then:
Set X to 0
Increase Y by 1
End-If

Until you've read 7680 bytes
---

The end. Need any help? Contact Phbill.

(Phbill@Cyberden.SF.CA.US)

------------------------------------------------------------------------
PS- damn this place's 80 column "editor" isn't really 80 column!
grrr

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
```

816. 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 09:21:06 UTC
From: mreisch@dreamtime.unm.edu
Message-ID: <MREISCH.93Mar18092106@dreamtime.unm.edu>
Source record: 107672

This should prolly be a FAQ. Could someone please mail me
the pinout for the 850 interface.

Thanks in advance.

Christian M. Reisch
mreisch@dreamtime.unm.edu
{backbone}!unmvax!dreamtime!mreisch

817. RAM failure in a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 20:40:35 UTC
From: bn137@cleveland.Freenet.Edu
Message-ID: <1oamo4INN8mf@usenet.INS.CWRU.Edu>
Source record: 107679

Hello,
assume someone has poured a glass of hot milk into his 65XE.
This might wouldn't happen to you, but I know someone who
did it. Now his problem is that a part of the RAM isn't sane
anymore. A page or two of RAM around $600 apparently got
damaged by the milk flood. Poking around this part of memory
doesn't work anymore i.e. a PEEK would provide random
values.
Does anybody know which RAM chip usually keeps page 6 in
case of a 65XE?
What else could be wrong with this spoiled computer?

Marek
uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

818. need FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-18 23:10:48 UTC
From: pakumar@ocf.berkeley.edu
Message-ID: <1oavho$hfj@agate.berkeley.edu>
Source record: 107680

Could someone please post the address of a FTP side with access to atari 8bit software. I want one that will work with the internet system in my universities' unix system so I can transfer the data fast and later transfer it by modem to my atari. Thanks.

Prasanth Kumar EMail : paumar@ocf.berkeley.edu

819. Re: Anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 00:30:13 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.15.732501013@1302.watstar.uwaterloo.ca>
Source record: 107681

In article <DDiL1B4w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>And sure!!! PLEASE! Do upload the source! (maybe do SOURCE source, not
>just Mac65 source (ie, LIST the file, not just SAVE it)... that way those
>of us w/o Mac65 (and who are too lazy to fix their Mac65 source viewer :)
) can easily look at it!

Will do. I am heading home next weekend (March 27), and that's were my 8bit
is currently residing. I will bring the files down, and upload them to
a.a

>thanx!

Quite welcome!

>Bill Kendrick Novato, California New Breed Software
>PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

Art Twarecki
atwarecki@1302.watstar.uwaterloo.ca

Computer Engineering | 'I have become comfortably numb'
University of Waterloo | -Pink Floyd
==========

820. Re: Junk sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 00:41:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DRVm1B3w165w@cyberden.sf.ca.us>
Source record: 107683

Wait a minute. I though I saw you say something about the Atari 1010's (cassette ("program") recorders) using the same power-in as the 1050's (and at least the 1200XL as well, because MINE uses the same power as these two 1050's I've got).

Anyways... funny. I didn't know 1010's used the same power-in. (Never really bothered to look, tho). My 1010 came with a plug with the power-adapter built onto it, rather than the power-adapter elsewhere.

Like this:

```
my 1010: --------O= <-prongs to go into 110/120
^ ^
| |_ power adapter
cord to 1010
```

```
my 1050: -------O----= <-prongs...
^ ^ ^
| | |_ cord to wall
cord to 1050 |
|_ power adapter
```

Strange. Did they make two styles of these adpaters or something?

oohh.. now that I think about it, (both my 1010 and the 1050 plugs that go INTO the machines are the same (dunno what it's called tho)) I plugged my 1050 power into my 1010 once and it worked.. didn't dare leave it in after I found out (about 5 seconds later :))

hmmmmmmmm...

so theoretically I could connect my 1200xl with the 1010 plug...
hmmm

less floor space being taken by adapters and feet of cord!

I like it! I like it! :)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

821. Graphics 9 Viewer

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 00:48:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <s3Vm1B5w165w@cyberden.sf.ca.us>
Source record: 107684

I started work on a little QuickBASIC program on the (bleah!) IBMs at
school called "Graphics 9 Viewer" which ...views Atari 8-bit graphics 9
screens in VGA!

Wow!

It's actually pretty simple.
OTHER than the fact that I don't understand at ALL QuickBASIC's
idea of the "GET" command! UGH! So.. I dunno if it DOES
work, but theoretically it SHOULD...

here's what I do:

```
open file
x=0 y=0
for loop=1 to 7680
get byte
left=byte and 240
left=left/16
right=byte and 15
color left+16 (the VGA palette's 16 default greys are from 16-31)
line (x,y)-(x+3,y) (I hate that Line command! ugh!)
x=x+4
color right+16
line (x,y)-(x+3,y)
x=x+4
if x=320 then x=0:y=y+1
next loop
ta-da!
```

wow

now all I need is knowledge on how to >>>READ<<< bytes from a file!

ARGH

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

822. Re: need FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 01:41:28 UTC
From: bmarcum@world.std.com
Message-ID: <C444p5.AJ7@world.std.com>
Source record: 107682

In article <1oavho$hfj@agate.berkeley.edu> pakumar@ocf.berkeley.edu (Prasanth Kumar) writes:
> Could someone please post the address of a FTP side with
>access to atari 8bit software. I want one that will work with
>the internet system in my universities' unix system so I can
>transfer the data fast and later transfer it by modem to my
>atari. Thanks.
>
atari.archive.umich.edu
or
wuarchive.wustl.edu

>Prasanth Kumar EMail : paumar@ocf.berkeley.edu

Bill Marcum bmarcum@world.std.com

823. CC65: How to create your own routines / Modify the c.olb

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 04:48:09 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <1993Mar19.044809.9610@mcs.kent.edu>
Source record: 107685

How does one go about createing/adding their own routines into CC65.
I'de like information on recreating/modifying `c.olb`, as well as being
able to create my own Routines to be included as `*.obj` files.
The perspective custom routines would be written in either CC65 itself,
but a few of them would need to be written in 6502 Code, using Mac65.
I have many numerous routines already written in Mac65 that I'de like
to access via CC65. I'de also like to have them written in purely 6502
as to ensure optimization; Although I could re-write it in C, but it wouldnt
be a pretty site.

Perhaps I'm just too used to GCC on Unix or Mac65 on the 8bit.

clisowsk@mcs.kent.edu (BRiT)

--
If you are here, then today must be Friday. If I am not confused, then today
is Saturday. Either today is not yesterday, or today is Friday. I must not be
confused if you are here. Friday is not Saturday. If today is Saturday, then
yesterday was Friday.

824. Re: ATARI standard serial

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 06:48:09 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar18.224809.1@max.u.washington.edu>
Source record: 107686

In article <1993Mar18.064159.5139@sactoh0.sac.ca.us>, mfolivo@sactoh0.sac.ca.us (Mark Newton-John) writes:
> In <1993Mar16.045345.10498@reed.edu> reeder@reed.edu (P. Douglas Reeder) writes:
>
>>There are two parts to the question. First, are the signals
>>electronically compatible with RS-232C levels? Second are the line
>>identities. I have the pinout from the manual; Data In, Signal
>>Ground, and Data Out lines are pretty obvious. Is Command the handshaking
>>line from computer to printer? Is Ready the handshaking line from printer
>>to computer?

The rs232 that comes out of an 850 interface is genuine rs232. The 19
some odd pin coming out of the back of your computer is not, and it
has the command line for some specialized handshaking . See the Atari
users manual (the big one). I do not think that the Ready line is used. I
may be wrong, though.

qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

825. Re: RAM failure in a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 06:53:12 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar18.225312.1@max.u.washington.edu>
Source record: 107687

In article <1oamo4INN8mf@usenet.INS.CWRU.Edu>, bn137@cleveland.Freenet.Edu (Marek Tomczyk) writes:
>
> Does anybody know which RAM chip usually keeps page 6 in
> case of a 65XE?
> What else could be wrong with this spoiled computer?

Someone kill me if I am wrong, but doesnt the XL/XE use a memory lay out such that each chip stores a different bit of every memory address??

BTW, the symptoms do not mean that it is without doubt your memory. There are several other failures that could cause the described behavior.
--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

826. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 07:02:25 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar18.230225.1@max.u.washington.edu>
Source record: 107688

In article <MREISCH.93Mar18092106@dreamtime.unm.edu>, mreisch@dreamtime.unm.edu (Christian M. Reisch) writes:
>
> This should prolly be a FAQ. Could someone please mail me
> the pinout for the 850 interface.
>
Say you are gazing lustfully INTO your 850 interface box's serial ports:

5 4 3 2 1
x 6 7 8

1: DTR ready out
2: CRX in
3: Send Data out
4: Rec Data in
5: Ground
6: DSR in
7: RTS out
8: CTS in
x: nuthin.

As fer the parallel:
--
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

1: Data Strob
2: D0
3: D1
4: D2
5: D3
6: D4
7: D5
8: D6
9:
10: Data pins pull up + 5v
11: Ground
12: Fault
13: Busy
14: -
15: D7

qeoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

827. Re: RAM failure in a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 11:49:08 UTC
From: bmarcum@world.std.com
Message-ID: <C44wtw.IuM@world.std.com>
Source record: 107689

If it was a bad RAM chip, you probably wouldn't be able to use Basic and PEEK at all. What does the self-test RAM test show? Are there any other symptoms, like strange things on the screen? What number do you get from PRINT FRE(0)?

Bill Marcum bmarcum@world.std.com

828. Re: Graphics 9 Viewer

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 12:00:06 UTC
From: bmarcum@world.std.com
Message-ID: <C44xC7.K75@world.std.com>
Source record: 107690

I'm not sure about QuickBasic, but earlier versions of IBM Basic were similar to Microsoft Basic for CP/M. In that Basic, you could get a byte from a file with INPUT$(X,#Y); X=how many bytes you want to get at one time, and Y=the file number.

Bill Marcum

829. Ryan's bum drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 19:43:55 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <wNco1B1w165w@TheRat.Kludge.COM>
Source record: 107699

Sounds like a bad track Zero sensor to me.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

830. wanted xl wth 256

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-19 21:51:08 UTC
From: ad717@yfn.ysu.edu
Message-ID: <C45opA.5oD@news.ysu.edu>
Source record: 107691

```
i have a sharp pc5000 portable compueter with two disk drives
modem and software , wold like to trade for 800xl wth 256k
or 130xe,xl with 256k memory.
If anyone is interested contact me here or email ecunning@heartland.
bradley.edu or ad717@yfnysu.edu
thanks in advance
edward cunningham phone 309-6722354
```

831. Re: The Atari Hardware Book - Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 00:05:39 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5Roo1B6w165w@cyberden.sf.ca.us>
Source record: 107692

Nothing really to do w/ the book, but.. hey Jeff, have you played around with ColorView Squash? I just got it yesterday and it's pretty awesome. But.. found some problems:

1) ARC didn't come with Docs! NOT A GOOD THING!
2) BASIC programs had no BAS extenders.. first I tried from DOS, then from TBXL, then finally remembered something about it being in BASIC, so I stuck that dusty old beasty in.
(Is CVSquash or CVSView (aka CSQUASH and CSVIEW) going to ever be ported to full ML any time? (not saying I don't love having it in BASIC.. now I can "steal" the code! hehhe.. for games and such, ya see... maybe even a (yeah right) paint program...?)
(Btw: Jeff, did you ever put your SOURCE out anywhere? If I remember, CVSView and the ColorView mode were made from scratch. Neato)
3) When a file wasn't found, it died ("ERROR 170 AT LINE 4000") :(
4) Viewer does NOT recognize ".RGB" files... when they're LOCKED!!! If you have a disk full of ".RGB"s on drive 1 (and they're all locked), and you tell it to look at drive [1], it says "no RGB" files...whats the deal here? Was it some sort of sub-directory check? (maybe it assumes that some directories may have ".RGB" as extensions? hmm)

Well... I'm looking forward to later versions of CVSquash! Really great?

And hey Jeff, did ILBM read ever support ColorView. Are you ever going to support a ColorViewSquashed-format SAVE feature!? :) :) :)

ALSO, have you got 320 x 192 x 8 (CV8 mode) working yet, or is that a dead deal?

Boy.. maybe I should write you more often! :)

Later Jeff... billl

To everyone (else).. get ColorView squash. Very nice. You'll save SOOO much space on your disks!

good job!

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

832. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 00:13:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <55oo1B7w165w@cyberden.sf.ca.us>
Source record: 107693

"Mac" isn't a "nasty word" here. :) I happen to like Macs. WAY better than Windows. Not the best tho. Nothin' beats a good old Atari Classic :)

Seriously.. jeez. And I thot all the comments like mine above were from egotistic 8-bit users.. it IS the truth.

(ya know.. you can't rename an MSDOS directory!!!!??!?!?!?!?!?!?!!)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

833. Re: Help me fix my 1050!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 00:15:45 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <y9oo1B9w165w@cyberden.sf.ca.us>
Source record: 107695

rosborn@en.ecn.purdue.edu (Ryan H Osborn) writes:

> spins as it normally would but doesn't step the head. It then continues
> to spin the hub for 3 seconds, stop for three seconds, spin the hub for
> three seconds, stop for 3 seconds, etc. Has anyone else had this problem
> or know what is wrong? Thanks a lot!

It's possessed by 1050-Gremlins. It must be exorcised.

Actually.. I dunno. I'd recommend B&C or BEST for repair. I got my
1050's belt replaced for a way to expensive price (I think), and I had to
travel WAY too far to get it done.

The good thing about it tho was I got AtariWriter+ (nice spell-checker)
and my SX212 (and a copy of SXExpress! for a damned whopping $10! ugh!)

And now I'm here.
Aren't you all glad..?

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

834. Re: Micro text

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 00:17:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4BPo1B10w165w@cyberden.sf.ca.us>
Source record: 107696

Look into "print-star." (it was a program I saw demoed at the ONLY computer-meeting I've ever been to). It prints in 2 or 3 (maybe 2 or 4) columns on the page. It requires that you "print" the text to a file, then load Print Star and it'll take each of your word-processor's outputted pages of text and align them correctly in columns. It's really nice. Not sure if it support TINY tiny text, in which you can PROBABLY fit 4 or 6 (4 or 8?) pages of text by making columns AND rows (by using the printer's superscript font).

I beleive you can set it up for whatever printer you're using. If not, it'll be Epson compatible (they all are :) .. mainly because everyone has Epson/compatible printers.)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

835. Re: Copying disks, HELP!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 00:24:13 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <3mPo1B11w165w@cyberden.sf.ca.us>
Source record: 107694

Do you think that print program will ever support (gasp)

COLORVIEW or
APAC / APAC-Ilc !?!?!?!?!?

:^) :^)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

836. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 00:24:49 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <3NPo1B12w165w@cyberden.sf.ca.us>
Source record: 107697

ab588@yfn.ysu.edu (joseph sabatino) writes:

>
> Bill...you have to look in the 8bit/New directory for cvsquash.uue
> as it hasn't been put in the Graphics dir yet.
> --
> Joe Sabatino-->ab588@yfn.ysu.edu

A little late. Got it yesterday out of the Graphics directory.
Funny thing tho.. the FILENAME is in ALL UPPERCASE!?!?!

NOT supposed to be that way, isN7t it!?
s/

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

837. Looking for address of B&C Computervisions in Santa Clara

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 05:25:47 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <93Mar20.052547.29630@acs.ucalgary.ca>
Source record: 107698

Just what the header says, I am looking for the phone number/address of B&C ComputerVisions in Santa Clara, CA. FYI, they apparently sell 2600 trackballs new. Perhaps someone also might know the hours of the place, and whether they do shipping orders. Any assistance greatly appreciated.

--
[.SIG ALERT]

dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

838. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 09:11:20 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Mar20.091120.17729@cs.tulane.edu>
Source record: 107700

In article <55oo1B7w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>"Mac" isn't a "nasty word" here. :) I happen to like Macs. WAY better
>than Windows. Not the best tho. Nothin' beats a good old Atari Classic

I agree... Next to my 130xe I love my Mac's

>(ya know.. you can't rename an MSDOS directory!!!!??!?!?!?!?!?!?!!)

Not true! just pop in Norton, type NCD, hilite the directory or subdirectory
hit f6 (I believe though it could be f7) and rename your directory...
No problem. To do the same thing in Spartados you need rename.com found
only on the SpartaDos tools disk...(it shoulda been part of the cart)

Mike
The Atari Archive Project
Louisiana

839. Re: The High-Tech Team.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 20:42:45 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <y20P1B4w165w@cyberden.sf.ca.us>
Source record: 107611

A644690C@vax.edinboro.edu (Adam J. Conover) writes:

>
> Actually the High-Tech team is no longer together (to my knowledge). Instead

Ooooh! that suckks! and i was so hoping for more cool demos :(

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

840. Re: RAM failure in a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 20:47:32 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <X00P1B5w165w@cyberden.sf.ca.us>
Source record: 107610

bn137@cleveland.Freenet.Edu (Marek Tomczyk) writes:

>
> Hello,
> assume someone has poured a glass of hot milk into his 65XE.

THis couldn't've been YOU, could it!? ;) hehe...

I spilt pepsi into my 1200xl..
twice

nothing wrong with it, cept the 5 key doesnt come all theway up..
very annoying
s

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

841. Re: need FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 20:48:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1Baq1B6w165w@cyberden.sf.ca.us>
Source record: 107612

Try the atari archives+

Atari.archives.umich.edu

have fun!

and I see you're in berkeley..... there're plenty of 8-bit supporting
BBSes around the Bay area...

ABACUS - 415-587-8062
BAAUG - 408-986-0215
Key Sytems - 510-352-5528
AtariBase - 408-745-2196

Enjoy!

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

842. Atari 8-bit Closeout Update

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-20 22:02:55 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1og4aflNNlig@usenet.INS.CWRU.Edu>
Source record: 107701

```
################################################################################
Hardware
################################################################################

Atari 830 modem (with power supply - Collector's Item)..............10
Atari 820 printer (new in box w/manual).............................15
Atari 1010 recorder (with power supply only)..........................5
Atari 410 (Japanese version -- rare collectors item).................10
Amdek amber 80-column monitor (great for XEP80 users)...............25
Panasonic KX-P1124 24-pin dot-matrix printer........................175

################################################################################
8-Bit Software
Cartridge-based Programs & Games
################################################################################

Basic XL (cart and manual)..........................................25
Atari's Microsoft Basic II (new in box w/all manuals)................15
Music Composer (with manual)........................................10
Computer Chess.....................................................3

################################################################################
Disk-based Programs & Games
################################################################################

Atari's Timewise (with docs)........................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).........10
Silent Service.....................................................7
Touchdown Football.................................................7
Hardball...........................................................7
Kyan Pascal (with docs).............................................7
Text Wizard (Datasoft)..............................................5
Jewels of Darkness (with docs)......................................5
Silicon Dreams (with docs)..........................................5
SSI Tigers in the Snow (in box w/all docs)...........................5
Zork I ............................................................5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs)..........................................5
OSS's Action! Runtime Library.......................................10
Datasoft's Graphic Master (w/docs)..................................7
Print Power (Commodore/Atari) (w/all docs)...........................7
Award Ware (Commodore/Atari) (w/all docs)............................7
Spell Checker!.....................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)..................5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....5
Zaxxon (cassette -- in box w/docs)..................................5
```

BRE Software's Atari PD Disks #62, #90, #109.....All three 3

Mapping The Atari (Revised XL/XE edition) BOOK.....10

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

843. Indus problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 01:47:34 UTC
From: grh@nde.unl.edu
Message-ID: <1oghfmINNt4a@crcnis1.unl.edu>
Source record: 107703

HELP!! I bought an Indus GT a few months ago, and it never has worked right. Here is the scoop: It does not format due to problems around sectors 35-39, and if I write to a disc using the Indus, then my Rana cannot read that disc. I thought it might be a stepping motor problem, so I have played with that, but to no avail. If anyone out there has any suggestions, please respond to me so I can get it up and running.

Thanks in advance!

--
****
* *
* Gregg R Hutchison For God so loved the world that he gave his *
* grh@nde.unl.edu one and only begotten Son, that whoever *

844. Indus Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 01:55:27 UTC
From: grh@nde.unl.edu
Message-ID: <1oghufINNt9f@crcnis1.unl.edu>
Source record: 107702

If anyone out here can help me, I would much appreciate it as I
bought a used Indus GT a few months ago, and it still does not work properly.
Here is the scoop: It fails to format discs properly, sometimes will not read
any disc, and if I write to a disc with the Indus that was Rana drive (my
other) formatted, then the Rana can not read it any longer. I have tried
adjusting the step motor along with checking with and messing with RPM.
Nothing has been succesfull so far. Does anyone out here have any suggestions?
I would much appreciate it. Thank you!

--
****
* *
* Gregg R Hutchison For God so loved the world that he gave his *
* grh@nde.unl.edu one and only begotten Son, that whoever *

845. Re: Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 05:58:39 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <gsZq1B7w165w@iowegia.dsm.ia.us>
Source record: 107614

jjmcwill@mtu.edu (Jeff McWilliams) writes:

> Jos,
>
> Until Recently 8 bitters all over have been searching in vain for just such
> a modification: something that will allow us to connect those popular,
> CHEAP CGA or monochrome TTL monitors to our 8 bits. Steve Quest says the
> circuit is deceptively simple, so hopefully we'll have something on this in t
> near future.
>
> Jeff
>

Jeff,

I think I did specify that MONOCHROME TTL was
"deceptively" simple. CGA is complex, not so complex if you come
right off the GTIA chip, but if you take a composite signal, and
separate out the components, you need colorburst oscillators,
3.58Mhz crystals, etc. etc.

I am kinda blowing through the messages here, some have
scrolled off since I last logged in. I fear my previous
excitement towards the Atari is beginning to fade. Primarily I
engineer computers using clone IBM compatable motherboards-
nothing remotely close to the ATari. I only use my Atari these
days for applications projects where I don't want or can't risk
taking even something as inexpensive as an XT- such as around
stage productions and etc.

I hate to say this guys, but my previous zeal is gone- I
am currently building a hack for my compatable (built from an old
printer card with all the chips ripped off). If this keeps up, I
may never get to doing anything again with the Atari's. It was
around 1988 when I last used the Atari for anything substantial,
and it is very hard for me to go back to it. I want to relive the
past, but somehow I don't want to relive the past with an Atari.
Does this make any sense? Let me try to figure myself out.....sq

(I thought I wanted this, but now that it is served before me, I
am not hungry anymore. This doesn't make sense, does it?)

846. Re: IT'S MELTING! MELTING! WHAT A WORLD!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 06:13:00 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <Dg1q1B9w165w@iowegia.dsm.ia.us>
Source record: 107613

phbill@cyberden.sf.ca.us writes:

> ANYWAYS... I look a little closer, trying to find the source of this
> plasticy and wretched smell... and "MY GOD!" .. my XMM801 was on fire!!!!
>
> Well.. not quite.. but SMOKE WAS COMING OUT OF IT!! (just a little, but
> enough to scare me to death!)... Funny thing tho, it was on the LEFT,
> nowhere close to the power-switch..
>
> and the even STRANGER thing...
>
>
> IT
> WASN'T
> EVEN
> >ON!<
>
>
> Soo... is my XMM801 going to kill me, or is this a common occurance!?
> (I've had it since 86? 87?) (maybe even earlier.. got it before my 1st
> 1050 I think..)

Bill,

The primary in the power transformer is probably what is
burning. This happens when the enamel starts to decompose, and
the windings short together. What will happen now, is it will run
hotter and hotter, and the heat will turn the remaining enamel to
carbon- a conductor, which will cause more shorting and more
heating.

Replace the transformer- just get close in size and
voltage. Go overspec on voltage if you must. Make sure the
current capacity is at least close tho..............sq

(and size- mounting holes are an important factor to consider...)

847. Re: Looking for address of B&C Computervisions in Santa Clara

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 06:55:50 UTC
From: bmarcum@world.std.com
Message-ID: <C488L2.Evw@world.std.com>
Source record: 107704

In article <93Mar20.052547.29630@acs.ucalgary.ca> dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
>Just what the header says, I am looking for the phone
>number/address of B&C ComputerVisions in Santa Clara, CA.

This should be in the FAQ list, along with CSS and maybe one or two others.

B&C Computervisions
2730 Scott Boulevard
Santa Clara, CA 95050

Phone 408-986-9960
Hours Tue-Fri 10am-6pm PST, Sat 10am-5pm, closed Sun-Mon
Catalog $1.50

(Information from an ad in Atari Interface Magazine. I am not connected with B&C in any way.)

Bill Marcum

848. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 06:56:42 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C488MK.1qH@usenet.ucs.indiana.edu>
Source record: 107606

What about single density Atari disks? Are they readable on IBM's?
Everything I had with my Atari said it did double density, but I assume
that it was really only enhanced, since it was 130 blocks per disk.
What sort of hardware would I have to get to read any of my 800XL disks
on an IBM?

849. Re: OSS Dos XL ramdisk, file xfer to mac, using fast external modems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 06:57:25 UTC
From: bmarcum@world.std.com
Message-ID: <C488np.Ez4@world.std.com>
Source record: 107605

In article <1993Mar20.190612.19163@netcom.com> jimlynch@netcom.com (Jim Lynch) writes:
>Hi, I just got some working 8-bit equpt, I need some stuff:
>
>I have an 800XL with

The rest of your message got lost somewhere. Care to try again?

850. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 07:29:20 UTC
From: bmarcum@world.std.com
Message-ID: <C48A4x.G1A@world.std.com>
Source record: 107607

In article <C488MK.1qH@usenet.ucs.indiana.edu> jbmorris@bronze.ucs.indiana.edu (Jeff Morris) writes:
>What about single density Atari disks? Are they readable on IBM's?
>Everything I had with my Atari said it did double density, but I assume
>that it was really only enhanced, since it was 130 blocks per disk.

130 blocks? Sounds like you were using DOS 3. The programs to read Atari disks on an IBM use either Mydos or Spartados format.

>What sort of hardware would I have to get to read any of my 800XL disks
>on an IBM?

An RS232 interface and null-modem cable, or maybe the SIO2PC interface.

Bill Marcum

851. Re: CC65: How to create your own routines / Modify the c.olb

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 08:39:54 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C48DEK.HFK@moscow.uidaho.edu>
Source record: 107608

In an article clisowsk@Nimitz.mcs.kent.edu (BRiTiSH) writes:
> How does one go about createing/adding their own routines into CC65.
>I'de like information on recreating/modifying `c.olb`, as well as being
>able to create my own Routines to be included as `*.obj` files.

The C.OLB file is managed by the LIBR65 program. It allows you to add or
replace *.OBJ files or build a new .OLB file. *.OBJ files are created by
the RA65 program. These two programs are part of the CC65 archives.

>The perspective custom routines would be written in either CC65 itself,
>but a few of them would need to be written in 6502 Code, using Mac65.

You won't be able to use MAC/65 code directly. RA65 is much simpler
(no macros) and has a different syntax for high-byte and low-byte operators,
see the RA65 documentation from the archive.

852. Re: OSS Dos XL ramdisk, file xfer to mac, using fast external modems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 12:13:04 UTC
From: jimlynch@netcom.com
Message-ID: <jimlynchC48n9t.13D@netcom.com>
Source record: 107609

Hi, I just got some working 8-bit equpt, I need some stuff:

I have an 800XL with an ICD Rambo(?) 256k ram expansion. I also have a US Doubler 1050 (which right now isn't writing. Could this be OSS Dos's fault?) I need to know either where I can get the ramdisk drivers that will work with OSS Dos XL or else how to get Sparta Dos with ramdisk drivers.

I guess I could write the drivers... but I don't know the Rambo.

Next, I'd like a (preferably proven and fast) way to transfer files between the mac and the atari.

third, and potentially an alternative to the second, I may need a way to use a _fast_ modem with the atari.

I have been able to look at my old Forth source code, and everything seems in order. Once I get these problems taken care of, I will be able to release a binary of Forth with its tools loaded so's you can take a look.

Last, sorry abt the incomplete message; this is its replacement.

853. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 16:41:11 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19930321164224.4.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 107615

I've got a pile of Atari 8-bit stuff that needs to find a good home, or at least somebody that will use it. Everything's in good working order, except as noted; most stuff comes with boxes, manuals etc.

I'd prefer to sell the whole works, rather than part it out, but no reasonable offer will be refused.

Atari 130XE
Atari 800, 48K
Atari XF551
Atari 850
2 Indus GT's
Atari 810, mechanism works, electronics flaky
ICD Printer Interface
Magnavox 12" color monitor
SDX cartridge

Mapping the Atari
(original?) Atari OS internals manuals

Also, the obligatory collection of misc cartridges, Star Raiders, Centipedes, Defender, Sub commander, etc, and a pile of disks, PD software etc.

I've no real idea what any of this stuff is worth any more, as I haven't been tracking the prices lately. Make me an offer!

Please respond via e-mail; JRD@Stony-brook.SCRC.Symbolics.COM.

854. Looking for a few good games...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-21 21:17:14 UTC
From: root@uunet!scarrow
Message-ID: <1993Mar21.211714.2185@uunet!scarrow>
Source record: 107616

I am posting this message for a user on my BBS. If you can be of any help,
please reply to me by E-Mail, and I will forward it to him. His name is Roy.

I am looking for the following titles for my Atari 8-Bit.

Bounty Bob Strikes Back by Big Five Software
Scraper Caper by Big Five Software
Citadel Warrior by English Software Co.

Thank you in advance.
--

+------------------------------+---+
| Have we been here before?... | E-Mail: ...!uunet!scarrow!kirk |
| - Or are we yet to come? +---+
| | DISCLAIMER: My thoghts and views are my own, |
| Dr. Who, 1975 | I subscribe to free will. |
+------------------------------+---+

855. Re: RAM failure in a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 02:44:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wgLs1B2w165w@cyberden.sf.ca.us>
Source record: 107617

bmarcum@world.std.com (Bill Marcum) writes:

> If it was a bad RAM chip, you probably wouldn't be able to use Basic and PEEK
> at all. What does the self-test RAM test show? Are there any other symptoms
> like strange things on the screen? What number do you get from PRINT FRE(0)?

What would PEEK have to do with the RAM not working? PEEK'll try and
read no matter if the chip is there or not!!!

Also, he said page 6 was screwed.. it's not part of the free RAM (aka
FRE(0))...

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

856. Re: Graphics 9 Viewer

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 02:45:44 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XiLs1B3w165w@cyberden.sf.ca.us>
Source record: 107618

bmarcum@world.std.com (Bill Marcum) writes:

> I'm not sure about QuickBasic, but earlier versions of IBM Basic were similar
> to Microsoft Basic for CP/M. In that Basic, you could get a byte from a file
> with INPUT$(X,#Y); X=how many bytes you want to get at one time, and Y=the
> file number.
>
> Bill Marcum
>

Hmm... I'll try it..

just one thing-- that's a function, right?

thanx

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

857. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 02:46:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wkLs1B4w165w@cyberden.sf.ca.us>
Source record: 107619

snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

> In article <55oo1B7w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
> >"Mac" isn't a "nasty word" here. :) I happen to like Macs. WAY better
> >than Windows. Not the best tho. Nothin' beats a good old Atari Classic
>
> I agree... Next to my 130xe I love my Mac's
>
> >(ya know.. you can't rename an MSDOS directory!!!!??!?!?!?!?!?!?!!)
>
> Not true! just pop in Norton, type NCD, hilite the directory or subdirectory
> hit f6 (I believe though it could be f7) and rename your directory...
> No problem. To do the same thing in Spartados you need rename.com found
> only on the SpartaDos tools disk...(it shoulda been part of the cart)
>
> Mike
> The Atari Archive Project
> Louisiana

Hmm...well.. what if you had a directory with a meg worth of stuff in it,
but only 1/2 meg of space? would it still work? does it handle it by
adjusting the VTOC (like MyDOS does)???

I KNOW it wouldn't work (without a lot of damned trouble!) on the IBM by
doing it manually
(aka:
makedir bob
copy carl*.* bob
delete bob*.*
deldir bob

(hehe.. at least my versions of the commands make a little more
sense than the MSDOS ones?)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

858. ColorView <-> GIF

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 02:49:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FPLs1B5w165w@cyberden.sf.ca.us>
Source record: 107620

Hmm.. I don't particularly have time at the moment to do this project (esp. on top of: school, girlfriend, ScotchDOS), so I'm wondering-

anyone out there "good enough" to make a GIF -> ColorView and ColorView -> GIF
conversion program(s?)??? I'd REALLY like to see one. I'm sure a GIF -> CV would run HELLA fast, compared to doing it straighout with APACView and making 3 files... and a CV->GIF would be a nice thing to have methinx. (Like my viewer idea I gave my friend, it doesn't particularly need to emulate 4096 colors straight, it could simply use 48 colors, like ColorView really does... then rather than spinning/interlacing the screen, it could just (gasp) dither...)

Perhaps even a ColorSquashView <-> GIF.. that'd be even BETTER!
:)

Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!

859. 8-bit mouse with trackball emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 04:19:24 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C49w0C.K5F@moscow.uidaho.edu>
Source record: 107621

Is there a mouse that works on the 8-bit Atari in Trak-Ball[TM] mode?
If one exists, where can I get one (or, would you part with yours?)
I'm designing a program that really needs a mouse.

If one is not available, could an Amiga or ST mouse be adapted through
a clever bit of hardware hacking?

--
Duane Tribe, tribe@ted.cs.uidaho.edu, Moscow, ID USA

860. Bad Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 11:35:06 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Mar22.113506.9394@cs.nott.ac.uk>
Source record: 107623

Does anybody out there know if there is any way of creating bad sectors on a disk using a standard 1050? A friend of mine says he has a program that is supposed to work on an 810, but to use it on a 1050 you have to stick some sticky-tape onto the disk and hold it down while the motor is spinning, can't do the drive much good can it? Besides he tried it and it didn't work. Does anybody know how this program works on the 810?

I know that it is possible to make bad sectors with a Happy Enhancement, but I would realy like to know if it is possible with a standard 1050 as well.

Could you please email me with any replies, I'm going home for 5 weeks tommorow so I won't be able to read this newsgroup during that time :-(

Thanks in advance

Raphael Espino,
rje@cs.nott.ac.uk

Atari's Alive - 8 bit Power!

861. ATARI SYSTEM FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 12:19:15 UTC
From: D1SAR@VM1.CC.UAKRON.EDU
Message-ID: <16B9966F3.D1SAR@VM1.CC.UAKRON.EDU>
Source record: 107624

```
The following Atari system is for sale:
800 xl computer
1050 disk drive
850 interface
830 modem
Commodore 1720 color monitor - excellent picture.
Wico joysticks (3)
A lot of software- AtariWriter and Atari+ word processor, about 60 games on
disk, several manuals, some documentation manuals on misc. items.
Would like to sell the entire system as a package.
If interested email me. Everything is in very good working condition--no
problems with anything except the joysticks that are only in fair cond.
Would like $240..

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* STEVE RIMAR INTERNET: D1SAR@VM1.CC.UAKRON.EDU *
* INFORMATION SERVICES BITNET: D1SAR@AKRONVM *
* THE UNIVERSITY OF AKRON *
* AKRON, OHIO 44325 "ACCOMPLISHING THE IMPOSSIBLE MEANS ONLY THAT*
* THE BOSS WILL ADD IT TO YOUR REGULAR DUTIES"*
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

862. Re: Bad Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 14:28:36 UTC
From: rossi@cs.tu-berlin.de
Message-ID: <1okiek$t6v@news.cs.tu-berlin.de>
Source record: 107626

rje@cs.nott.ac.uk (Raphael J Espino) writes:

>Does anybody out there know if there is any way of creating bad sectors on a
>disk using a standard 1050? A friend of mine says he has a program
>that is supposed to work on an 810, but to use it on a 1050 you have to
>stick some sticky-tape onto the disk and hold it down while the motor is
>spinning, can't do the drive much good can it? Besides he tried it and it
>didn't work. Does anybody know how this program works on the 810?
;-)
I do not own an 810, so I can't say anything about this.
I do have a 1050 with a Happy Enhancement.
It is possible to write special types of bad sectors with a 'normal' unmodified
1050 (I did it handling the AXIS stuff).
Okay, here is how it works :
Load a program that has the ability to write sectors (empty) and test (read)
sectors.
Put in the disk on which the bad sector should be placed.
(The following has to be trained a bit)
Write the sector XXX (the 'bad' sector) and simultaneously press the disk into
the floppy drive so that you hear the disk whetting (??; in German: schleifen).
Don't press it that much that the disk stops spinning. The write sector
routine has to produce an error (It has to stop writing to the disk).
Then read the sector (test it out). If a normal read-sector-routine produces
a read error you will'be at the end of your journey.
Don't start producing hundreds of bad sectors now. Your floppy disk will
thank you.

There are some problems with this method :
- you can only produce two types of bad sectors with it. Some programs will
ask for other types.
- some write-sector-routines try to write this sector more than one time.
Make sure that a routine does not write to the disk AFTER pressing the
disk.
- you may have to do this several times.
But it worked...
...not with a floppy speeder !!!

--==rossi==--

>I know that it is possible to make bad sectors with a Happy Enhancement, but
>I would realy like to know if it is possible with a standard 1050 as well.

>Could you please email me with any replies, I'm going home for 5 weeks
>tommorow so I won't be able to read this newsgroup during that time :-(

>Thanks in advance

>Raphael Espino,
>rje@cs.nott.ac.uk

>Atari's Alive - 8 bit Power!

863. Re: Looking for a few good games...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 14:31:58 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C4AoDD.3yJ@cbnewsc.cb.att.com>
Source record: 107625

From article <1993Mar21.211714.2185@uunet!scarrow>, by (Superuser):
>
> I am looking for the following titles for my Atari 8-Bit.
>
> Bounty Bob Strikes Back by Big Five Software

Who isn't? I have been trying to find a copy for some time. Someone here had one for sale last year, but someone else beat me to it. So if someone has TWO copies, let me know that one is available.

> Scraper Caper by Big Five Software

I am not familiar with this title. Obviously I don't have it. :-)

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

864. What does the Black Patch from CSS unprotect?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 17:07:47 UTC
From: alj@bilver.uucp
Message-ID: <1993Mar22.170747.16898@bilver.uucp>
Source record: 107627

The subject about says it all. I have plenty o' programs I'd like to place on my hard drive, but they are copy-protected. The Chipmunk utility works about 75% of the time. Before I plunk down my money for another unprotector, does anyone have a list o' the 400+ patches which the Black Patch is supposed to come with? Any help would be appreciated!

--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
****

865. MEGA DEALS ON CLEARANCE STOCK

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 18:39:46 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Mar22.183946.13871@aber.ac.uk>
Source record: 107622

***** MEGA DEALS *****

Call me crazy if you want, but I have the following ex-stock items for sale at give away prices! All this stuff is boxed/sealed where applicable. All these prices INCLUDE shipping to the US!

BALLBLAZER on ROM cartridge. Brand new boxed/sealed. I have 7 of these available at the silly price of just $10 each, including shipping to the US! UK price: 4pounds.

POLE POSITION on ROM cartridge. Brand new boxed/sealed. I have 6 of these available at the stupid price of just $10 each, including shipping to the US! UK price: 4pounds.

**** SUPER DEAL **** Buy BALLBLAZER and POLE POSITION together for the silly price of just $15 the pair, including shipping to the US! UK price:7pounds.

ATARI MACRO ASSEMBLER. Brand new, boxed/sealed. You get a disk and 2 manuals. I have 12 of these to clear at just $12 each, including shipping to the US! (The boxes are big and heavy folks!). UK price: 6pounds.

DIGI-STUDIO packages 1 and 1.5. These are the old packages of the digi-Studio digitized sounds and music system. These were sold before I released the new updated and complete package last year. The original packages 1 and 1.5 will get you a keyboard player (to play music using the keyboard with digitized sounds), a tune player to play tunes in digitized sounds, a sample editor to play around with digitized sounds, and a utility to play music in your own programs. You'll also get LOADS of sound samples and tune files to play. You'll get 2 DS disks and 2 typeset booklet style manuals. This software used to sell for $20, but you can buy it now for just $5 the set, including shipping to the US! UK price:2pounds. AN AMAZING DEAL FOLKS!

EASY PROGRAMMING FOR THE ATARI MICROS book. This highly regarded British book is full of useful information on all aspects of the Atari, and computing in general. It is still published in the UK and usually sells for 6pounds, but I have 7 brand new copies to clear for just $7 each, including shipping to the US (books are heavy and cost lots to mail folks!). UK price: 2.15pounds.

THE 600XL PROGRAM BOOK. Another British book. This one is full of type-in programs for all Atari 8-bit micros. I have 6 brand new copies of this book to clear for just $6 each, including shipping to the US. UK price: 2pounds.

ORDERING
This is simple! I accept cash in US$. Simply send the cash with your name and address, and what you wish to order to:
DEAN GARRAGHTY
62 THOMSON AVE

BALBY
DONCASTER
DN4 0NU
ENGLAND

Please email me first, because stocks are limited!! Email: djg0@aber.ac.uk.
Prices to other countries: enquire by email please.

866. SLM Laser to PostScript(R)?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 19:24:58 UTC
From: wayne@bragg.bio.purdue.edu
Message-ID: <C4B1xo.78J@mentor.cc.purdue.edu>
Source record: 107628

> Hi all,
> Our group has two atari laser printers (slm605). We are switching over to
> MACs and PC clones and I want to know if there is ANY practical way of
> making these printers IBM or MAC compatable and where to find the materials
> (software & hardware) to perform this little miricle. Additionally, is there
> any PRACTICAL way to put an ST(tm) onto an apple talk network or even ethernet
?
> Mail me if you can since I'm not a regular on this group.
> Thanks a Meg (in advance)
> Wayne
> wayne@bilbo.bio.purdue.edu | 22% and dont stop!
> Purdue Univeristy | -Qwark
> Department of |
> Biological Sciences |
>
> "Superman never made any money, saving the world from Solomn Grundy
> And sometimes I dispare the world will never see another man like him."
>
> Superman's Song
> Crash Test Dummies
> The Ghosts the Haunt Me
> Arista Records

867. Re: RAM failure in a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 20:09:59 UTC
From: uj1g@mbpps13.rz.uni-karlsruhe.de
Message-ID: <uj1g.29.732830999@mbpps13.rz.uni-karlsruhe.de>
Source record: 107629

In article <1993Mar18.225312.1@max.u.washington.edu> donor@max.u.washington.edu writes:

>Someone kill me if I am wrong, but doesnt the XL/XE use a memory lay out
>such that each chip stores a different bit of every memory address??
>
>BTW, the symptoms do not mean that it is without doubt your memory. There
>are several other failures that could cause the described behavior.

I think you are right. I wonder if the RAM problem is related to the memory
management controller (FREDDIE?). Yes, it is doubtfull that a single
spoiled RAM chip would cause a failure around a single memory page.
Thank you for the hint.

-Marek

uj1g@ibm3090.rz.uni-karlsruhe.de
or
uj1g@dkauni2.bitnet

(please DO NOT reply to the address in the header)

868. 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 21:30:03 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15290002@iftccu.ca.boeing.com>
Source record: 107636

This past weekend, I tried to resusitate an old 400 that I picked up at a garage sale. I'm trying top get it working so my son can play some cartridge based games that I have.

Problem: Machine powers up, but the monitor screen is a solid gold/amber color. Keyboard input or cartridge insertion has no effect. I took it apart 2 or 3 times, cleaned the circuit boards, pressed all of the chips firmly into their sockets, etc., but no avail. Anyone out there have an idea what kind of problem I might be dealing with? I'd appreciate any and all input/suggestions. Thanks, Bob

869. Re: CC65: How to create your own routines / Modify the c.olb

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 21:30:38 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1olb5uINNrva@usenet.INS.CWRU.Edu>
Source record: 107630

In a previous article, tribe@ted.cs.uidaho.edu (Duane Tribe) says:
>The C.OLB file is managed by the LIBR65 program. It allows you to add or
>replace *.OBJ files or build a new .OLB file. *.OBJ files are created by
>the RA65 program. These two programs are part of the CC65 archives.
>
>You won't be able to use MAC/65 code directly. RA65 is much simpler
>(no macros) and has a different syntax for high-byte and low-byte operators,
>see the RA65 documentation from the archive.

Okay, I have everything from the CC65 package, cc65,ra65,link65,libr65 etc.
So if I wanted to create some new `function` which uses 6502 machine language
then I'de have to code them in RA65 format, and then run them through RA65
to produce the proper *.obj files to be used later?
I have the Lib_Source, and to reproduce the c.olb is this what I would have
to do: CC65 <all *.c filenames>, RA65 <all *.m65 filenames>, and then use
LIBR65 <on all the *.obj filenames, except for RUNTIMEE.OBJ>
I hope I have everything down pat now. I took another look at the libsrc
and the CC65 package, this time alot more extensively than before, and I
do beleive I'm getting the gigst of this. I would like to contribute more
to this CC65 package; hell this might as well be a GNU project as far as
I'M concerned -- I'm all for this public development.

Thanks,
ai792@po.cwru.edu
clisowsk@mcs.kent.edu

--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

870. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-22 22:36:42 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C4BAt7.9pG@news.ysu.edu>
Source record: 107631

Sorry Bill, that ColorView Squash program is a Beta version and
E.Halliwell is fising the bugs right now..anyway the program is
in Turbobasic and the docs are being written...I will post an
update when I get it.
--
Joe Sabatino-->ab588@yfn.ysu.edu

871. hooking up a Hard Disk (I have 400, 800xl, 850 interface)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 03:05:10 UTC
From: eab@msc.edu
Message-ID: <1993Mar23.030510.10600@uc.msc.edu>
Source record: 107632

I've got several atari 6502 machines. A few 400s, a few 800xl.
I've got an 850 interface and a few 1050 disk drives.

What I'd like to be able to do is get a hard disk hooked up
to use with one (or more???) of these computers.

Does anyone have plans for how to go about this using ide, mfm, rll,
or other commodity low-cost drives?

any other suggestions for what I should do with all this stuff
that I never use (but that I remember fondly having a lot of fun
with, learning a lot of cool programming tricks when I was only
10,11, etc.. years old)?????

--

Edward A. Bertsch (eab@msc.edu) Minnesota Supercomputer Center, Inc.
Operations/User Services 1200 Washington Avenue South
(612) 626-1888 work Minneapolis, Minnesota 55415
(612) 645-0168 voice mail [DISCLAIMER: MY OPINIONS; NOT MSCI'S]

872. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 05:58:53 UTC
From: ab588@yfn.ysu.edu
Message-ID: <C4BvA6.5rv@news.ysu.edu>
Source record: 107633

>Sorry Bill, that ColorView Squash program is a Beta version and
>E.Halliwell is fising the bugs right now..anyway the program is
>in Turbobasic and the docs are being written...I will post an
>update when I get it.

Whoopppsss..ah..its *NOT* in turbobasic but atari basic.
--
Joe Sabatino-->ab588@yfn.ysu.edu

873. Re: Micro text

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 07:15:24 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1993Mar23.071524.28878@magnus.acs.ohio-state.edu>
Source record: 107634

In article <C420oH.DEx@news.ysu.edu> aj227@yfn.ysu.edu (Matthew A. Topinka) writes:
>I was wondering if anyone out there knew of a program ,for the 8-bits, that
>can print 4 pages of text on one page. I saw such a program for PC's that
>is called micro text. The results were very good on a 9-pin Epson,
>very readatext for such small print. Are there any such programs for
>800/xl/xe computers?

I just start by sending the codes for condensed elite, superscript,
and around 10-14 216ths of an inch lines. Then each line is something
like 136 characters wide, and a page is around 180 lines long.

I usually use it for small-page applications, such as cassette and CD
labels.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

874. Re: 8-bit mouse with trackball emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 07:28:48 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1993Mar23.072848.29061@magnus.acs.ohio-state.edu>
Source record: 107635

In article <C49w0C.K5F@moscow.uidaho.edu> tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
>Is there a mouse that works on the 8-bit Atari in Trak-Ball[TM] mode?
>If one exists, where can I get one (or, would you part with yours?)
>I'm designing a program that really needs a mouse.
>
>If one is not available, could an Amiga or ST mouse be adapted through
>a clever bit of hardware hacking?

I know an ST mouse can be used as a trakball-- I use one for Missile
Command in trakball mode. Only the left button works, though. I have
heard that the range isn't quite right, but I haven't had any
problems.
(I also tried it with a simple mouse handler from the archive. Worked
fine.)

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

875. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 14:12:18 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.732895938@dtek.chalmers.se>
Source record: 107639

phbill@cyberden.sf.ca.us writes:

>Hmm...well.. what if you had a directory with a meg worth of stuff in it,
>but only 1/2 meg of space? would it still work? does it handle it by
>adjusting the VTOC (like MyDOS does)???

>I KNOW it wouldn't work (without a lot of damned trouble!) on the IBM by
>doing it manually

Well if you use pctools/shell or norton etc. it's done by renaming the
directory, ei. not copying.

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
Contact me about "Droppin Knowledge"/"Shut em Down" 12"!!!! DOL-EP-1

~~~~~~~~~~~~~~~~

876. Re: 8-bit mouse with trackball emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 14:14:34 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Mar23.091435.16551@miavx1.acs.muohio.edu>
Source record: 107644

In article <C49w0C.K5F@moscow.uidaho.edu>, tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
> Is there a mouse that works on the 8-bit Atari in Trak-Ball[TM] mode?
> If one exists, where can I get one (or, would you part with yours?)
> I'm designing a program that really needs a mouse.
>
> If one is not available, could an Amiga or ST mouse be adapted through
> a clever bit of hardware hacking?

A ST mouse hooks right up with no modification. An Amiga mouse has to be
modified though, but its simple to do. (I lost the text file that describes
how to do it.)

I tried my ST mouse out with the onl program I have that supports it,
Missle Command, and it works great! (Makes the game a little too easy
though)

BTW, to have the right mouse button work, all you have to do is solder a
wire from the trigger pin on port 2 (I can't remember the pin number) to
pin 9 on port 1 (Its unused.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 23-MAR-1993

877. Re: cvsquash.uue

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 15:28:44 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <LiFV1B3w165w@cyberden.sf.ca.us>
Source record: 107642

ab588@yfn.ysu.edu (joseph sabatino) writes:

> in Turbobasic and the docs are being written...I will post an
> update when I get it.
> --
> Joe Sabatino-->ab588@yfn.ysu.edu

REALLY? The next version or the current one (in the archives)???
Doesnt seem to work WITH TurboBASIC... something to do with where he
puts his ML code when he reads it.

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

878. Re: DidYouKnow...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 15:32:37 UTC
From: fmlin@netcom.com
Message-ID: <fmlinC4CLuD.KI5@netcom.com>
Source record: 107637
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

>Sounds like you might have a point/case. However, this subject has
>been beaten to death in every corner of this nation sometime or other
>during last couple of decades. Nothing new, no big revelation, no
>need to discuss this in places meant for other types of discussion.

Keep in mind that the gentleman mentioned the latest being v031993, that's only
4 days ago. So you might pick some good information in it.

I've always thought business is business; if you have a buyer and a seller,
why not? Japan can buy anything if someone wants to sell to them. But I'll
be picking up a copy just to see what Japan might be trying to do.

--
frank m. lin
fmlin@netcom.com

879. Re: Looking for a few good games...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 16:00:54 UTC
From: aa454@Freenet.carleton.ca
Message-ID: <1993Mar23.160054.3312@freenet.carleton.ca>
Source record: 107638

In a previous article, kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) says:
>From article <1993Mar21.211714.2185@uunet!scarrow>, by (Superuser):
>> I am looking for the following titles for my Atari 8-Bit.
>> Bounty Bob Strikes Back by Big Five Software
>
>Who isn't? I have been trying to find a copy for some time. Someone here had
>one for sale last year, but someone else beat me to it. So if someone has
>TWO copies, let me know that one is available.

There's a copy somewhere around here, but unfortunately, I want to keep it.
It's one of the reasons why the 8-bit still kicks around once in a while...
In addition to Star Raiders...

>> Scraper Caper by Big Five Software

I don't think that Scraper Caper was ever released; there was some talk
about it in the magazines, but I probably would have found it had it been
released :-).
--
Christopher Browne | The Personal Computer: Colt .45
aa454@freenet.carleton.ca | of the Information Frontier
cbbrowne@csi.uottawa.ca (Preferred) |

880. Re: DidYouKnow...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 16:01:30 UTC
From: irsman@iastate.edu
Message-ID: <C4Cn6K.C86@news.iastate.edu>
Source record: 107643
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

(I've always wanted to do this :)

Get this crap out of comp.sys.apple2 (I assume most of the other groups up
there won't like it either :)

--
Ian Schmidt - Two Meg Software: irsman@{iastate.edu | aol.com}
"I will choose a path that's | Author of AudioZap, MODZap, and more.
clear: I will choose free will" | Co-author of SoundConvert and DeskTracker.
- N. Peart, 1980 | Arranger of Freewill and Unbelievable for SS

881. Re: DidYouKnow...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 16:42:26 UTC
From: jimlynch@netcom.com
Message-ID: <jimlynchC4Cp2q.17p@netcom.com>
Source record: 107640
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

buzy@midway.uchicago.edu has crossposted a message regarding Japanese bus. practices to many (mostly inappropriate) newsgroups. At the moment, he/she cannot recieve mail, but when he can, I provide the following hack to send to buzy@midway.uchicago.edu.

This program automatically counts the number of commas in your newsgroups: line, adds one and uses this number as the number of messages to send to you. Before you huff in anger, consider two things: 1) the number of messages sent to you is roughly* equal to the number of inappropriate crosspostings you have made, and 2) the files sent to you could easily have been several megs apiece. In the future, please determine whether the newsgroup you target is (much more than) remotely connected topic-wise. You might also read the news-group in question in order to rule out sending due to either a) having no connection whatsoever with the topic you want to discuss (I repeat: discuss) or b) having already run the topic into the ground. Note that it may take extensive searching to determine how long ago a topic has been run into the ground, and apparently eons for you to decide if that topic is connected. I strongly suggest you take this time, and more if necessary.

* algorithm for determining whether message has already been sent to you has not yet been implemented. (oops...)

882. Re: Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 18:08:09 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <1onjm9$3ct@bigboote.WPI.EDU>
Source record: 107641

In article <7756@tuegate.tue.nl> wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:
>
>>Well, it might be possible to, but it is very impractical to even
>>Try to connect an Atari to a TTL monitor.
>>
>>One, Ataris use a composite video output. TTL monitors do not
>>allow analog input. There's your answer.
>
>So connecting it to a VGA monitor wouldn't be too tricky, would it?
>VGA uses also analog input.
>(I got my PC with VGA monitor and my atari standing on one table, so sharing
>the same monitor would save a lot of space.)

This would be really nice. I don't have room on the "computer desk"
for both the montior and a TV, so my Atari is languishing in a basement
::sniff::

-Jay

883. Re: Pot Port Schematics in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-23 22:22:11 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Mar23.222211.10891@cs.tulane.edu>
Source record: 107645

In article <wkLs1B4w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>> >(ya know.. you can't rename an MSDOS directory!!!!??!?!?!?!?!?!?!!)
>>
>> Not true! just pop in Norton, type NCD, hilite the directory or subdirectory
>
>Hmm...well.. what if you had a directory with a meg worth of stuff in it,
>but only 1/2 meg of space? would it still work? does it handle it by
>adjusting the VTOC (like MyDOS does)???
>
>I KNOW it wouldn't work (without a lot of damned trouble!) on the IBM by
>doing it manually

Norton just renames the directory... Rendir.com, found on the SpartaDos
tools disk will do the same thing... rename the directory... this operation
does not use up additional space on your hard disk or mio...

NOTE: Rendir.com only works with SpartaDos 3.2d and above....

Mike
The Atari Archive Project
Louisiana

884. XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 00:10:46 UTC
From: flups@eurom.rhein-main.de
Message-ID: <1993Mar24.001046.17268@eurom.rhein-main.de>
Source record: 107646

Hallo 8 Bit Fans,

i dont know which language to use here in this area, thats why I try to
recover my last remains of english...

I am knew in this area and I would like to communicate with other
Atari 8 Bit Users all around the world

Hope I will get an answer ;-)))

Flups

---
eurom: Free Multiline Unix BBS Home of the FSAG
Frankfurt/Main,Germany Data: ++49-69-6312934

885. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 04:16:52 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <T3ew1B1w165w@TheRat.Kludge.COM>
Source record: 107648

A LONG time back I mentioned I had a program that could read true IBM disk on a US Doubler 1050. Since I didn't have a stock 1050 & there were some excellent utilities for double density drives already, I asked on several boards like CI$ if anybody would be interested in trying it out for me on a stock 1050.
DEFINE Response="0"
The only place where anybody was mildly interested was here (thanks guys!). Anyway, after fixing all those busted 1050s & reading some of the current messages, I sorted through my pile of disks. I've done a number of lame-O things since then, like manage to reformat my clone's hard disk with all my 'C source code for that end, but as I recall, it was trivial. Just using the Absread()/Abswrite() functions in the library. What I did was read the file to be transfered into a buffer, then wrote it out in 128 byte chunks to sequential sectors on an IBM disk. I used the first sector to pass file name and length to the Atari end. Problem was I could read it on a US drive it defaulted to 18 sectors/track, but I didn't know if a stock 1050 would see double density & think 26 sectors/track or stay at 18 (like my US). Now I know 26 sectors/track. What happens is you have the 1050 read sectors 1-9, then request sectors 27-35 to get the 1050 to move to the next track. Punch line is: If somebody really wants me to do it, I will break out my compiler & give it another shot. The max file size the thing can handle would be 40 tracks at 9 sectors/track, 128 bytes/sector or about 40K. The only thing I ask is for someone with an Action! cart & a stock 1050 to double check it before I waste a month of weekends on it. I shudder at the

possibility that I used the only stock 1050 in the free world that returns the first 128 bytes of a 512 byte sector. BTW: It makes sense that all 1050s 'should be able to do this since an overfilled sector or short sector with data in it is a standard copy protection scheme. 810s are still out of luck. The Code:

```
Byte Array Sec(128)
PROC DINV=$E453()
RETURN
PROC ReadyDCB()
BYTE POINTER Bptr
CARD Snum=778,Dbuff=772,Ssec,Esec
BYTE DEVOP=770,DEVNUM=769,DFLAG=766
DEVNUM=1 ;DRIVE D1:
DEVOP='R ;READ OPERATION
Print("Enter starting sector number?")
Ssec=InputC()
PrintE("Enter ending sector")
Print("or 0 to quit?")
Esec=InputC()
IF Esec=0 then RETURN FI
Dbuff=Sec
Dflag=1
FOR Snum=Ssec to Esec
DO
Dinv()
for Bptr=Sec to Sec+127
DO
Bptr^==XOR $FF
Put(Bptr^)
OD
OD
Dflag=0
RETURN
```

What you should get when reading sector #1 is 4 garbage characters followed by something like "IBM 3.3" for the DOS version. As long as you keep bumping the sector number by 26 each time you want to move to another track i.e. [1-9, 27-35, 53-61,...], you should be able to pick off all 40 tracks, but you'll only see the first 128 bytes of the 512 byte sectors. A disk with mostly text on it would be great to test.
--

Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

886. XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 06:10:00 UTC
From: eurom.rhein-main.de!flups@mast.citadel.moundst.mn.org
Message-ID: <2530090@mast.citadel>
Source record: 107647

Hallo 8 Bit Fans,

i dont know which language to use here in this area, thats why I try to
recover my last remains of english...

I am knew in this area and I would like to communicate with other
Atari 8 Bit Users all around the world

Hope I will get an answer ;-)))

Flups

---
eurom: Free Multiline Unix BBS Home of the FSAG
Frankfurt/Main,Germany Data: ++49-69-6312934

887. Re: DidYouKnow...

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 15:16:54 UTC
From: pjh@mccc.edu
Message-ID: <C4EFs8.604@mccc.edu>
Source record: 107560
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

In article <22MAR199323432587@zeus.tamu.edu> dln4300@zeus.tamu.edu (NORTHCLIFFE, DAVID LEE) writes:
=In article <1993Mar23.050803.7111@midway.uchicago.edu>, buzy@midway.uchicago.edu writes...
=>Today Japanese companies own the 7/11 store chain, Dunlop, Universal Pictures,
=
=Sounds like you might have a point/case. However, this subject has been beaten
=to death in every corner of this nation sometime or other during last couple of
=decades. Nothing new, no big revelation, no need to discuss this in places
=meant for other types of discussion.

Oh, you mean that we've found a way to stop them? What is it? Is
everyone complying?

888. Re: Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 15:28:04 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Mar24.152804.29980@ge-dab.GE.COM>
Source record: 107649

In article <7756@tuegate.tue.nl>, wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:
|>
|> >Well, it might be possible to, but it is very impractical to even
|> >Try to connect an Atari to a TTL monitor.
|> >
|> >One, Ataris use a composite video output. TTL monitors do not
|> >allow analog input. There's your answer.
|>
|> So connecting it to a VGA monitor wouldn't be too tricky, would it?
|> VGA uses also analog input.

No, the VGA monitor is another animal entirely. It wants R,G,B (which the
Atari doesn't produce, and it can't be retrieved by wiring into your 8-bit),
and it runs at a >30kHz horizontal rate (the Atari is around the 525-line
standard 15.75kHz).

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

889. new 7800 games $4

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 16:01:19 UTC
From: tsui@ils.nwu.edu
Message-ID: <tsui-240393100253@tsui.ils.nwu.edu>
Source record: 107650

I've recently obtained a bunch of new and unopened 7800 games. I am
selling them for $4 each and will pay for shipping if you buy 5 or more.

here they are:

CHOPLIFTER
DONKEY KONG JR
XEVIOUS
ASTEROIDS
BALL BLAZER
FOOD FIGHT
CENTIPEDE
KARATEKA
POLE POSITION 2
GALAGA
HAT TRICK

e-mail me or call (312)644-4251, please don't post because my news is about
2 weeks behind.

JOSHUA TSUI
bite me!! its fun!!

890. CV to TTL Video

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 16:41:15 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9303241544.AA23079@smithkline.com>
Source record: 107651

Mark Newton-John recommends forgetting about using a TTL monitor & just pick up "...an Apple II, or NEC, or Amdek, or any monitor that accepts composite video input." I certainly won't argue against that advice, it is altogether correct.
The problem is, WHERE do you get these old CV monitors? Unless you know someone who wants to sell one, or you are lucky enough to live near some surplus electronics place, you're stuck. I'm using Apple, Heath/Zenith, & modified DEC Rainbow/VT-220 monitors in my systems, but what happens in a few years when these old CV monitors give up the ghost? At some point in the future, all of us who are today using CV monitors will face this problem.

It IS possible to build a hardware converter that will strip out the sync signals from CV, demodulate the CV to produce a clear Intensity signal, & output the 3 signals in the standard 9-pin 5V-TTL MDA/CGA format. Several articles were published in electronics magazines over the past couple years on this subject, tho none of them produced exactly all the signals we need. At one time I was looking into combining several of these circuits to do the job, it looked do-able. I abandoned the project to work on AC.

Bob Woolley has been tinkering with a scheme that takes video signals from the GTIA/4050 buffer, does a simple sync-stripping function (*one TTL gate chip)& outputs the TTL video from there. The problem is that you only get 2 bits' worth of intensity information, & I think it's only in mono. Mono doesn't bother me, but 2 bits is unacceptable, you need at least 3 of the 4 available video intensity bits. (The 4th bit is only used in certain graphics modes, I think like GRAPHICS 8 or whatever.) I have a feeling this is probably the same TTL video scheme Steve Quest had in mind (I hope he was intending to include the 3rd bit). I also have a problem with this approach because I don't think it will be easy for the weekend solder-jockey to do. Bob Woolley's mods seem to end up with a lot of spaghetti wiring on the motherboard make me nervous.

Bob Woolley HAS published a direct TTL output from the XEP-80. I was looking at that myself, he beat me to it. I was worried buffers would be required on the output signals to prevent blowing the NS455 in the XEP-80, but Bob did it with 3 or 4 direct connections to the XEP-80 board & no buffers & it seems to work.

Unfortunately, without a corresponding converter for the 40-column output, the existing one for the XEP-80 is almost worthless. Anyone out there who uses both 40- & 80-columnn displays knows that most software still uses 40 columns so you're always switching back & forth from 40 to 80. BobTerm is most notorious for this. So if you had your XEP-80 modified for TTL, you end up requiring TWO different montors in your system: CV for 40 columns & TTL for 80. This is no help, it only makes things worse.

This TTl converter idea has been listed in AC's "Dream Street" columnn for 2 (no, make that 3) issues now, & no one apparently is interested in seriously developing the idea. A pity. Because not only is it possible, but there is money to be made by who ever offers this thing for sale as a simple hardwre "black box" adapter.

- BEN POEHLAND
The 8-Bit Alchemist

****

891. How about RGB (or TTL) to CV? (was Re: CV to TTL Video)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 17:35:00 UTC
From: dln4300@zeus.tamu.edu
Message-ID: <24MAR199311353011@zeus.tamu.edu>
Source record: 107652

In article <9303241544.AA23079@smithkline.com>, poehland%phvax.dnet@smithkline.com writes...
>Mark Newton-John recommends forgetting about using a TTL monitor & just pick
>up "...an Apple II, or NEC, or Amdek, or any monitor that accepts composite
>video input." I certainly won't argue against that advice, it is altogether
>correct.
>The problem is, WHERE do you get these old CV monitors? Unless you know
>someone who wants to sell one, or you are lucky enough to live near some
>surplus electronics place, you're stuck. I'm using Apple, Heath/Zenith, &
>[...]

Speaking of luck, I found an old Commodore 1702 monitor at our local mission thrift shop and bought it for $30 :-). Seems like this approach might work for a few more years.

>
>It IS possible to build a hardware converter that will strip out the sync
>signals from CV, demodulate the CV to produce a clear Intensity signal, &
>output the 3 signals in the standard 9-pin 5V-TTL MDA/CGA format. Several
>[...]

My problem is the reverse. I would like to find a way to convert the RGB signal from a couple of arcade video game motherboards I have to a composite signal (or better yet, Commodore video - luma/chroma) to feed into the 1702.

I posted on this a few days ago on comp.sys.cbm, but so far no one has been willing to tackle the question, so I thought I would follow up on this thread.

If you know the answer, then this is probably redundant, but just in case:

The game motherboards have the following outputs: red, green, blue, ground, horizontal sync, vertical sync, and composite sync. As far as I can tell the horizontal scan rate is about 15 kHz. They work great on my multisync monitor which can sync horizontal 15-35 kHz.

Any information (even technical references) would be gratefully accepted.

Thanks in advance,
David Northcliffe
dln4300@venus.tamu.edu
dln4300@tamvenus

892. Re: new 7800 games $4

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 17:57:49 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C4En8E.3M4@mentor.cc.purdue.edu>
Source record: 107653

In article <tsui-240393100253@tsui.ils.nwu.edu> tsui@ils.nwu.edu (Joshua Tsui) writes:
>I've recently obtained a bunch of new and unopened 7800 games. I am
>selling them for $4 each and will pay for shipping if you buy 5 or more.
>
>here they are:
>
>CHOPLIFTER
>DONKEY KONG JR
>XEVIOUS
>ASTEROIDS
>BALL BLAZER
>FOOD FIGHT
>CENTIPEDE
>KARATEKA
>POLE POSITION 2
>GALAGA
>HAT TRICK
>
>
>
>e-mail me or call (312)644-4251, please don't post because my news is about
>2 weeks behind.
>
>
>JOSHUA TSUI
>bite me!! its fun!!

You can get these at the dollar store (for a dollar) If anyone wants i will
sell them the ballblazer cart (unopened) for $1 plus shipping....
Mike
talmage@mentor.cc.purdue.edu

893. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 19:53:27 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C4EsL3.BDL@usenet.ucs.indiana.edu>
Source record: 107654

In article <C48A4x.G1A@world.std.com> bmarcum@world.std.com (Bill Marcum) writes:
>In article <C488MK.1qH@usenet.ucs.indiana.edu> jbmorris@bronze.ucs.indiana.edu (Jeff Morris) writes:
>>What about single density Atari disks? Are they readable on IBM's?
>>Everything I had with my Atari said it did double density, but I assume
>>that it was really only enhanced, since it was 130 blocks per disk.
>
>130 blocks? Sounds like you were using DOS 3. The programs to read Atari
>disks on an IBM use either Mydos or Spartados format.
>
Yes, I've got DOS 3.0 (and DOS 2.0 or 2.5). Can I convert my Atari DOS 3.0 (single or double density, whichever, I've got a 1050 drive) to MYDOS or SpartaDOS, and then convert that to IBM DOS 5.0 or some other version? All the files I want to convert are text files.

Thanks,
Jeff

894. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-24 20:06:59 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C4Et7p.CwF@usenet.ucs.indiana.edu>
Source record: 107555

In article <C4EsL3.BDL@usenet.ucs.indiana.edu> I write:
>Yes, I've got DOS 3.0 (and DOS 2.0 or 2.5). Can I convert my Atari DOS 3.0
>(single or double density, whichever, I've got a 1050 drive) to MYDOS or
>SpartaDOS, and then convert that to IBM DOS 5.0 or some other version?
>All the files I want to convert are text files.
Oh, I should also mention that I have access to an Atari 1040 ST and have a
version of gulam which will write 3.5" disks that are readable on IBM.
So, is there a way to hook my 5.25" 1050 to the 1040 ST, transfer it to there,
and then put it onto 3.5" (double density)? Then I'd be fine too.

Thanks again,
Jeff

895. infidel help?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-25 02:28:12 UTC
From: GEN4112@Husky1.StMarys.Ca
Message-ID: <1993Mar25.033013.12288@nstn.ns.ca>
Source record: 107556

Has anybody finished the Infocom game, Infidel? I've made it to a doorway which is sealed and whenever I break the seals the ceiling falls in on me!
thanks, Randy.

896. Re: Help me fix my 1050!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-25 04:26:56 UTC
From: kmorrow@dante.nmsu.edu
Message-ID: <1orcagINN7gl@dns1.NMSU.Edu>
Source record: 107557

I do not think that there is anything wrong with your drive.
After formatting the disk the head goes to track 19 (I think) to write the directory sectors. A disk that has just been formatted will NOT boot. It will load 3 sector (like you described), then stop. It sometime will also go into the mode of turning the motor on then off in about 2 second intervals. You must use your first DOS disk and Write DOS FILES to disk before you can boot with the new disk. If you have anymore problems let me know. I've been using an Atari 800XL since 1984. I should be able to help with just about anything.

897. Re: CV to TTL Video

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-25 04:28:45 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0dtx@abcd.houghton.mi.us>
Source record: 107558

I'll summarize earlier messages that indicate that using a TTL monitor with the Atari 8bit's composite video output is difficult - true; and that composite video monitors are getting hard to find - also true.

A simple suggestion however is to hook your Atari up to the composite video input on a video cassette recorder (VCR). Also, many of the newer, better than average television sets now have a composite video input and do not have horrible overscan problems.

If a monochrome monitor is desired, most of the inexpensive monitors for security systems also accept a composite video input.

BTW, for less experienced 8bitters: Your Atari can make a glitzy, inexpensive video title generator when combined with a VCR. You can even animate your message by writing a little code.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

898. How much is an Atari Lynx (new or used)?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-25 06:18:51 UTC
From: jeffo@uiuc.edu
Message-ID: <C4FLJF.6oy@news.cso.uiuc.edu>
Source record: 107559
Cross-posted to: comp.sys.atari.8bit,rec.games.misc,uiuc.classifieds.computer

How much are new and used Atari Lynx hand-held machines going for these days? Also, about how much are new and used cartridges for this system?

If you've got one for sale or know someone that does, let me know what the asking price is too. I'm in the market for a portable system, and from stuff I've heard about the Lynx, it sounds like the system for me.

Thanks for the help,
--
-- J.B. Nicholson-Owens (jeffo@uiuc.edu)
-- NeXTmail welcome

899. Re: 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-25 20:10:12 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <PVHZ1B7w165w@iowegia.dsm.ia.us>
Source record: 107561

ladd@iftccu.ca.boeing.com (Bob Ladd) writes:

>
>
> This past weekend, I tried to resusitate an old 400 that I
> picked up at a garage sale. I'm trying top get it working
> so my son can play some cartridge based games that I have.
>
> Problem: Machine powers up, but the monitor screen is a
> solid gold/amber color. Keyboard input or cartridge
> insertion has no effect. I took it apart 2 or 3
> times, cleaned the circuit boards, pressed all of the
> chips firmly into their sockets, etc., but no avail.
> Anyone out there have an idea what kind of problem
> I might be dealing with? I'd appreciate any and
> all input/suggestions. Thanks, Bob
>
>

Bob,

Solid amber usually means the GTIA didn't go through the
reset operation that the colleen operating system puts it through
at the start. This means the cpu probably isn't able to run-
could be bad roms, could be bad chip select, could be bad cpu,
could be bad address or data bus, (fractured pc or open pc trace).

It requires a complete diagnostic by a tech to decide what
the problem is. Not a simple fix, believe me.....sq

(they sold it because it was broken my guess- and was told it was
not worth it to fix. Use it for spare parts if you don't want to
troubleshoot it or pay someone else to troubleshoot. By the way,
all the addressing for roms, ram, and IO devices goes through the
slots- make sure that they are not corroded- use a continuity
tester to check pathways most accurately.......)

900. Re: Help: Connecting 8bit to PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-25 20:14:33 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <y3HZ1B8w165w@iowegia.dsm.ia.us>
Source record: 107562

wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:

>
> >Well, it might be possible to, but it is very impractical to even
> >Try to connect an Atari to a TTL monitor.
> >
> >One, Ataris use a composite video output. TTL monitors do not
> >allow analog input. There's your answer.
>
> So connecting it to a VGA monitor wouldn't be too tricky, would it?
> VGA uses also analog input.
> (I got my PC with VGA monitor and my atari standing on one table, so sharing
> the same monitor would save a lot of space.)

Jos,

You can't use VGA unless you are using a multisync
monitor. The scan frequencies are MUCH faster on VGA and the
number of scanned lines are much higher as well. NEC multisync
color monitors should work ok for the project, but as I said
before, it would require decoupling the colorburst, etc.......sq

901. ATR8000 $70, 2DDSS Drives, $70 XE Video Game System $70, 800xl $20

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 00:22:13 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <AAron.733105333@sun.soe.clarkson.edu>
Source record: 107565

ATR8000 (2SIO,RS232,Parallel,Drive ports and 64K printer buffer and CPM) $70
2 DEC Drives in one case (DDSS, dumb drives need ATR8000) $70
XE Video Game System (Flight Sim., Star Raiders2, 2 gun games,
lightgun, XE computer 64K w/keyboard) $70
800xl (no power supply) $20

All works great. Stuff isn't used. Needs a good home. Will pay shipping.

AAron nAAs AAron@sun.soe.clarkson.edu
5916 Brigadier Drive Home: (315)452-0512
Cicero, NY 13039-9342 Work: (315)437-7131

902. Re: IBM Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 00:45:22 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <BmuZ1B5w165w@cyberden.sf.ca.us>
Source record: 107567

I must admit i understood little of what you were saying, but, since I have >2< (count'em, 2) stock 1050s and a hard time getting files (like GIFs and such that I make with the school's graphics programs and digitizers) over to my system, I'd be VERY interested in reading/writing back & forth between IBM & Stock 1050!

DO IT! :) .... from the looks of a lot of the EuroSoftware lately, 1050s are still around (desc.'s'd say "requires 1050 or DDdrive" as well as the standard "XL/XE, no 400/800").....

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

903. Re: CC65: How to create your own routines / Modify the c.olb

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 01:07:51 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C4H1t4.28r@moscow.uidaho.edu>
Source record: 107563

In an article, ai792@cleveland.Freenet.Edu (Tony Lang) writes:
> Okay, I have everything from the CC65 package, cc65,ra65,link65,libr65 etc.
>So if I wanted to create some new `function` which uses 6502 machine language
>then I'de have to code them in RA65 format, and then run them through RA65
>to produce the proper *.obj files to be used later?

Yep, that's it. For a good example of how to access the parameters to the
function, see the BZERO.M65 file in the library source.

> I have the Lib_Source, and to reproduce the c.olb is this what I would have
>to do: CC65 <all *.c filenames>, RA65 <all *.m65 filenames>, and then use
> LIBR65 <on all the *.obj filenames, except for RUNTIMEE.OBJ>

Yes, if you want to re-compile the entire library, but you can work on one
at a time if you wish; LIBR65's A option will replace the old .OBJ file with
the new one, not just add a duplicate.

> I hope I have everything down pat now. I took another look at the libsrc
>and the CC65 package, this time alot more extensively than before, and I
>do beleive I'm getting the gigst of this. I would like to contribute more
>to this CC65 package; hell this might as well be a GNU project as far as
>I'M concerned -- I'm all for this public development.

Quoting from Atari Classics, V2 N1 page 19:
"Don't expect 'George' to do it because there may not be many
'Georges' around." -Alex Pignato

--
Duane Tribe, tribe@ted.cs.uidaho.edu, Mosocw ID, USA

904. WANTED:Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 01:12:04 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1993Mar26.011204.25095@en.ecn.purdue.edu>
Source record: 107566

I am looking for any Atari 8-bit compatible disk drive. If anyone has one
they are willing to part with, drop me a line and let me know what you have and
what you're asking for it. Thanks.

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

905. Need 2600/5200/7800 specs.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 02:12:44 UTC
From: oberland@vax.sonoma.edu
Message-ID: <1993Mar25.181244.1@vax.sonoma.edu>
Source record: 107568

I know this is not really an ATARI PC question, but where else am I supposed to go?

I need to know what the difference between the old 2600/5200/etc machines are, and what games work in what.
(I am looking to get an old system and/or cartridges)
I esp. need to know if the old systems will work with what types of controllers and what types of cartridges, as well as how many different games wre made for each
(rough estimate here - I know JILLIONS of 2600 games were made, but how many of the other ones were made?

thanks for any info,
Joe

906. XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 02:31:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <733157016.AA04747@tdkt.kksys.com>
Source record: 107564

On <24 Mar, 00:10>, Florian Baumann wrote to All :

FB>
FB> Hallo 8 Bit Fans,
FB>
FB> i dont know which language to use here in this area, thats why I try to
FB> recover my last remains of english...
FB>
FB> I am knew in this area and I would like to communicate with other
FB> Atari 8 Bit Users all around the world
FB>
FB> Hope I will get an answer ;-)))
You've got one!! Hello Florian!!!

Don't worry about your english, we know what you mean. Having studied
abroad in Europe for a semester, I'm not worried. Most Europeans seem to have
better english skills than we do here in the United States anyway! :)

Enjoy!

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

907. Where? PD and Shareware software

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 11:53:46 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <WIJDEVEN.93Mar26125346@anaconda.es.ele.tue.nl>
Source record: 107569

Well by now you got me all convinced that is (almost) impossible to connect
at least a color CGA monitor to the ATARI 8bit machines.

Too bad, it could have been so beautiful :-(

So now I got another question. I'm working on an UNIX system with FTP and
TELNET capabilities. What I want to know is if there are places accessible
by FTP or TELNET where they have ATARI 8bit software. (Shareware,PD)

So far I have found :

atari.archive.umich.edu (or better said the mirror in the UK)
freenet-in-{a,b,c}.cwru.edu

Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Technology
The Netherlands (the home of TURBO BASIC)
---

908. Great new videogame 'zine! -- The Videogame Trader!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 18:15:26 UTC
From: bs066@cleveland.Freenet.Edu
Message-ID: <1ovh7u$b7a@usenet.INS.CWRU.Edu>
Source record: 107570
Cross-posted to: alt.sega.genesis,alt.games.lynx,comp.sys.atari.8bit

Subject: Great new videogame 'Zine!

The Videogame Trader

Is a bi-weekly publication of classified ads relating to video games
from Arcade games to Atari 2600 to Super Nintendo to Computer Games
to Sega Genesis to Neo-Geo. Any and everything video game related
is included. The ads are cheap (from 7 cents per word).

Just sent $1 and your address for a sample issue to:

The Videogame Trader
P.O. Box N664
Westport, MA 02790

Try it, you'll like it.

(P.S. you get a free 30 word ad with your 1 year subscription!)
--
Jeff Scott - Classic Video Game Collector | Atari (2600/5200/7800/XEGS), |
Cleveland Freenet - bs066@cleveland.freenet.edu| Intellivision, Colecovision, |
Tri-$tate Online - usr5271a@tso.uc.edu | Vectrex! Buy/Trade/Sell! |
Ball State U.(alumni) - atariman@bsu-cs.bsu.edu|--Long live the Atari 2600!!--|

909. Looking for Sparta_Dos X

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 18:53:04 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1ovjeg$n9t@usenet.INS.CWRU.Edu>
Source record: 107571

I'm looking for a place to obtain Sparta Dos X. I'de prefer it to
be relatively cheap, and with manuals. But if worse comes to worse,
perhaps I'll just buy it brand new.

Thanks
ai792@po.cwru.edu
clisowsk@mcs.kent.edu
--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

910. Water Damaged 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 19:19:45 UTC
From: alatino@Bonnie.ICS.UCI.EDU
Message-ID: <9303261119.aa24747@Bonnie.ics.uci.edu>
Source record: 107572

I was wondering if anyone knows where one could get a 130XE repaired in the Southern California area. During the recent rainstorms here in California my uncle's roof leaked all over his 130XE. The computer comes on but most of the keys on the keyboard do not work. We took it apart and dried it out, but the clear plastic strip under the keyboard looks like it needs to be replaced. Any ideas where he can get it fixed?

Thanks,
Andy

911. Re: Water Damaged 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-26 22:19:39 UTC
From: ng4@husc11.harvard.edu
Message-ID: <ng4.733184379@husc.harvard.edu>
Source record: 107573

I also know of several people with keyboard problems for the XE and 800XL.
Is there an easy fix out there? Or at least an inexpensive one?

Ho Leung Ng
ng4@husc.harvard.edu

912. The 2600 Asteroids and Lynx Gates of Zendocon Mystery- The solution

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 03:57:22 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B7X21B1w165w@cyberden.sf.ca.us>
Source record: 107574
Cross-posted to: rec.games,rec.video.games,comp.sys.atari.8bit,alt.games.video.classic

Welll... it's been a while, and I've only got two responses via e-mail
(as I instructed) - both were "well, what IS the link?"

If you don't remember, a week or so ago I posted a message stating that
there was a mysterious link between the old Atari 2600 game "Asteroids",
and the newer Atari Lynx game "Gates of Zendocon."

Well...guess what.

There is none/

Can you believe it!?
NONE!

JUST KIDDING!!!!!!!!!

I have a Lynx brochure I picked up about a year ago at San Jose computers
that's shaped like a Lynx, and listed titles such as Calif.Games, Blue
Lightning, Gates of Zendocon, etc. and had info. on "coming soon" releases
such as Xenophobe, Klax, etc... remember, this was from 89 or 90.

WELL... I found this brochure after having it tucked away for quite a
while and looked at it again. Then I noticed something. The picture
they had for Gates of Zendocon had the SAME SPACE-SHIP drawing as
Asteroids!.... or did it? So, I went and flipped thru my 2600 title
instruction booklets, and found Asteroids.. I compared the two...here's
what I came up with:

The first thing that made me remember asteroids was that funny
glowing red "engin" or weapon powersource or whatever underneath
the ship

The next similarity was the actual shot coming out of the ship...

Then I looked and noticed that this picture's ship looked almost
identical to the old 2600 one (this was before I compared, remem-
ber...), except it looked more ... modern. Not as painting-y.

When I compared I found these:

The ship was at a totally different angle.
Some of the paneling designs on the ship were a little different,
but MANY MANY of them were identical to the 2600 one!
The tail "fin" was missing... like you find on airplanes.
SOme of the bigger panels were identical, and even the colors of some
of the lights (like close to the edges of the wings)

FINALLY, the most stunning one was this:

The explosion on the Gates'o'Zendocon picture was IDENTICAL
to the Asteroids one! COMPLETELY IDENTICAL! ... even some of
the shock-wave-like brush srokes! If you look closely, you'll
notice that the explosion ont the G'o'Z picture has bits of
rock flying around..... I WONDER WHY!?

Pretty nifty, eh? SOMEBODY who drew this picture must've either
been lazy, on a tight schedule, or, like me, a person who just LOVES 2600
Asteroids!

WOW

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

913. ColorView UNSquasher

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 08:34:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <y1a31B2w165w@cyberden.sf.ca.us>
Source record: 107576

I made a small hack to ColorSquashView which loads another program I made, (which I spend long enough figuring out! grr!) which takes the 22+K of image data and resaves it as uncompressed .R, .G, .B files!

YAY!... now you can go both ways! From .R, .G, .B -> .RGB, and back to .R, .G, .B!

Main reason I made it was because I had a GIF -> CV9 -> CVS9 and I only saved the CVS9 (the squashed), not the GIF or the .R, .G, .Bs.

And the only way to edit this image was to resave it as .R, .G, .B. (oops, it wasn't a CV9, it was a CV15.. been xverting Japanese Anime 16 color hi-res GIFs into CV15 mode. Looks EXCELLENT!!!) Anyways, it works, and I was able to edit. Unfortunately, I did make one slight mistake at first (corrected now), it accidentally switched green for blue! heheh! WHOOPS!

BTW- reason it's so tough, try changing the POKE 559,0 to a POKE 559,34 before the program loads, and you'll see how the RGB data is stored... not as seperate screens, but as BLENDED (sort of interlaced) screens.

Tough to deal with! :(

but it works nICE

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

914. German disk based 'TOP-Magazin' on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 13:47:16 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1p1lt4$7gm@nz12.rz.uni-karlsruhe.de>
Source record: 107575

Hello,

As you all know, there are many disk based magazines around the
world dealing with the Atari 8-bit.

Here's another one, i.e. not exactly here but on
'atari.archive.umich.edu'. It's the German 'TOP-Magazin' released
by the TOP-Crew known for some excellent demos as well.

I've uploaded the most recent issue I have, i.e from February 1993.
Many thanks to Michael Goroll who supplied me with this issue.

Check the 8bit/Demos directory for

top9302.txt
top9302a.dcm
top9302b.dcm

which are a short blurb and two sides of the magazine.

This magazine should be interesting to people who don't speak/read
German as well. Side two of the disk contains a demo version
of the new Polish game "Miecze-Valdgira" along with another
demo from Poland.

Maybe a German-English dictionary could help you to read some
articles from side one as well. Shouldn't be that hard. It's worth it!

Enjoy,

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

915. The Atari Hardware Book - Update 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 16:20:00 UTC
From: v462etnn@ubvmsb.cc.buffalo.edu
Message-ID: <C4K2MB.3o9@acsu.buffalo.edu>
Source record: 107577

The Atari Hardware Book
26 March 93

We're moving right along. Through the efforts of Ryan Osborne, we've got a substantial portion of the material that's been published in Zmagazine. The material we've got so far will start finding its way into digital form (Andrew Diller will be scanning printed articles, etc.).

We're still looking for material! Early issue of Antic and Analog need to be combed. There's got to be more than a couple books on hardware projects for the Atari than those I've seen. Dig around! Look in the bottom of that closet!

If you've got anything, let me know. Send e-mail to me (at the address shown below)!

As an indicator, we've got about 80 articles in the database right now. I hope there's more than that out there!

David Anderson
v462etnn@ubvms.cc.buffalo.edu

916. Can I use a 2400bps modem with my 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 16:33:05 UTC
From: jleon@usc.edu
Message-ID: <1p1vk1INNje1@phakt.usc.edu>
Source record: 107578

Hi everybody, I have a 130XE and I use it sometimes as a terminal for a network system. I've been using an xm301 modem but its 300bps is too slow. I have a 850 interface lying around and I want to know if a 2400bps modem for the ibm can be used with this interface, is this too fast for my 130?, should I use a 1200 modem? Which programs will work this this modem? anyone good at the atari ftp site?
Has anybody done this?
Ok, too many questions.

Any help will be really apreciated.

Juan Leon

--
jleon@scf.usc.edu
Electrical & Computers Engineering
University of Southern California
Los Angeles, CA.

917. 2400bps modem with your 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 19:37:11 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar27.113711.1@max.u.washington.edu>
Source record: 107579

> 850 interface lying around and I want to know if a 2400bps modem for the ibm
> can be used with this interface, is this too fast for my 130?, should I use a
> 1200 modem? Which programs will work this this modem? anyone good at the
> atari ftp site?

The speed limit is set by your 850. It can only go up to 9600bps.
I believe there are several programs on the umich archive site that will
support up to this speed.

qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

918. Re: The Atari Hardware Book - Update 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 20:41:19 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <1p2e5g$785@usenet.INS.CWRU.Edu>
Source record: 107580

Thanks to Alan Reeve, a school near me has and almost complete set of Analog
from about iss 15 to iss 77. Let me know which iss's you are missing
and the next time I'm by the school I'll check em out.

Also, I've many Antics, same as above, just let me know which you
are interested in and I'll take a look.

Mike
The Atari Archive Project
Louisiana

919. Re: Can I use a 2400bps modem with my 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-27 20:49:58 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <1p2eln$bc2@usenet.INS.CWRU.Edu>
Source record: 107581

Yes you can use the 850 and it works quite well... you are, however, limited to 9600bd. Using Bobterm, you'll have no problem with characters dropping out due to buffer overflow. Using K65 (from the archive) you get character loss if the screen is scrolling as new data is coming in. if the screen is cleared between pages, you lose nothing at 2400 bp...

Mike
The Atari Archive Project
Louisiana

920. Communications

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-28 11:24:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <733344056.AA05461@tdkt.kksys.com>
Source record: 107582

```
Leave your name and address and I'll write you!
```

921. 8-bit sale Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-28 11:31:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <733344056.AA05462@tdkt.kksys.com>
Source record: 107583

I'm interested in the numeric keypad, the microsoft basic II, and the datasoft software for sure. Need to check on the printpower and the awardware software in the inventory of software.

922. Re: hooking up a Hard Disk (I have 400, 800xl, 850 interface)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 02:02:44 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <1p5lc4$eue@usenet.INS.CWRU.Edu>
Source record: 107584

Ed wanted to know about hooking a hard disk to his 8-bits. The
ICD MIO and the Bob Puff's Black Box are the only ways to do that.
ICD no longer sells the MIO. CSS 716-429-5639 (N.Y.) still sells the
Black Box, I think. But, really, I doubt you're gonna want to do
what you say you want to do when you find out how much it is gonna
cost.

923. Re: hooking up a Hard Disk (I have 400, 800xl, 850 interface)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 08:03:10 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Mar29.080310.14543@cs.tulane.edu>
Source record: 107585

In article <1p5lc4$eue@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>Ed wanted to know about hooking a hard disk to his 8-bits. The
>ICD MIO and the Bob Puff's Black Box are the only ways to do that.
>ICD no longer sells the MIO. CSS 716-429-5639 (N.Y.) still sells the
>Black Box, I think. But, really, I doubt you're gonna want to do
>what you say you want to do when you find out how much it is gonna
>cost.

You left out one, Bob Klass sells the Suprainterface, you can reach him at his BBS the RepairShop in Utah, 1-801-967-8738. I seem to recall seeing his last stated price at $110, but you'll have to check it out.

Mike
Atari Archive Project
Louisiana

924. 130XE questions....

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 13:03:14 UTC
From: madhatter@pembvax1.pembroke.edu
Message-ID: <1993Mar29.090314.1@pembvax1.pembroke.edu>
Source record: 107586

Hello,
I just bought a 130XE (with little manual, tv cable) and a 1050 disk drive.
Both have their power supply boxes. But it didn't come with a cable that goes
between the computer and drive. What kind of cable is this, and where can I
get
one. Also on the drive power supply the end that doesn't goto the computer
ends in a two prong plug (not a normal elect. plug). What does this fit into?
thanx for the help.

Jason Jones

MadHatter@pembvax1.pembroke.edu

925. Purple Mountain Computers

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 15:37:51 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C4nq3G.2vw@cbnewsc.cb.att.com>
Source record: 107587

I just saw this article in Znet Atari Online magazine (#93-09) and thought it was worth taking out and posting here since many of you might not get Znet Online. Since we are always looking for sources of Atari 8bit software, etc. it is a good idea to check out every lead. This company claims to support Atari 8bits, so you might want to give them a try.

```
####### PMC UPDATE
####### CompuCycle/CompuNews
####### ------------------------------------------------------------
```

CompuCycle (TM): Saving the Environment
CompuNews (TM): Informing the Community

Bellevue, WA - Purple Mountain Computers (PMC) has developed a recycling program for computer books, magazines and software. Users can buy, sell and trade their unwanted items for ones they do want. Trial testing of the CompuCycle (TM) program has been a success. All computers are supported including PC, Mac, Amiga, Atari ST and 8 bit, Apple, Commodore 64, CP/M, and others.

Book topics include a wide range of subjects including programming and tutorials. Our inventory includes over 10,500 computer books/magazines and 1,100 programs. Wharehouses are located in Washington and California for quick delivery.

We believe that everyone can benefit from this program. Users will pay less for software and can turn unused programs and books into cash or wanted items. And society will benefit from the utilization of our current resources, instead of wasting new ones.

PMC publishes CompuNews (TM) which includes the list of available recycled software. It also has current news and fascinating articles (the next issue includes an interview with members of the Floptical Technology Association). CompuNews (TM) is free to anyone who requests it.

Thousands of books are listed on disk to conserve paper; this disk catalog is available for just $1. Software is listed in CompuNews (TM) which is free. Users can make requests by contacting us:

Purple Mountain Computers, Inc. (PMC)
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008 (206) 399-8700
GEnie E-mail: PMC.INC
CompuServe: 72567,302

926. WANTED: ATARI 400 POWER ADAPTER

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 17:09:33 UTC
From: tomcat@leland.Stanford.EDU
Message-ID: <1993Mar29.170933.26057@leland.Stanford.EDU>
Source record: 107588
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,ca.wanted

Title pretty much says it all. Please e-mail if you have one.

Thanks

Tom
tomcat@leland.stanford.edu

927. FORTH books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 18:24:10 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0096A3BD.E5CA8680@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 107589
Cross-posted to: misc.forsale.computers.other,misc.forsale.computers.pc-clone,misc.forsale,comp.sys.misc,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

For sale-

1. Leo Brodie- Thinking Forth (if you heard about FORTH, you have probably also heard of Brodie. This book is a classic!)

2. Chirlian- Beginning FORTH

3. LAMPTON- FORTH for Beginners

I will sell by the book or as a package, either way is fine.
I would like to sell to highest offer within a week or so. Please respond to e-mail COHEN@GOMEZ.PHYS.VIRGINIA.EDU
Thanks.

928. Re: 8-bit mouse with trackball emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 20:55:32 UTC
From: whoffman@ganymede.Jpl.Nasa.Gov
Message-ID: <1p7no4INNloq@elroy.jpl.nasa.gov>
Source record: 107590

In article <C49w0C.K5F@moscow.uidaho.edu> tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
>Is there a mouse that works on the 8-bit Atari in Trak-Ball[TM] mode?
>If one exists, where can I get one (or, would you part with yours?)
>I'm designing a program that really needs a mouse.
>
>If one is not available, could an Amiga or ST mouse be adapted through
>a clever bit of hardware hacking?
>
>--
>Duane Tribe, tribe@ted.cs.uidaho.edu, Moscow, ID USA

The Atari ST mouse can be used on the 8-bit atari computers without
modification. At least this is true with the Missle Command cartridge
(using the CNTL-T option for Trak-Ball).

Walt Hoffman

929. WANTED: Any 2600 TRON games.

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-29 23:37:46 UTC
From: GRS03122@CONRAD.APPSTATE.EDU
Message-ID: <1p818aINNaf2@lester.appstate.edu>
Source record: 107591

I'm looking for any and all of the games put out for the 2600 that where made from the movie TRON. I you have any or know where I can get them please email me.....THANX!

930. Atari 1040ST Mono/Color System W/HD 4Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 00:53:18 UTC
From: tim_rader@ccm.hf.intel.com
Message-ID: <X3930329165318@trader.ccm.hf.intel.com>
Source record: 107595

Look what you can get for only $500. It's the perfect starter system lacking only
a printer and we can talk about that! I need to sell this system so that I can pay
my taxes. It works great and you'll not find a comparable system anywhere at this price.

Atari 1040ST (M68000 16bit GEM based GUI system)
W/Rainbow TOS 4.1
2.5MB RAM
3.5" 720k internal floppy drive
1 Parallel port
1 Serial port
1 DMA port
2 Mouse/Joystick ports
2 Midi ports
1 Cartrage port w/clock
1 Floppy drive port
1 HiRes Monitor port

1 Color Monitor
1 HiRes Monochrome Monitor
1 Monitor Switch Box
1 External 40MB Hard Drive
1 External Indus GT 3.5" 720k Floppy Drive
1 1200baud Modem
1 MagicSac Mac Emulater Cartrage w/ROM's

And TON$ of Floppies, also software and manuals and misc odds
and ends.

*** At this price, you pay for shipping. ***

Again, I am only asking $500 for the complete system. If interested, reply
via E-mail, Here or Call me at 503-696-5910 before 7pm and at 503-649-4748 after 7pm PST.

And please folks, no flames. If you're not interested then ignore this post.
-TIM-

931. oooh! painful!

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 01:42:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <NXB81B1w165w@cyberden.sf.ca.us>
Source record: 107592

Well, after trying to connect that burnt up XMM801 of mine (the one that started smoking a week or so ago!) and finding that one SIO port didn't work properly, I decided to pop the sucker open and see what's up.

When I disconnected the light/button plug and got the stupid cover all the way off (grey wire towards the front ;)), I checked out the SIO ports.. just by looking I could tell that a few of the pins must've been overloading because their circuit pathwas were brown and charred! YIKES!

Well...what could've done this? What did I have connect to that port when it happened!?

Only one thing... my modem. I've always set the modem (an SX212) at the end of the daisy chain, because it only has 1 SIO port.. just like my 1200xl. (that really sucks you know! I mean, there's space for a second on the 1200xl at least!) ANYways... now, why would the modem do such a thing?

My DUMB TERMINAL! NO WONDER! I've noticed that when I have my dumb terminal hooked up the modem makes funny noises when you turn it on (sometimes really loud screeches! It's horrible!) and when the speaker is on (dialing and initially connecting). Well... here's my current dilema.

I DON'T WANNA LIVE BY SWITCHING SIO CORDS BACK AND FORTH! WHAAAA!!

Argh.. Well... I already know of some possibilities.. get a Quintopus and have all the ports I'll ever need (for now hehe) but the thing costs $40! :(

or... I could jump up and down and scream at myself for being so stupid, and end up living with switching the plugs around whenever I need the printer.

or.. I could find out where to get a new SIO port chip for my XMM801.

OR...(this one I like, even tho the price may be over $40) get a nice FAST printer... (anything over 80cps draft...I mean, hell, my XMM801 is 80cps, and there IS no draft/non draft! BLEAH!) and see if I can mooch an MIO, BB (ha!) or P:R:C from somebody.

Soooooooooo any other ideas? (no flames for being so dumb, either) (hehehehe)

THanx for listening hehe

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

932. Re: Water Damaged 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 01:48:14 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <1p88suINN7kq@gap.caltech.edu>
Source record: 107594

I'd suggest he use this as an excuse to buy a transkey and
hook up an IBM keyboard to it.

Brent
buescher@ugcs.caltech.edu

933. Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 01:51:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <qBc81B2w165w@cyberden.sf.ca.us>
Source record: 107593

WELL.. I've borrowed a copy of SRII from a friend, and I must admit, it wasn't as bad as you all said it was. Then again, it could be better. I'm sure I'll still prefer SRI over II any day. BUT... I don't see why you call knocked it so much. Some how somebody had convinced me that it's not 3-d. Well, sure, it's not true 3-d like SRI, but it's not an overview style game either me'laddies!

Anyways... I really liked SRII once I got it to work..

THEN... the NINTENDO SYNDROME kicked in... it got BOOOORING!

Sure..the cool solar system maps with all the colors and nifty DLIs and the funky (yet 80% pointless) control panel and such add a LOT to the game, (NOT to mention the snazzy enemy animation), but it did get pretty boring after shooting up a few 100 fighters and finally getting blown to smithereens by one of those REALLY big ships.

Inotherwords... It's ok. It's not as bad as everyone says it is, but if I were you, I'd not buy it for more than $15 nowadays.. It looks like it was pretty top-notch stuff for the days tho!... (not vs the fact that SRI was written in 1979!!!)

And here's another note - it wouldn't run on my Woolley'd 1200xl. My old 1200xl with the stock motherboard and standard 1200xl OS runs it like a charm, but my 1200xl with 256K RAMbo and EPROM'd 800/800xl OS stuck in the standard 1200xl sockets just gave me an obnoxious green screen and wouldn't even RESET w/o being powered off/on!

Soo.. looks like I'm not getting this game too soon! ;)

Just thot you'd like to know

(why is it I feel like these last 2 posts are going to be completely ignored!?!?!? :( )

school I guess. :)

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

934. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 04:17:01 UTC
From: bong@brahms.udel.edu
Message-ID: <C4op8D.AC2@news.udel.edu>
Source record: 107596

I have a bunch of Atari 8-Bit hardware I want to sell.
I have the following:

130XE - 576K Expanded Memory
20 Meg Hard Drive Setup for 8-Bit
include: casing, fan, power supply, adaptor for
130XE or 800XL.
PR Connection
include: both modem and printer cable.
SpartaDOS X Cartridge
1200 Baud Packerd Bell Modem
1020 Color Plotter
Indus GT 5-1/4" Drive DD DS
1050 Disk Drive
include: 1050 Doublers (better than US Doublers)
Write Protect Swtich
1050 Disk Drive
2 5-1/4" Hole Puncher
Atari Writewriter Cartridge
2 Joysticks
Broken 65XE
Boxes of Disks
Computer Manuals

All hardware comes power supplies and cables, plus most manuals.

Everything sells as a whole for $325.00 plus shipping.

Send E-Mail to "bong@brahms.udel.edu" for more information.

--
|---------------------------------|
| Realname: Adrian Dominic Wetzel |
Internet: bong@bach.udel.edu

935. Re: Water Damaged 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 19:31:19 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15290003@iftccu.ca.boeing.com>
Source record: 107597

/ iftccu:comp.sys.atari.8bit / alatino@Bonnie.ICS.UCI.EDU (- Andy Latino -) / 11:19 am Mar 26, 1993 /

I was wondering if anyone knows where one could get a 130XE repaired in the Southern California area. During the recent rainstorms here in California my uncle's roof leaked all over his 130XE. The computer comes on but most of the keys on the keyboard do not work. We took it apart and dried it out, but the clear plastic strip under the keyboard looks like it needs to be replaced. Any ideas where he can get it fixed?

Thanks,
Andy

American Techna-Visions sells 130XE replacement keyboards for $35.00
Call them @ 1-800-551-9995

Also, I remember some outfit selling "improved" 130XE keyboards (ones without the mushy feel to them). I'll try to find out where it was I heard about those.

Bob

936. CVSquash2.arc

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-30 23:39:48 UTC
From: ap105@cleveland.Freenet.Edu
Message-ID: <1palo4$8k9@usenet.INS.CWRU.Edu>
Source record: 107598

OK now I got Color View Squash 2 with docs and source code, debugged.
I'll send it to the archive as soon as I figure out how to trick
youngstown freenet into sending a 40000 plus byte file...hmmmm....
maybe I can send it in 2 or 3 files.
Anyway the CSviewer is faster now....here's the list of files
that are in the arc:
CVSQUASH
CSVIEW
CSVBETA
EXPAND.SRC
COMPRESS.SRC
DISPRGB.SRC
CSVIEW.DOC
CVSQUASH.DOC

The file had a sample pic in it of Amy Squirel but I took it
out to save space.
The program is written by E. Halliwell and is shareware.

937. TOP9302B demo (side two of TOP 93 demo at archive)

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-31 01:38:22 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Ne791B1w165w@cyberden.sf.ca.us>
Source record: 107599

Hmmmmmmmmmmmmmmmmmmmmmmmmmm.. That "DAXEY" demo won't work on either my Woolley'd 1200xl (with the 800/800xl switchable OS ROMs) OR my stock 1200xl!

DOes this thing work at ALL on 60mhz NTSC systems? I get a bunch of messy screens (like you see when something is "unpacking" into RAM) but that's it... after a few seconds of different "styles" of "unpacking" screens it just sits there black and dead.

Any help? Is it just MY copy?

grr

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

938. >>> FOR SALE <<<

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-31 01:41:13 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93089.204113BOYHC@CUNYVM.BITNET>
Source record: 107600

130XE with 4 Meg of RAM

Percom 20 Megs HD with 5 1/4 floppy

Must sell fast, rob me...

Caio, Bo

939. KYAN Pascal under SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-31 15:25:13 UTC
From: marsham@pell4l12.alleg.edu
Message-ID: <1993Mar31.152513.24074@alleg.edu>
Source record: 107601

Is it possible to run apps compiled in KYAN Pascal under SpartaDOS? I'm pretty sure that the compiler itself will not work under Sparta but have obtained ambiguous results with object programs.

940. Analog's BONSAI

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-31 18:59:02 UTC
From: c370a05@hawk.depaul.edu
Message-ID: <1993Mar31.185902.24283@hal.depaul.edu>
Source record: 107602

Does anyone out there have a working copy of BONSAI from the May 1986 Analog? I have typed the thing in and it doesn't work. I seem to remember a published correction a few months later but I can't seem to find it.

Any help would be appreciated. Thanks

941. spreadsheet/graphing program

Newsgroup: comp.sys.atari.8bit
Date: 1993-03-31 19:46:14 UTC
From: jmansfie@flute.calpoly.edu
Message-ID: <1993Mar31.194614.149591@zeus.calpoly.edu>
Source record: 107603

I was wondering what a good spreadsheet is that could also do graphs.
I have a couple spreadsheets but they don't do graphs. I also have
B/Graph but it doesn't really do spreadsheets. I'm getting really tired
of doing my homework by hand and figure that there SHOULD be something
good out there for my 8-bit. What do you guys use?
Thanx for any help.....
-Jason

942. Can someone look something up for me in the B&C Computervisions catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 00:08:59 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <93Apr01.000859.35944@acs.ucalgary.ca>
Source record: 107604

I am interested in knowing if B&C sells the 7800 light gun.
Perhaps someone could take a moment to check their catalog to see
if they do and drop me a line. I would be greatly appreciative.
Thank you.

--
[.SIG ALERT]

dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

943. Re: KYAN Pascal under SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 05:24:14 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1pdu9u$eh@news.ysu.edu>
Source record: 107505

I have CAD-XE running under Sparta X and its written in KYAN Pascal.
It also runs under Sparta 3.2d but not with the Wedge installed.
--
Joe Sabatino-->ab588@yfn.ysu.edu

944. Re: 130XE questions....

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 08:24:31 UTC
From: bmarcum@world.std.com
Message-ID: <C4sq0v.Esr@world.std.com>
Source record: 107506

In article <1993Mar29.090314.1@pembvax1.pembroke.edu> madhatter@pembvax1.pembroke.edu writes:
>Hello,
> I just bought a 130XE (with little manual, tv cable) and a 1050 disk drive.
>Both have their power supply boxes. But it didn't come with a cable that goes
>between the computer and drive. What kind of cable is this, and where can I
>get
>one. Also on the drive power supply the end that doesn't goto the computer
>ends in a two prong plug (not a normal elect. plug). What does this fit into?

This should be a normal electric plug, unless you got one that was made for another country. The power supply should have a label showing input and output voltages; for the 1050 disk drive it should be 120V in and 9V AC out; the computer power supply should be 5V DC out. If you did get a foreign model computer, you might have trouble using it with American TVs or monitors.

The computer to disk drive cable is available from several mail order sources including Best Electronics and American Techna-Vision. They also sell power supplies if you need one.

Bill Marcum bmarcum@world.std.com

945. Re: oooh! painful!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 08:33:47 UTC
From: bmarcum@world.std.com
Message-ID: <C4sqGC.Fuq@world.std.com>
Source record: 107507

I think the real question is, why did the terminal fry your printer, and why does your modem make strange noises when the terminal is connected? Maybe you're just lucky that nothing else has burned out yet.

Bill Marcum

946. Re: TOP9302B demo (side two of TOP 93 demo at archive)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 11:30:53 UTC
From: wbdst+@pitt.edu
Message-ID: <7460@blue.cis.pitt.edu>
Source record: 107508

Bill Kendrick: You mentioned in your message having a "60mhz NTSC"
system- maybe THAT is the problem? :) (It should be 60kHz!)

947. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 15:33:17 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GWHQ3SCVMQ8Y5OSF@carleton.edu>
Source record: 107509

To do: add pinouts for ALL ports on the 8-bit, plus the 850 and XEP80.

Also, I've been working with Ray Wilmott's vendor/developer list. I haven't decided yet whether to include it in the FAQ List, but either way I'll probably post it separately in a few days.

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 30-Mar-93

Additions/comments/corrections having to do with this FAQ List are welcomed by its creator and maintainer, Michael Current, currentm@carleton.edu.

The 8-bit Atari FAQ List is posted on or about the first of the month to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion group. At this time the FAQ List is heavily geared toward describing the various resources for the 8-bit Atari user available, with relatively little information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the moderated newsgroups news.answers and comp.answers. Hence no automatic archiving of this FAQ List occurs, though there's usually a fairly recent copy on the Atari Archive (see below) as the file 8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet side of this discussion group. All postings to comp.sys.atari.8bit automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari computers (400, 800, 1200XL, 600XL, 800XL, 65XE/800XE, 130XE, and XEGS) is valid on comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.st, comp.sys.atari.st.tech (ST/TT/Falcon)
comp.sys.palmtops (includes Portfolio)
rec.games.video (includes 2600, 5200, 7800, XEGS, Lynx)
alt.games.lynx (Lynx)
alt.games.video.classic (includes 2600, 5200, 7800, XEGS)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the

Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will not be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari computers (400, 800, 1200XL, 600XL, 800XL, 65XE/800XE, 130XE, and XEGS) is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu.
The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP
a) FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4)
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1)
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to: atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server
doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to

retrieve any files available from anonymous FTP sites on the Internet, including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of your message says:
help

What are the News-Disks?
The Atari 8-bit News-Disk ("News-Disk") is an on-disk Atari 8-bit only magazine from the UK. It is sent on-disk to subscribers in the UK, but is also made available to people with e-mail or FTP access. Each issue is supplied in ARC format. They are not in straight text format like Z*Mag. Each issue contains articles on various aspects of the Atari, along with programs in Basic, Turbo-Basic, and M/C. Some issues also contain .PIC files (viewers always included), speech files, and some others. Every issue contains a copy of XR_40 for viewing text files on the screen, and a copy of a simple program to print articles. Alternatively, you can read/print from any word processor. Each issue should be unARCed onto a single density disk with a copy of DOS 2.5 DOS.SYS on.
All issues are at the atari.archive. They are accessed by '/atari/8bit/Djg/issueX.arc' where X is the number of the issue desired. To submit articles, mail djg0@aber.ac.uk.

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Anyone can access the Free-Net via modem at (216) 368-3888. Those persons with full Internet access can TELNET (this does not mean FTP) to freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts are handled online. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group CAIN - Central Atari Information Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?
Atari Classics (exclusively 8-bit) Atari Interface
179 Sproul Rd./Rt. 352 Unicorn Publications
Frazer, PA 19355 3487 Braeburn Circle
USA: $25/1 yr (6 issues) Ann Arbor, MI 48108
Canada: $30/1 yr $18/1 yr (12 issues)
Foreign: $32/1 yr Canadian: $42/1 yr
8-bit disk: add $9/1 yr (3 disks) Foreign: $48/1 yr
poehland%phvax.dnet@smithkline.com 8-bit disk: add $50/1 yr (12 disks)
70007.4640@compuserve.com

ATARImagazin (exclusively 8-bit) Current Notes
Power per Post CN Subscriptions
Postfach 1640 122 N. Johnson Rd.
D-W-7518 Bretten Sterling, VA 20164
GERMANY U.S.: $27/1 yr (10 issues)
30DM + 4DM p&p/6 months (3 issues) Foreign: $36/1 yr
abroad: 30DM + 10DM p&p/6 months 72130.2073@compuserve.com
8-bit disk & membership: add 60DM

New Atari User 8:16
Page 6 Publishing 248 Wimborne Rd.
P.O. Box 54 Oakdale, Poole, Dorset BH15 3EF
Stafford, ST16 1DR England
England UK: 5.50 UK pounds/1 yr (4 issues)
15 UK pounds/1 yr (6 issues) Europe: 9.60 UK pounds
8-bit disk: add 17 UK pounds/ sea: 9.60 UK pounds
1 yr (6 disks) /pn=colin.w.hunt/o=sprintintl/admd=
tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?
Classic 8-Bit Atari DCW Magazine
James Catalano Richard Vermeulen
Artacyis Publications Princessenpad 3
639 W. Grace Suite #336 5502 TV Veldhoven
Chicago, IL 60613 USA The Netherlands
US$5 for sample disk free introductory issue,
7.50 Dutch guilders/disk
Outside Holland: add 6.00 guilders/dsk

Excel Futura
Robert Stuart S. J. Murray
21 Stronsay Way 71 Walker Road
Broomlands Torry
Irvine Aberdeen
Strathclyde AB1 3DL
KA11 1HZ Scotland
Scotland 1.95 pounds/disk
4 pounds/disk

Grim Reaper Mega Magazine
17 Litton Bank A.N.G. Software
Gamesley Ridderkerksestraat 60
Glossop 3114 RK Schiedam
SK13 9HF Holland
England 3 pounds/disk
public domain

User Mag
[Munich, Germany?]
public domain

What product developers or vendors support the 8-bit Atari?
Ray Wilmott maintains a list of current 8-bit Atari vendors and developers

which is too long to include here. Contact him at wilmott@remus.rutgers.edu

What is an .arc file?
A file with the extender .arc has been archived, in a standard manner that is common in the IBM-PC/MS-DOS world. This is done to make the file shorter, so it takes less time to transfer between computers. The atari.archive contains an un-arc'er called supunarc.com for the 8-bit Atari. The companion program is called superarc.arc (use supunarc.com to un-arc it). Each is compatible with the MS-DOS equivalent.

What's this UUEncoding stuff all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. The file uudecode.bas (the documention file is uudecode.doc) is at the atari.archive. It's in Atari BASIC text format (ENTER it into Atari BASIC). The file yau.arc contains yau.com, a machine-language UUdecoder, and yaue.com, a UUEncoder for the 8-bit Atari. A newer (better?) uuencoder/decoder is contained in the file 8bit/Utilities/uue.arc. Each is compatible with the UNIX equivalent. UUEncoded files are normally given the extension .uu, but the 8-bit Atari world has decided to use .uue for some reason.

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett
Reads/Writes SS/DD 180K Atari disks. Archive filename: dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman, modified by Kevin White
Reads SS/DD 180K Atari disks. Archive filename: atario21.arc

SpartaRead by Oscar Fowler
Reads SS/DD 180K SpartaDOS disks. Archive filename: sr.arc

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
It all depends on what type of computer you intend to connect to. For connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite. For connecting to larger computers, you will need a VT100 emulator. Several are available for the 8-bit Atari, each with its own advantages. Kermit-65 is a VT100 emulator, provides Kermit file transfer and an 80-column screen display, but does not support the XEP80. VT850 is a VT100 emulator that supports the XEP80 but provides no file-transfer. OmniCom is a VT100 emulator providing both kermit and xmodem file transfers, plus an 80-column display, but does not support the XEP80. Each of these programs is known to work with the SX212 Modem connected to the SIO port, and to work under SpartaDOS and MYDOS; each program is available at the atari.archive.

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)

1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

End of FAQ List.

948. What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 17:09:25 UTC
From: wbdst+@pitt.edu
Message-ID: <7492@blue.cis.pitt.edu>
Source record: 107510

I just read the FAQ, and it lists the * 800XL as having 64k RAM.
Is this right? I thought it had 48k RAM...

949. IBM<=>Atari 1050 transfers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 20:28:45 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <meHc2B1w165w@TheRat.Kludge.COM>
Source record: 107518

```
#include "dos.h"
#include "ctype.h"
#include "stdio.h"
#include "string.h"
#include "io.h"
/* Turbo C 1.5 source code for the IBM side. OK, I just slopped this out!
So what! First guy who whines about it, I find out where he lives &
kill his dog <g>! I don't need this program & didn't even the first
time I wrote it, just trying to be a nice guy.
Most everytime I've asked someone with a stock 1050
to even test a simple code fragment, zero response. You reap what you
sow:
SOW=>0 ergo REAP=>this. I'm thinking of adding Atari to IBM transfers
I mainly did the retrieval code on this side so I could compare the
before
& after files. I'l U/L the Action! source code with it's done.
I don't have FTP access anymore so the only place this will appear is the
Internet message base. If someone doesn't snag it & send it to the
archives
it's gone forever 'cause I'm a little bored with it. */
main(argc, argv)
int argc;
char *argv[];
{
int choice;
if (argc!=3)
{
printf(" Mule file transfer program by Rick Cortese
3/30/93\n");
printf(" for transfering IBM<>Atari 1050: Use upper case\n");
printf(" Usage: MULE [R,W] [DRIVE:]FILENAME\n");
printf(" This program only uses drive A: ");
printf("to avoid hard drive heartaches!\n");
printf(" if you leave out the drive, it'll look at the\n");
printf(" DEFAULT drive for the file to be transfered.\n");
printf(" I seem to have left out an &, !, or [] here and
there,\n");
printf(" but the program works fine for me. If you're
worried,\n");
printf(" just write protect & reset your computer after
use\n");
printf(" The disk used for the transfers should be
formatted\n");
printf(" on an IBM using a double density disk only @180k.\n");
```

```
printf(" Make SURE you follow the prompts for changing disk
&\n");
printf(" everything's properly labeled, NO 2nd CHANCES! If
you've\n");
printf(" never labled a disk before in you life, label this
one.\n");
printf(" If the operation is (R)ead, the Mule disk will be
read\n");
printf(" then written as FILENAME to the default or specified
drive\n");
printf(" For (W)rite, an IBM file is read into a buffer,
then\n");
printf(" written a Mule disk. Max file size is 32k! but it
will\n");
printf(" work with arced files. I've made it so the Atari end
only\n");
printf(" officially handles 24k, but if you disable basic,
edit\n");
printf(" the RT file, use a DOS with a good LOMEM, you
should\n");
printf(" be able to get the entire file transfered.\n");
exit();
}
if (!strcmp(argv[1],"R"))
{
muleread(argv[2]);
exit();
}
if (!strcmp(argv[1],"W"))
{
mulewrite(argv[2]);
exit();
}
else printf("Option %s not available!", argv[1]);
}
/* Read a mule disk & make a MS DOS file. Max file size is 32k! */
muleread(char *arg)
{
unsigned char buf[32000];
FILE *fp;
int fsize, j;
unsigned int x;
printf("Insert MULE disk in driv A now!\n");
printf("then hit <RETURN> to start\n");
x=getche();
absread(0, 1, 0, buf);
printf("%s\n", buf);
if (strcmp(buf, "Hello Atari"))
{
printf("Not a Mule disk!\n");
```

```
exit();
}
absread(0, 1, 1, buf);
j=buf[0]+buf[1]*256;
for (x=0; x*128<=j; x++)
{
printf("Reading sector number %d\n",x+2);
absread(0, 1, x+2, &buf[x*128+2]);
}
printf("Insert a MS DOS disk in the DEFAULT drive now! Then hit
<RETURN>\n");
x=getche();
fp=fopen(arg, "wb");
fsize=buf[0]+256*buf[1];
printf("Writing %d bytes\n", fsize);
fwrite(buf+2, fsize, 1, fp);
fclose(fp);
}
/* Take a MS DOS file & make it into a Mule disk */
mulewrite(char *arg)
{
unsigned char buf[32000];
int j, fsize;
unsigned int x;
unsigned char ch;
FILE *fp;
printf("Put the MS DOS disk with the file to be transfered in DEFAULT
drive\n");
printf("then hit <RETURN> to continue\n");
x=getche();
if((fp=fopen(arg, "rb"))==NULL)
{
printf("Couldn't open %s\n", arg);
exit();
}
j=0;
while (!feof(fp)) buf[j++]=getc(fp);
--j;
fclose(fp);
printf("file size is %d bytes\n", j);
printf("Insert a Mule disk in DRIVE A: now!\n");
printf("then hit <RETURN> to continue\n");
printf("WARNING: THIS WILL ERASE ANY FILES CURRENTLY ON A:\n");
x=getche();
x=j;
abswrite(0, 1, 1, &x);
for (x=0; x*128<=j; x++)
{
printf("Writing sector number %d\n",x+2);
abswrite(0, 1, x+2, &buf[x*128]);
```

```
}
/* A simple way to I.D. this as a MULE disk */
strcpy(buf, "Hello Atari");
abswrite(0, 1, 0, buf);
}
/l
```

```
--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes
```

950. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 21:17:18 UTC
From: kiernasj@wckn.dorm.clarkson.edu
Message-ID: <kiernasj.733699038@wckn.dorm.clarkson.edu>
Source record: 107511

phbill@cyberden.sf.ca.us writes:

>WELL.. I've borrowed a copy of SRII from a friend, and I must admit, it
>wasn't as bad as you all said it was. Then again, it could be better.

>Inotherwords... It's ok. It's not as bad as everyone says it is, but if
>I were you, I'd not buy it for more than $15 nowadays.. It looks like it
>was pretty top-notch stuff for the days tho!... (not vs the fact that
>SRI was written in 1979!!!)

I agree that it's not a bad game, but it was around long before it was
called SRII. It was first The Last Starfighter, after the movie was
released, Atari had created a 2600 and 8-bit game. (If you look at the
credits in the movie, you'll see something like 'Video game release
available from Atari Corp.' or something like that.)

-Steve
---
kiernasj@wckn.dorm.clarkson.edu
Stephen Kiernan
Comp. Eng. Major - Clarkson University
---

951. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 22:10:59 UTC
From: YTKIM@UCSVAX.UCS.UMASS.EDU
Message-ID: <1pfp9j$5ai@nic.umass.edu>
Source record: 107512

In <qBc81B2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

> WELL.. I've borrowed a copy of SRII from a friend, and I must admit, it
> wasn't as bad as you all said it was. Then again, it could be better.
> I'm sure I'll still prefer SRI over II any day. BUT... I don't see why
> you call knocked it so much. Some how somebody had convinced me that
> it's not 3-d. Well, sure, it's not true 3-d like SRI, but it's not an
> overview style game either me'laddies!
>
> Anyways... I really liked SRII once I got it to work..
>
> THEN... the NINTENDO SYNDROME kicked in... it got BOOOORING!
>
> Sure..the cool solar system maps with all the colors and nifty DLIs and
> the funky (yet 80% pointless) control panel and such add a LOT to the
> game, (NOT to mention the snazzy enemy animation), but it did get pretty
> boring after shooting up a few 100 fighters and finally getting blown to
> smithereens by one of those REALLY big ships.
>
>
> Inotherwords... It's ok. It's not as bad as everyone says it is, but if
> I were you, I'd not buy it for more than $15 nowadays.. It looks like it
> was pretty top-notch stuff for the days tho!... (not vs the fact that
> SRI was written in 1979!!!)
>
>
> And here's another note - it wouldn't run on my Woolley'd 1200xl. My
> old 1200xl with the stock motherboard and standard 1200xl OS runs it like
> a charm, but my 1200xl with 256K RAMbo and EPROM'd 800/800xl OS stuck in
> the standard 1200xl sockets just gave me an obnoxious green screen and
> wouldn't even RESET w/o being powered off/on!
>
>
>
> Soo.. looks like I'm not getting this game too soon! ;)
>
>
> Just thot you'd like to know
>
> (why is it I feel like these last 2 posts are going to be
> completely ignored!?!?!? :( )
>
>
> school I guess. :)

>
> ----Next-week,-in-the-further-adventures-of-Phbill:----------
>
> "The Himilayas are quite tall this time of year." - Vila
> "I don't beleive in suicide, it stunts your groth." - Vila
> --Blake's 7
> Bill Kendrick Novato, California New Breed Software
> PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
> "Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

952. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 22:55:50 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr1.175550@helix.nih.gov>
Source record: 107514

In article <kiernasj.733699038@wckn.dorm.clarkson.edu>,
kiernasj@wckn.dorm.clarkson.edu (The Xanadian) writes:
|> I agree that it's not a bad game, but it was around long before it
was
|> called SRII. It was first The Last Starfighter, after the movie was
|> released, Atari had created a 2600 and 8-bit game. (If you look at
the
|> credits in the movie, you'll see something like 'Video game release
|> available from Atari Corp.' or something like that.)

Are you sure? I've watched the movie several times, and play Star
Raiders II once in a while, and I really didn't notice ANY similarity
between that game and the Last Starfighter. Yeah, I noticed the line
in the credits-- but Star Raiders II == the Last Starfighter? An
interesting assertion, but I remain skeptical...

953. cvsqush2.uue in archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 22:57:21 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1pfs0h$oem@news.ysu.edu>
Source record: 107513

```
The new complete cvsqush2.uue is in the 8bit/New directory here is
a short of what the program is:
*********************************
Name: CVSQUSH2.ARC
by E.HALLIWELL
Date: 930313
Approximate # of bytes: 30208
Description:
This is the COMPLETE version of ColorViewSquash/ColorSquashView,
with full documentation, including file format description, source
code files for the compress, decompress, and display routines,
and a sample file.
This ARC fixes a few glitches, and has a faster, much-improved viewer.
These programs take the separate R,G, and B files APACView generates and
puts them all in ONE file, then compresses it, along with the mode
data and a 40-character description.

--
Joe Sabatino-->ab588@yfn.ysu.edu
```

954. Cracks needed for archiving (honest!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-01 23:33:58 UTC
From: wbdst+@pitt.edu
Message-ID: <7578@blue.cis.pitt.edu>
Source record: 107515

I have recently purchased an 800XL, and have revived lots of cool 8-bit software which has been buried in the musty archives. I have been able to copy everything to new disks (to make sure I don't lose anything), except for 2 games: TAC, a tank game from Avalon Hill, and Mech Brigade, a strategy game, from SSI. You guessed it: copy-protection. Before any yells at me, I DO own these games. Now, does anyone have cracks for either of these two? Even if you could just tell me what to do... I have the original disks. I think TAC has a bad sector protection system, but I don't know what to do about it. Any help would be appreciated, thanx!

955. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 00:40:57 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <1pg22p$kp8@bigboote.WPI.EDU>
Source record: 107517

In article <kiernasj.733699038@wckn.dorm.clarkson.edu> kiernasj@wckn.dorm.clarkson.edu (The Xanadian) writes:
>phbill@cyberden.sf.ca.us writes:
>
>>WELL.. I've borrowed a copy of SRII from a friend, and I must admit, it
>>wasn't as bad as you all said it was. Then again, it could be better.
>
>>Inotherwords... It's ok. It's not as bad as everyone says it is, but if
>>I were you, I'd not buy it for more than $15 nowadays.. It looks like it
>>was pretty top-notch stuff for the days tho!... (not vs the fact that
>>SRI was written in 1979!!!)
>
>I agree that it's not a bad game, but it was around long before it was
>called SRII. It was first The Last Starfighter, after the movie was
>released, Atari had created a 2600 and 8-bit game. (If you look at the
>credits in the movie, you'll see something like 'Video game release
>available from Atari Corp.' or something like that.)

I was wondering if anyone else knew that; I had my hands on a copy of "The Last Starfighter" a couple years ago. I don't know where it is; I wouldn't play it after I found out that it had been released as SR2.

Does the Enterprise still make a very rare appearence in the commercial release? A teeny-tiny little NCC-1701 zipped across the horizon once when I was hovering over the yellow star to refuel. Also, did they improve the "melting" sequence?

-Jay

956. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 00:55:02 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Apr02.005502.37225@yuma.ACNS.ColoState.EDU>
Source record: 107516

In article <1993Apr1.175550@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>
>Are you sure? I've watched the movie several times, and play Star
>Raiders II once in a while, and I really didn't notice ANY similarity
>between that game and the Last Starfighter. Yeah, I noticed the line
>in the credits-- but Star Raiders II == the Last Starfighter? An
>interesting assertion, but I remain skeptical...

It is true because I have both games and they are similar. I remember there were a few changes between them. Names, and such were different and something else.

Graphically the same game though...

Anyone wanting further info. E-mail me and I will fire up the two and compare anything that you want to know.

Sam

Sam Patton -=> spatton@lamar.colostate.edu	Cincinnati Reds	NL West
	vs.	Playoffs
Watch out for the Big Red Machine!!!!	Colorado Rockies	1993

957. VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 03:25:04 UTC
From: galileo@bsu-cs.bsu.edu
Message-ID: <3975@bsu-cs.bsu.edu>
Source record: 107520

I would like to know if anyone is using his 130XE to emulate VT100(or something else) that is considered compatable by dial-in VAX or UNIX systems. My campus has a dial in line, and I don't see it necessary to buy a PC just to have a terminal in my room.

The accessories that I see that could be needed are....

1) A terminal program that will emulate something like VT100, and preferably in 80 columns.

2) Wasn't there a thingy made to plug into the joystick port to turn the 130XE into an 80 col. terminial?

3) Also, does anyone know how I would go about interfacing a dataport plug into something that could possibly be interpretted by the 130XE?

I could always use a modem to dial in, but these ISN links are 19,200 baud, and I think that this would be much preferrable. If anyone has any ideas, or knows where I could obtain any of these products, my ears are open!

Down with C64!(sorry, just venting regressed feelings!)

Thanks in advance,
Eric Wallin
galileo@bsu-cs.bsu.edu

958. * 8-Bit Equipment For Sale *

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 03:32:03 UTC
From: bong@bach.udel.edu
Message-ID: <C4u75G.34D@news.udel.edu>
Source record: 107519

I have a bunch of Atari 8-Bit hardware I want to sell.
I have the following:

130XE - 576K Expanded Memory
20 Meg Hard Drive Setup for 8-Bit
include: casing, fan, power supply, adaptor for
130XE or 800XL.
PR Connection
include: both modem and printer cable.
SpartaDOS X Cartridge
1200 Baud Packerd Bell Modem
1020 Color Plotter
Indus GT 5-1/4" Drive DD DS
1050 Disk Drive
include: 1050 Doublers (better than US Doublers)
Write Protect Swtich
1050 Disk Drive
2 5-1/4" Hole Puncher
Atari Writewriter Cartridge
2 Joysticks
Broken 65XE
Boxes of Disks
Computer Manuals

All hardware comes power supplies and cables, plus most manuals.

Everything sells as a whole for $325.00 plus shipping.

Send E-Mail to "bong@brahms.udel.edu" for more information.

--
|---------------------------------|
| Realname: Adrian Dominic Wetzel |
Internet: bong@bach.udel.edu

959. Re: Can I use a 2400bps modem with my 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 04:28:35 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cm4c2B5w165w@cyberden.sf.ca.us>
Source record: 107534

Re: 2400 too fast for 130xe?

Hell.. >19.2k bps< isn't too fast for a 130xe!!! :)

I know a guy running a 14.4k bps BBS with 125+ megs online, ANSI,
VT-color, ASCII, and AtASCII.

All in an IBM case with an IBM keyboard

;)

have fun! I don't think you'll even need a modem handler (driver),
because the 850 has one built in, right?

I need an 850.

(I think 1200bps is still too slow! hehe)

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

960. Re: hooking up a Hard Disk (I have 400, 800xl, 850 interface)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 04:32:46 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <BT4c2B7w165w@cyberden.sf.ca.us>
Source record: 107533

Re: MIO/BB only way to connect HD

What about that KP-interface. I'm still not too sure what that is.

And I'm still pondering whether or not to get an internal IDE HD in my
1200xl.

I wonder if Bob Woolley's made any advancement in his handler.

I still dont like the idea of simple HD -> RamDisk dumping.

I dont even use the 192K on my 1200xl for anything else but a RAMDisk and
I dont want any Software but MyDOS to be poking its nose in my RAMboXL!

;)

----Next-week,-in-the-further-adventures-of-Phbill:----------

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Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

961. Re: 130XE questions....

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 04:35:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VX4c2B8w165w@cyberden.sf.ca.us>
Source record: 107535

madhatter@pembvax1.pembroke.edu writes:

> between the computer and drive. What kind of cable is this, and where can I
> get
> one. Also on the drive power supply the end that doesn't goto the computer
> ends in a two prong plug (not a normal elect. plug). What does this fit into?
The cable is an Atari SIO cable. SIO stands for Serial Input/Output.
They cost very little (like about $5 a peice) and many stores sell them.
BEST Electronics is one example: 408-243-6950 - in Calif.
2021 The Alameda, Suite 290
San Jose, CA 95126 USA

As for the power plug! Dunno.. perhaps it's a european style plug?
(2-prong? sounds like normal US plug to me!!?!?!) Again, I'm sure
BEST has a few.. they'll cost more than $5 a peice tho..

also, get at least 2 SIOs ... never know when one'll get to kinked in
your small desk (welll... MY small desk, at least ;)) or you get another
bit of hardware that doesnt come with its own SIO

later!

----Next-week,-in-the-further-adventures-of-Phbill:----------

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Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

962. Re: cvsqush2.uue in archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 06:21:41 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C4uF05.6AE@mentor.cc.purdue.edu>
Source record: 107521

It is called CVSQUSH2.ARC and is in 8bit/Graphics on a.a.u.e

Jody Lenn
8bit archivist

lenn@atari.archive.umich.edu

963. For Sale!! What you've waited for..

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 09:33:39 UTC
From: stolte@equinox.unr.edu
Message-ID: <1993Apr02.093339.20150@physics.unr.edu>
Source record: 107522

Well, just when you thought it was impossible to get
valuable stuff, here's one FOR SALE!

130XE Computer
1050 Disk Drive
includes:

Hold on to your hat!!

!! " 1050 Happy Enhancement " !!
Complete Version 7

Yes, this is the Happy you've always wanted.

System comes with cables and power supplies.

Epyx 500XJ Joystick
Boxes of Disks

All for the low, low price of...

$ 450.00

Will not sell the drive separately!!
so, don't even ask...

Serious inquiries only..

E-mail to stolte@equinox.unr.edu

964. Re: VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 11:14:46 UTC
From: winston@merk.com
Message-ID: <C4usKn.qH@merk.com>
Source record: 107523

Well, hardware is not my strong suit, but KERMIT65 is quite capable of emulating a VT100 in software 80-columns at a speed of 1200 BPS over a modem phone link. I have no idea how fast a "hardwired" ATARI running KERMIT65 could go, but the slow clock speed and the software character mapping makes me suspect 1200 bps is good, while 2400 bps is pushing it for high-res screen drawing with a 1.89 mhz clock. Let me re-emphasize that I am --NOT-- a hardware person.

Something you --COULD-- try is an RS232C-to-RJ11 adaptor, assuming that your dataline uses an RJ11 phone plug and you are treating your hardware line as a serial data line. This would give you a dataline link, but I doubt it would be much better than using a modem. However, it will not tie up your phone line.

Something you could do is use KERMIT65 to do VT100 screen work, then exit KERMIT65 and load BOBTERM for lightning fast file transfers. Or, if your system has KERMIT, perhaps changing over from software 80-column graphics to hardware 40-column text cells might speed up your KERMIT transfers, but generic KERMIT without sliding windows has a variable packet size that really isn't much better than standard XMODEM.

Good Luck!

965. Re: VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 13:40:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930402084048MIS0160@MVS.UDEL.EDU>
Source record: 107524

In article <3975@bsu-cs.bsu.edu>,
galileo@bsu-cs.bsu.edu (Physics MAJOR!) writes:

>I would like to know if anyone is using his 130XE to emulate VT100(or
>something else) that is considered compatable by dial-in VAX or UNIX
>systems. My campus has a dial in line, and I don't see it necessary to buy
>a PC just to have a terminal in my room.
>
>The accessories that I see that could be needed are....
>
>1) A terminal program that will emulate something like VT100, and preferably
> in 80 columns.
>
>2) Wasn't there a thingy made to plug into the joystick port to turn the
> 130XE into an 80 col. terminial?
>
>3) Also, does anyone know how I would go about interfacing a dataport plug
> into something that could possibly be interpretted by the 130XE?
>
>I could always use a modem to dial in, but these ISN links are 19,200 baud,
>and I think that this would be much preferrable. If anyone has any ideas,
>or knows where I could obtain any of these products, my ears are open!
>
>Down with C64!(sorry, just venting regressed feelings!)
>
>
>Thanks in advance,
>Eric Wallin
>galileo@bsu-cs.bsu.edu
>
Yes, it's quite possible to do VT100 emulation with an 8-bit Atari.
I frequently use my 65XE to contact both our UNIX machines and our
IBM mainframe from home. I use an Atari SX212 modem and the VT100
emulator OMNICOM. It is a shareware product and is available from
the BART server. It supports XMODEM and KERMIT file transfer,
Screen to Printer dumps, customized keyboard layout and much more.
It also provides a full 80 column display without additional hardware.
The 80 columns are decent with a good monitor or b&w tv, but a color
tv's output is hard to read. The SX212's top speed is only 1200 bps,
but for the price of the modem and shareware contribution, you can
be in business.

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

966. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 15:06:55 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GWJ3GCVPKY8WWH9V@carleton.edu>
Source record: 107525

At this time this list seems way biased toward North America. If you are in
the U.K., Germany, Israel, Australia, or anywhere else that doesn't seem
well-represented in this list, PLEASE send updates!

ALL KNOWN WORLD-WIDE 8-BIT ATARI VENDORS AND DEVELOPERS

Updated 31-Mar-93

Please send updates to:
Michael Current
215 East High St.
Mt. Pleasant, MI 48858-3437
Internet: currentm@carleton.edu
UUCP: ...!umn-cs!ccnfld!currentm
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

This list was derived from that maintained by
Ray Wilmott, wilmott@remus.rutgers.edu.

AEL 8-Bit PD Library
C/O Bill Marcum
PO Box 34183
Louisville, KY 40232
Vendor: PD/shareware

Aerion Software
PO Box 1222
Riverdale Station, NY, NY 10471-1222
Developer: ???what???

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA 94577
510-352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL 61832
Vendor: commercial/PD/shareware

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
(408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH 44107
Voice: (216)-521-2855
BBS: (216)-228-7335
Vendor: ???what???

Bacmun Software
1671 East 16th Street, Suite 629
Brooklyn, NY 11229
Vendor: PD/shareware

BellCom
P.O. Box 1043, Peterborough,
Ontario, Canada K9J 7A5
Vendor: PD/shareware

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

BRE Software
352 West Bedford Ave, Suite 104
Fresno, CA 93711
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA 02048
Developer: Mathematics, 5 other educational titles ???what???

C&T ComputerActive
PO Box 893
Clinton, OK 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
Developer: 2 games ???what???

Compsult
PO Box 5160
San Luis Obispo, CA 93403-5160
Vendor: commercial software

Computer Software Services
PO Box 17660
Rochester, NY 14617
Order: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Upgrades: Single/Dual Drive Conversions, Super Archiver,
Super Archiver II, Bit-Writer, Ultra Speed Plus OS, Floppy Board

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL 34950
Vendor: ???what???

East Hartford Computer
202 Robert Street
East Hartford, CT 06108
Vendor: commercial software

Electronic Clinic
4916 Del Ray Ave.
Bethesda, MD 20814
Vendor: used hardware

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
Vendor: commercial software

Dean Garraghty
62 Thomson Ave.
Balby, Doncaster, DN4 0NU
England
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset BH12 2BN
England
Vendor: new hardware, commercial software

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, Oregon 97005
(503)297-8425
???what???: ???what???

K.O. Distributors
333 Peninsula Drive
Lake Almanor, CA 96137

(916) 596-4159
Vendor: commercial/PD/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT 84122
(801)-967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util, D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
Vendor: PD/shareware

Mars Merchandising
1041-B East Charles Road
Lombard, IL 60148-2059
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands B74 3EA
England
Vendor: new hardware, commercial software

Miles Better Software
219/221 Cannock Road, Chadsmoor
Cannock, Staffordshire WS11 2DD
England
Vendor: commercial software

MWPDS
890 North Huntington St.
Medina OH 44256
???what???: ???what???

NERDS Software
18 Wendy Drive
Farmingville, NY 11738
???what???: Printshop related.

Newell Industries
P.O. Box 253
Wylie, TX 75098
Voice: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, SBM, SBM 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847

Vendor: commercial software, Printshop graphics.

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA 22151
Vendor: PD/shareware

Page 6
P.O. Box 54
Stafford ST16 1DR
England
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ 07624-0400
(201) 767-3913
Developer: ChromaCAD

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY 41548
???what???: ???what???

Purple Mountain Computers, Inc. (PMC)
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
(206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
Vendor: PD/shareware

San Jose Computers
1278 Alma Court
San Jose, CA 95112
(408)995-5080
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA 16801
(814) 238-7967
Vendor: commercial/PD/shareware

Starbase Atari Computers
2369 Austin Highway
San Antonio, TX 78218
(512) 590-7122
???what???: ???what???

Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, FL 33614
???what???: ???what???

Lance Tatman
844 Kern Street
Richmond, CA 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
PO Box 1024
Laytonville, CA 95454
?????

Telegames
Box 901
Lancaster, TX 75146
Vendor: commercial software

Toad Computers
556 Baltimore Annapolis Blvd
Severna Park, Maryland 21146
(410)544-6943, (800) 448-TOAD
Vendor: used hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA 98023
Vendor: PD/shareware

Vulcan Software
PO Box 692
Manassas VA 22111-0692
Vendor: PD/shareware

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

967. Cash value of 130XE..

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 16:18:36 UTC
From: madhatter@pembvax1.pembroke.edu
Message-ID: <1993Apr2.121836.1@pembvax1.pembroke.edu>
Source record: 107526

I have one simple question:

How much is a atari 130XE worth (in cash)?
Just the computer, power plug, and manual.

MadHatter@pembvax1.pembroke.edu

968. Re: Cash value of 130XE..

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 19:22:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1pi3qc$p4c@news.ysu.edu>
Source record: 107527

How much is it worth??-> I bought mine in 1985 brand new for$179.95
when they were advertized for $149.95...The reason I paid more for
it was it was the only one they had and the 1st one they had and at
the time Atari was not giving too good of service to its dealers.
As a matter of fact the dealer had 2 atari stores and had to close
one of them cuz of lack of stock and the other was wiped away by
a tornado along with the whole Niles Park Plaza and a Roller rink.
So I guess I bought the 1st and last 130xe he had.
--
Joe Sabatino-->ab588@yfn.ysu.edu

969. Re: User group meeting notice

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 19:51:52 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <6cae2B3w165w@sys6626.bison.mb.ca>
Source record: 107528
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:

> Suburban Chicago Atarians (SCAT) will hold its
> April meeting on Saturday 4/3 at 10 AM, at the College of
> DuPage, Room K127 (Building K is just west of Lambert Rd. on 22nd
> St.), in Glen Ellyn, Illinois. There will be an ST demo (to be
> announced) and 8-bit demos (an 80-col. text reader, and some
> quiz program(s)).
>
> For more information call the SCAT BBS (708) 231-7227 (24 hrs.
> 3/12/24), or contact Nick (see below).
>
> Nick DiMasi
> (SCAT V.P.)
> phone: (708) 790-3435
> Internet: nickd@vpnet.chi.il.us
> Delphi: TURBONICK

Can't make it.

:)

970. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 21:42:48 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <1993Apr2.214248.21275@ra.msstate.edu>
Source record: 107529

```
I have finally decided to sell my Atari 8-bit system,
it includes the following: (this is an updated list)

Hardware - 1020 color pen plotter/printer $10
R-TIME-8 cartridge $20

Accessories - 5 joysticks $3 each
1 set of paddles $5
1 ICD printer cable $5
1 ICD modem cable $5

Software on disk - SpartaDOS 3.2d $10
Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15
RAMbrandt version 2.0 $10

Games on disk - Alternate Reality - The City $10
Alternate Reality - The Dungeon $10
Artic Antics $10
Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jawbreaker $5
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Silicon Dreams $5
Trail Blazer $10

Books - Basic Atari BASIC $7
Mapping the Atari, revised version (includes XL stuff) $10
DOS 2.5 manual $7

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: July, Aug/1985
Dec*/1987
Apr, Dec*/1988
* these issues include the disk
```

I also have over 50 dd/ds SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439
MSU, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu
P.O. Box 2439
MSU, MS 39762

971. Re: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 23:02:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m8ie2B2w165w@cyberden.sf.ca.us>
Source record: 107537

bong@brahms.udel.edu (Adrian Domin Wetzel) writes:

> 20 Meg Hard Drive Setup for 8-Bit
> include: casing, fan, power supply, adaptor for
> 130XE or 800XL.
> PR Connection
> include: both modem and printer cable.

Hmmmmmmmmmm..... I think I'd REALLY like these two!

I feel I'm in great need of a HD and a faster than 1200bps modem!

How is the HD connected? MIO? Does it require a PBI port? (I have an
Atari 1200xl and it has no PBI port.. I have the 13-pin SIO port,
cart.port, 2 Jstick/etc ports but no cool PBI)

I'll still take the PR for a GOOD price

thanx!

----Next-week,-in-the-further-adventures-of-Phbill:----------

"The Himilayas are quite tall this time of year." - Vila
"I don't beleive in suicide, it stunts your groth." - Vila
--Blake's 7
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp MeSeD-OS sucks! :P

972. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 23:16:25 UTC
From: bmarcum@world.std.com
Message-ID: <C4vpzD.45I@world.std.com>
Source record: 107530

In article <7492@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I just read the FAQ, and it lists the * 800XL as having 64k RAM.
>Is this right? I thought it had 48k RAM...

Yes, the 800XL has 64k RAM, although the top 16k is only used by a few
programs such as Turbobasic and Spartados. All the XL and XE systems, except
the 600XL, have at least 64k.

Bill Marcum

973. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-02 23:47:37 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Apr2.234737.19270@ugle.unit.no>
Source record: 107531

In article <C4vpzD.45I@world.std.com>, bmarcum@world.std.com (Bill Marcum) writes:
> In article <7492@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
> >
> >I just read the FAQ, and it lists the * 800XL as having 64k RAM.
> >Is this right? I thought it had 48k RAM...
>
> Yes, the 800XL has 64k RAM, although the top 16k is only used by a few
> programs such as Turbobasic and Spartados. All the XL and XE systems, except
> the 600XL, have at least 64k.

Nope, LOTS of programs use all 64k. Anything that needs to be booted with OPTION held down, for a start... (I think Spelunker does this... My all-time favourite game; also the only one I've ever completed without cheating ;)

> Bill Marcum

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

974. WANTED 850 DEVICE OR =

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 01:14:00 UTC
From: andrew.webster%outlan@outlan.uucp
Message-ID: <3658.78.uupcb@outlan.uucp>
Source record: 107544

I am looking for a device that will enable the 130xe to have a modem
connected to it. I believe a 850 module or a P:R: will do the trick.
If any one has one for sale please send e.mail to me not at the above
but at: andy-w@ersys.edmonton.ab.ca

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

975. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 06:11:37 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <78742@cup.portal.com>
Source record: 107532

> Nope, LOTS of programs use all 64k. Anything that needs to be booted with
> OPTION held down, for a start... (I think Spelunker does this... My
> all-time favourite game; also the only one I've ever completed without
> cheating ;)

No, that would mean Spelunker wouldn't run on the 400/800... and Broderbund wasn't about to alienate all those owners, eh?

Holding OPTION on boot turns off the internal BASIC and almost all commercial games required it.

There are many XL/XE only applications and games (Gauntlet, the arcade game, for example)... well, lets say, some. Even those required OPTION, they wanted the upper memory.

> -Eyvind

Jeff_M_Lodoen@cup.portal.com

976. I want to have a folder on my mac operate as an 800 disk.

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 10:05:46 UTC
From: jimlynch@netcom.com
Message-ID: <jimlynchC4wK1M.4Fo@netcom.com>
Source record: 107536

Obviously, there's a hardware connection involved; I would be satisfied (I suppose) with a single file on the mac acting as an Atari file system; this might be easier to implement software-wise.

Any thoughts?

977. spreadsheet/graphing program

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 12:35:02 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <733896984.AA06645@tdkt.kksys.com>
Source record: 107546

Look for a copy of Syn Trend. I should have what you want. I have seen them
for sale around $10.00

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

978. the atari hardware book -

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 13:39:43 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <1993Apr3.4513.6901@dosgate>
Source record: 107538

Yo why dont you get apac view and color view decode the gifs to color
view and get 80x192 4096 colors looks amazing or 160x192 64 colors looks
like 320x200 in 64 colors if you want ill upload em all you have to do
is ask they look 16 bit!!!
/s

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

979. Wanted:800XL Memory Upgrade Plans

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 17:59:24 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1993Apr3.175924.13254@en.ecn.purdue.edu>
Source record: 107539

Well, 64K just doesn't cut it anymore!!!! Could someone please send me any plans for an 800XL memory upgrade (XE compatible preferably). Thanks.

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

980. Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 21:39:58 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GWKVHXNBFM8Y4XFT@carleton.edu>
Source record: 107540

A while ago, root@uunet!scarrow (Superuser) wrote:

> [asking about Turbo-816]
>If this critter really exists and works, info on it should probably be added
>to the FAQ. I would personly want to do an upgrade of that type to my machine,
>but never knew that it existed.

I'd be happy to add info on Turbo-816 to the FAQ List, but I don't know enough
about it to write anything intelligent.

Could someone please post a little summary of it? Thanks.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

981. VT850

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 21:46:33 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GWKVQAAYAA8Y4XFT@carleton.edu>
Source record: 107541

Has anyone here successfully used the copy of VT850 that's on the Archive?
Jeff McWilliams was trying to get it running a couple weeks ago, but without
luck.

Since I'm the one that uploaded it to the archive, I'm nervous that I messed up
the upload somehow.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

982. QWk mail readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 23:22:55 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1pl68f$4np@news.ysu.edu>
Source record: 107542

Hello all,

Has anyone out there successfully used the QWK mail reader programs
for the 8-bits that are available in the Archive? I have tried using
Qwksilver and it freezes up after reading the control.dat file. When
I tried the PABQWK reader, I keep getting errors from the 'runtime.com'.

Thanks for any info on this.

983. Fax on the 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-03 23:29:50 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1pl6le$50e@news.ysu.edu>
Source record: 107543

Does anyone out there know it the 8-bits could send and receive faxes?
It would be really cool if the old 8-bits could do this, with the
right modem and software offcourse.
Thanks for any info on this.

984. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-04 03:34:01 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr4.033401.3858@alw.nih.gov>
Source record: 107545

In article <78742@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>> Nope, LOTS of programs use all 64k. Anything that needs to be booted with
>> OPTION held down, for a start... (I think Spelunker does this... My
>> all-time favourite game; also the only one I've ever completed without
>> cheating ;)
>
>No, that would mean Spelunker wouldn't run on the 400/800... and Broderbund
>wasn't about to alienate all those owners, eh?
>
>Holding OPTION on boot turns off the internal BASIC and almost all
>commercial games required it.

Yes it disables BASIC, but in doing so it frees up the address locations
used by the BASIC ROMs, and they are available for use as RAM locations.
That's why you get a different number of little squares for the self-test
with and w/o BASIC.

>There are many XL/XE only applications and games (Gauntlet, the arcade game,
>for example)... well, lets say, some. Even those required OPTION, they wanted
>the upper memory.

Many applications which don't use BASIC require you to disable it, regardless
of the amount of memory used. Applications which use more than 48K won't
run on the earlier 400/800 models.

985. -= Atari Hardware/Software Sale (100+ items) CHEAP! =-

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-04 15:13:09 UTC
From: cwilliam@tigger.cs.colorado.edu
Message-ID: <CWILLIAM.93Apr4151309@tigger.cs.colorado.edu>
Source record: 107548
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,boulder.general

```
-= Atari ST Hardware (8bit is at bottom) =-

2.5MB ST 1040STFM w/2.5MB (up to 4) TOS 1.4 w/Best mouse $199
ST HARD DISK Quantum 45MB SCSI w/new ICD Link for ST $199
ICD LINK Brand-new (in box) mini-adaptor SCSI->Atari ST $99
TOADSWITCH Multisync color/mono monitor for Atari/IBM SVGA $249
TOADSWITCH Multisync color/mono monitor (switch only) $49
SPECTRE CART Spectre 128 w/ROMS v3.0 runs Mac software $199
1040STFM no nicks or yellowing w/mouse $99
RGB MONITOR Color monitor for Atari ST/8bit/Amiga/TV $79
STFM PARTS 1040STFM good drive but occassionally bombs $49
ST PARTS full set of chips incl. MMU and TOS 1.2 $19
TRACKBALL Atari trackball use instead of joystick! $9
BLASTER! Variable auto-firer for any joystick $4
ST CABLE 3' floppy drive cable for Atari ST $2
ST CABLE Atari monitor->audio/video RCA plugs for stereo $1

-= Atari ST Software (your choice $5) =-

POLICE QUEST Sierra's original hit w/manual $5
ULTIMA V The latest in Ultima series w/manual $5
XENOMORPH 3-d great graphics for ST (1990 in box) $5
DUNGEON MASTER Dungeon Master w/docs $5
STELLAR CRUSADE Space trade/war simulation (new in box) $5
BLACKJACK PLUS Complex blackjack for professionals $5
GFA PROGRAMMING Tutorial book on using GFA BASIC 3.0 $5
NEODESK 3 NeoDesk 3.0 disk only $5
1ST WORD Atari's original word processor $1
SUPRA UTILS Supra's lated hard drive utils $1
SGATE HINTS Shadowgate hint disk $1

-= Atari 8bit Hardware =-

ATARI 130XE In virgin-new condition $99
INDUS DRIVE Best DS/DD drive for Atari w/LED (in box) $59
COLOR MONITOR composite for Atari/Apple/TV $49
ATARI 1050 Dual-density disk drives (new in box) $39
ATARI 800XL 2 New in box, 2 new w/o box $39
ATARI 850 Interface to use IBM modem/printer $39
HAPPY 810 Super-fast copies protected 'Happy' drive $39
PERCOM DRIVE Slave DD drive for Atari w/printer port $29
U-PRINT Print on IBM Centronics printer from Atari $9

-= Atari 8bit Accessories =-
```

8bit mon cable Monitor audio/video cable for 8bit (several) $4
SIO cable 8bit SIO cables (several in various lengths) $2

-= Atari 8bit Software (all disks w/docs) =-

BUSINESS PACK the best business titles for Atari, new in box $19
PRINT SHOP THE disk card/sign maker
PSHOP COMPANION Extra icons/fonts/borders/pictures
SYNCALC Best Spreadsheet for Atari
TYPESETTER WYSIWIG Desktop publishing

BEST GAMES PACK the best games ever written (all w/manuals) $19
ZORK 1 The original adventure game w/manual and hints
ZORK 2 The sequel w/manual and hints
ZORK 3 The final epsiode w/manual and hints
Hiker's GUIDE Hitchiker's guide disk in box w/clues
ZOMBIES aka Realm of Impossibility for Atari
ARCHON Classic animated chess game (from Star Wars)
KARATEKA Classic karate disk game (super graphics)

STAR RAIDER THE original and best cartridge game for Atari $2
MS PACMAN cartridge game for Atari $2

-= Misc. electronics =-

SONY CD CDP-35 desktop model works great (in box) $75
CAR SPEAKERS Nippon 250W 3-way w/hardware (new in box) $49
COMP SPEAKERS 2-way 8-watt computer/walkman portable w/PS $9
SPEAKERS 20-watt 2-way full-size stereo 3' high $9
PageMaker Mac Legal Version 4.2 disks ONLY for Mac $5
CAR SPEAKERS Realistic 20W 8Ohm raised-mount (pair) $1

986. Re: QWk mail readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-04 16:17:15 UTC
From: winston@merk.com
Message-ID: <C4yvws.7B0@merk.com>
Source record: 107547

On April 3, 1993 at 23:22:55 GMT
aj227@yfn.ysu.edu (Matthew A. Topinka) says:

MT> Has anyone out there successfully used the QWK mail reader programs
MT> for the 8-bits that are available in the Archive? I have tried using
MT> QWKSILVER and it freezes up after reading the CONTROL.DAT file. When
MT> I tried the PABQWK reader, I keep getting errors from
MT> the 'RUNTIME.COM'.

I got exactly the same errors as you described when I first tried
running QWK-SILVER and PAB-QWK on my stock ATARI 800XL. Here is the answer
to your questions:

1.) "I have tried using QWKSILVER and it freezes up after reading the
CONTROL.DAT file."

o What you are describing is a bug that I discovered and
reported to the author in his first release of QWK-SILVER, which the author
now describes as the "D2:" bug. What happens is the following:

A.) QWK-SILVER, after setting up the CONTROL.DAT files, proceeds
to look for the "HELLO" bulletin file on "D1:".
B.) QWK-SILVER, not finding any "HELLO" or "WELCOME" bulletin
file on drive one, now goes and looks for any "HELLO" or "WELCOME" bulletin
file on "D2:"
C.) If you have no "D2:" drive, QWK-SILVER locks up!!!

...what the program was --SUPPOSED-- to do, was to take a look at
the "CONFIG" setup drive table each time, to see if a drive existed before
accessing it... --BUT-- QWK-SILVER --IGNORES-- the setup parameters and
configuration table completely. The author never bothered to test for a
--ONE-- drive system, assuming that every ATARI user in the universe had at
least two or more drives, like he did. (NOTE: Supposedly this "access D2:
whether D2: exists or not..." problem has been corrected in the latest
release of QWK-SILVER.)

SOLUTION: The first release of QWK-SILVER --MUST--... absolutely
--MUST-- be run on a two-drive system where a second drive has been plugged
in and turned on, or a RAMDISK is present as device "D2:". It will not run
otherwise! Get the latest release of QWK-SILVER if you need to use it on
only one drive (like an XF551 or 3.5" drive).

2.) "PAB-QWK reports an error in its RUNTIME.COM module."

o PAB-QWK will only run on a 130XE that uses XE entended
banking! The program PAB-QWK will crash on any other ATARI computer which
isn't hardware copatible to the ATARI 130XE. PAB-QWK will not run on an

400, 800, 1200XL, 800XL, 600XL, or any of the earlier computers.

ADDENDUM: There are some excellent notes about the "QWK" message format included with the "QWK-SILVER" executible compiled TURBO BASIC modules. It turns out that the "QUICK" message format is actually quite simple. It is fairly easy to prepare a TEXTPRO Macro module that will read the ".QWK" message packets. Likewise, TEXTPRO is quite capable of creating reply ".REP" QUICK message packets, provided that the user can supply some type of "time-stamp" for the clock field. Strictly speaking, it is not necessary to require either dual drives or extended XE RAM banking in order to be able to read and reply to messages using the QUICK message format and an offline reader. The TEXTPRO editor is quite capable of generating the control characters and fixed length records necessary to be compatible with the QUICK message packet format. Compiled BASIC is not really a necessary requirement. (In fact, the format of a QUICK packet is so simple that I am surprised that there are not FORTH, C, PILOT, LOGO, and ACTION! programs written that will generate QWIK message packets. Well, good luck with your trials of off-line message readers! I hope that you may find a solution that works for you....

P.S. (Someone in charge of the Archive should slip a note into the QWK-SILVER first release stating that two drives are required to run the program. Thanks!)

987. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-04 22:48:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <aV8H2B1w165w@cyberden.sf.ca.us>
Source record: 107459

YTKIM@UCSVAX.UCS.UMASS.EDU (YONG T KIM) writes:

And what was the reason to quote my ENTIRE post, then say nothing..

!?

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

988. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-04 22:49:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <8w8H2B2w165w@cyberden.sf.ca.us>
Source record: 107458

If you think SRII is nothing like the Last Starfighter (which was on CBS last night, btw!), you should check out Uridium...cough..ahem.... I mean "THe Last Starfighter" for the Ninblender....

Since when is Uridium/Mirax Force (aka Uridium clone ;)) JUST LIKE the movie!?

What was nintendo thinking

!?!?!?
s/

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

989. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 04:13:07 UTC
From: dillera@wam.umd.edu
Message-ID: <1993Apr5.041307.16205@wam.umd.edu>
Source record: 107549

In article <1993Apr1.175550@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <kiernasj.733699038@wckn.dorm.clarkson.edu>,
>kiernasj@wckn.dorm.clarkson.edu (The Xanadian) writes:
>|> I agree that it's not a bad game, but it was around long before it
>was
>|> called SRII. It was first The Last Starfighter, after the movie was
>|> released, Atari had created a 2600 and 8-bit game. (If you look at
>the
>|> credits in the movie, you'll see something like 'Video game release
>|> available from Atari Corp.' or something like that.)
>
>Are you sure? I've watched the movie several times, and play Star
>Raiders II once in a while, and I really didn't notice ANY similarity
>between that game and the Last Starfighter. Yeah, I noticed the line
>in the credits-- but Star Raiders II == the Last Starfighter? An
>interesting assertion, but I remain skeptical...

Don't be too skeptical-- I've had the 'Last Star Fighter' for years and
have found it to very a very playable game. It is true that it lacks
some positive similarity to the movie, but then how well could they
have made a 'port' from that movie. It better they didn't try and
copy the movie themes verbatium, cause it usually dosn't work out-
i.e. try playing E.T.- it sucks!

I was laughing hard when they intorduced the "star raiders II'
and it was the same exact game that had been out for a long
while as Last Starfighter. Pretty lame, atari!

It's still a very good game regardless..IMHO!

--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu

990. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 10:20:25 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Apr5.022025.1@max.u.washington.edu>
Source record: 107550

Wasn't Star Raiders II first released as "The Last Starfighter, " by a different software company? I thought that was pretty amusing. Atari must have spotted the game and snatched it up as SRII.

It'll never touch SRI, though. As soon as my new copy of SRI arrives in the mail... Ohboy oh boy.. :)

--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

991. Re: VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 12:52:28 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Apr5.125228.17333@magnus.acs.ohio-state.edu>
Source record: 107551

I am also interested in this, a vt100 emulator for the 8-bit. please send this information too if possible.

Michael Steve
Columbus Oh.

992. Re: VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 12:55:06 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Apr5.125506.17463@magnus.acs.ohio-state.edu>
Source record: 107552

I know that bobterm doesn't support vt100. It does do vt520, but it doesn't do the coding right, It doesn't emulate windows right. It is better than standard ASCII, but not good enough to do any screen editors...

My two bits for the 8-bits
Michael Steve
Columbus Oh

993. Re: Fax on the 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 15:44:20 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Apr5.154420.25364@ge-dab.GE.COM>
Source record: 107553

In article <1pl6le$50e@news.ysu.edu>, aj227@yfn.ysu.edu (Matthew A. Topinka) writes:
|>
|> Does anyone out there know it the 8-bits could send and receive faxes?
|> It would be really cool if the old 8-bits could do this, with the
|> right modem and software offcourse.
|> Thanks for any info on this.
|>

About 6 months ago I posted here, on GEnie, and CIS about the possibility of doing this. About six people responded positively. Here's some of my thoughts:

- rather cheap (<$100) external fax/modems are now available
- a terminal program could be written to interface these, or an existing program could be modified
- source data for sending could be generated with something like Daisy Dot, Print Shop, Page Designer, etc., as long as the output could be directed to a file containing the dot-addressable graphics
- faxes being received would probably have to go directly to hard disk or RAM disk, as they are potentially huge (470K or so, depending on how much the compression buys you) and you would like to limit transmission time
- received faxes could possibly be viewed at either greatly reduced resolution, or with a smooth-scrolling multi-page viewer (again, only with hard or RAM disks)
- received faxes could be printed via 24-pin dot-matrix printer using another program
- remember you'd have to leave your 8-bit turned on, ready to receive faxes all the time (unless you always had the person call you voice, then switch to fax)

All this points to quite a lot of work, and a good 6-10 months of time developing it. I have collected a bunch of stuff on the subject (but have not plunked down $200+ for the official documentation) and will admit it is possible. It would be easiest if someone chose a brand and model of fax/modem up front, as every model would probably react differently. So once again, I ask, is this worth spending time to develop?

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

994. Re: Fax on the 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 17:15:21 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <1pppf9INNjih@gap.caltech.edu>
Source record: 107457

potter@sunny0.DAB.GE.COM (Jeff Potter) writes:

>In article <1pl6le$50e@news.ysu.edu>, aj227@yfn.ysu.edu (Matthew A. Topinka) writes:
>|> Does anyone out there know it the 8-bits could send and receive faxes?
>|> It would be really cool if the old 8-bits could do this, with the

>About 6 months ago I posted here, on GEnie, and CIS about the possibility
>of doing this. About six people responded positively. Here's some of my
>thoughts:
(thoughts deleted :))

>All this points to quite a lot of work, and a good 6-10 months of time
>developing it. I have collected a bunch of stuff on the subject (but
>have not plunked down $200+ for the official documentation) and will
>admit it is possible. It would be easiest if someone chose a brand and
>model of fax/modem up front, as every model would probably react
>differently. So once again, I ask, is this worth spending time to
>develop?

How different is the shortwave weatherfax standard from telephone faxes?
If it's not much a place to start may be with the article in some fall
'86 ANTIC on decoding weatherfax transmissions. There were also some
more technical articles in BYTE on that topic somewhat previous to that;
I think they may have been Apple II based, not sure. At the very least
the ANTIC article would give a starting place for some software
ideas. A high-speed modem (>2400 baud) has been on my wish list for
a while now. Since most of these are fax capable, being able to use
all the capabilities of one when I do get one would be really nice.
I'd say it's worth it; the 8-bits desperately need support for modern
peripherals. I may be able to help on such a project during the summer
when I'll have more $$$ and free time but I don't know how good my net
access will be.

>Jeff Potter
>....potter@sunny0.dab.ge.com
>....74030.2020@compuserve.com

Brent
buescher@phys.uidaho.edu

995. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 18:32:51 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <C50wuz.5nD@constellation.ecn.uoknor.edu>
Source record: 107554

rvenable@helix.nih.gov (Richard M. Venable) writes:

>In article <78742@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>>Holding OPTION on boot turns off the internal BASIC and almost all
>>commercial games required it.

> Yes it disables BASIC, but in doing so it frees up the address locations
> used by the BASIC ROMs, and they are available for use as RAM locations.
> That's why you get a different number of little squares for the self-test
> with and w/o BASIC.

The original post implied that holding down OPTION gives you access to 64K
RAM on the Atari 800XL. It does not. It disables the BASIC ROMs, as you
say, but this only gives you access to 48K, not all 64K.

In fact, the Atari 800XL really only has 62K RAM, since 2K of it is
reserved for I/O address space. Accessing all 62K of RAM requires that
the application program specifically twiddle bits in $D201 (the address
may be incorrect; it's been years. It might be $D20A, or $D40E. Argh,
and I thought I'd always remember those hex addresses.).

Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

996. The Other Side in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 20:52:30 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <86wJ2B2w165w@TheRat.Kludge.COM>
Source record: 107462

```
;
;*IF* I really wanted to, there's
;nothing wrong with just having
;a small buffer & maybe keeping a
;file open on another drive for
;huge transfers, but it assumes
;everyone has 2 drives. I could also
;read/write the thing in hunks, but
;I've transferred 27K files with SDX
;& the program compiled from disk. I
;can't imagine needing much more then
;that. More features=> smaller buffer
;
BYTE me, DEVOP=770,DEVNUM=769,
DFLAG=766,Key=764
BYTE POINTER Bptr
CARD SNUM=778,DBUFF=772,C,
Flen,S,T
CARD ARRAY secmap(360)
BYTE ARRAY GPB(256),buf(24000)

DEFINE
Wait="WHILE Key=255 DO OD Key=255"

PROC Makemap()

C=1
;
;Definition for a STOCK 1050
;US Doubler would be 18
; ATR or XF551?????
;
FOR T=0 TO 1014 STEP 26
DO
FOR S=1 TO 9
DO
secmap(C)=S+T
C==+1
OD
OD
RETURN

PROC DINV=$E453()
RETURN

PROC Write()
```

```
PrintE("Input file name & Drive")
Put('?)
InputS(GPB)
Close(1)
OPEN(1,GPB,4,0)
FLEN=0
WHILE EOF(1)<>136
DO
buf(Flen)=getd(1) XOR $FF
Flen==+1
OD
flen==-1
Print("File Length=")
PrintCE(Flen)
PrintE("Insert a Mule disk NOW!)
Wait
;
;I.D. with Hello Atari
;
DEVNUM=2 ;DRIVE D2:
DEVOP='W ;write
SNUM=1;I.D. sector
SCopy (GPB,"Hello Atari")
Bptr=GPB+GPB(0)+1
Bptr^=0;'C end of string
FOR Bptr=GPB to GPB+127
DO
Bptr^==XOR $FF
OD
DBUFF=GPB+1
DINV()
;
;File length in sector #2
;
GPB(0)=Flen MOD 256 XOR $FF
GPB(1)=Flen/256 XOR $FF
DEVNUM=2 ;DRIVE D2:
DEVOP='W ;write
DBUFF=GPB
SNUM=2;FILE LENGTH SECTOR
DINV()
;
;I believe DEVNUM etc have to be reset
;every pass. Certainly doesn't hurt
;
S=3
T=Flen/128+2
IF (Flen MOD 128)
THEN T==+1 FI
FOR C=S TO T
DO
```

```
SNUM=secmap(C)
DEVNUM=2 ;DRIVE D2:
DEVOP='W ;write
DBUFF=buf+128*(C-3)
Print("Writing Sector #")
PrintCE(C)
DINV()
OD

RETURN

PROC Read()

PrintE( "INSERT MULE DISK IN D2:")
PrintE(" PRESS a key when ready")
Wait
DEVNUM=2 ;DRIVE D2:
DEVOP='R ;READ
SNUM=1
DBUFF=GPB
DFLAG=1
DINV()
FOR Bptr=GPB TO GPB+10
DO
Bptr^==XOR $FF
Put(Bptr^)
OD
DFLAG=0
PutE()
IF GPB(0)<> 'H THEN
PrintE("Probably not a Mule disk!")
PrintE("REMOVE & REINSERT THE DISK")
Print("PRESS ANY KEY TO CONTINUE ")
Wait
RETURN
FI
SNUM=2
DINV()
Flen=(GPB(1) XOR $FF)*256
Flen==+(GPB(0) XOR $FF)
Print("File length=")
PrintCE(Flen)
DFLAG=1
S=3
T=Flen/128+2
IF (Flen MOD 128)
THEN T==+1 FI
FOR C=S TO T
DO
SNUM=secmap(C)
DBUFF=buf+128*(C-3)
```

```
Print("Reading Sector #")
PrintCE(C)
DINV()
FOR
Bptr=buf+128*(C-3)
TO
buf+128*(C-3)+127
DO
Bptr^==XOR $FF
OD
OD
PrintE("PUT an Atari disk in D9:")
PrintE("PRESS ANY KEY TO CONTINUE ")
Wait
Close(1)
Open(1,"D9:MULE.DAT",8,0)
PrintE("Writing FILE")
FOR Bptr=buf TO buf+Flen-1
DO
PutD(1,Bptr^)
OD
Close(1)
DFLAG=0
RETURN

BYTE FUNC Menu()

Put(125)
Position(0,8)
PrintE(" Enter 0 or <RETURN> to quit")
PrintE(" 1 to WRITE a MULE disk")
PrintE(" 2 to READ a MULE disk")
Position(14,12)
Put('?)
me=InputB()

RETURN(me)

PROC Main()
BYTE choice=[1]

Graphics(0)
Makemap()
WHILE choice<>0
DO
choice=Menu()
IF choice=1
THEN
Write()
FI
IF choice=2
THEN
```

```
Read()
FI
OD
------CUT HERE-----
Well, that's it, final program for transfering from a stock
1050<=>IBM. I wrote it & left it set up for my system with a
stock 1050 as drive #2 & a D9: ramdisk
Re: Dr. Jolts
I didn't see your post in the net, but I got your E-mail. I tried
a little while with a XF551 years ago, but failed to work on it
more then a few minutes. The XF is such an odd beasty & I'm not
sure how IBM lays out it's sectors for double density double
sided disk. Matter of fact, I tried using a 360k disk with a
stock 1050 this time & it didn't seem to aggree with the IBM
after sector 50 or so. For MS DOS 5.0 >FORMAT A:/F:180 was the
only thing I did once it worked. About a XF551, I like the
drives, but they are not real smart. A "normal" Atari drive
determines the disk density when you close the door. An XF just
tries in the density of it's last successful read, then flops
around trying whatever else it can. Punch line is I have no idea
what it settles down to after the first shot at an IBM style
disk, so I don't know if it settles on [18, 26] sectors/track,
[128, 256] bytes/sector [single sided, double sided] or what. I
don't have a stock XF to try it out on. It's a REAL easy call
from Action! to interogate the drive & set them to whatever
their capable of doing. If you'd like to see it, I could post it
in the net or E-mail. I've also got the MS .EXE files on the
clone with a UUE coder if you need it.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes
```

997. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 21:36:24 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <78855@cup.portal.com>
Source record: 107455

Star Raiders II was definitely going to be 'The Last Starfighter'. Beta copies exist; this had an animated title sequence which Star Raiders II is missing.

A local station ran the movie itself a few days ago. The command ship looked just like it did on the game! Wow... only us 8-bitters would pick that up.

Jeff_M_Lodoen@cup.portal.com

998. Atari 850 power specs

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 22:46:18 UTC
From: harve@netcom.com
Message-ID: <harveC518L6.9q7@netcom.com>
Source record: 107456

Well I just picked up an 850 interface for my Atari, but I still need a power supply. Does anybody know the power requirements for the 850? It's usually on the label on the power block.

Thanks in advance,

Harvey

999. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 23:26:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ma5J2B3w165w@cyberden.sf.ca.us>
Source record: 107464

bmarcum@world.std.com (Bill Marcum) writes:

> Yes, the 800XL has 64k RAM, although the top 16k is only used by a few
> programs such as Turbobasic and Spartados. All the XL and XE systems, except
> the 600XL, have at least 64k.

I wouldnt say "only used by a few".. I'm sure pretty much EVERYTHING
outta Europe nowadays takes advantage of the hidden (under OS) RAM.

:)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1000. Re: Fax on the 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-05 23:29:33 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yF5J2B4w165w@cyberden.sf.ca.us>
Source record: 107465

Jeff Potter mentioned he was working on/planning work on a fax viewer for the 8bits..

I dunno if he killed the plan or not

I'd like to see one (>I< have no use, of course) (yet ;))...even if it requires 128k, 256k, whatever (I have256k, why should i worry ;))

later

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1001. Re: VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-06 01:59:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1pqo66$puf@usenet.INS.CWRU.Edu>
Source record: 107460

In a previous article, msteve@magnus.acs.ohio-state.edu (Michael Steve) says:

>
>I am also interested in this, a vt100 emulator for the 8-bit. please send this
>information too if possible.

From the FAQ List (which I posted merely 4 days ago):

What are the best telecommunications programs available for the 8-bit
Atari?
It all depends on what type of computer you intend to connect
to. For
connecting to Bulletin Board Systems, BobTerm is the unchallenged favorite.
For connecting to larger computers, you will need a VT100 emulator.
Severalare available for the 8-bit Atari, each with its own advantages.
Kermit-65 is
a VT100 emulator, provides Kermit file transfer and an 80-column screen
display, but does not support the XEP80. VT850 is a VT100 emulator that
supports the XEP80 but provides no file-transfer. OmniCom is a VT100
emulatorproviding both kermit and xmodem file transfers, plus an 80-column
display, but
does not support the XEP80. Each of these programs is known to work with
the
SX212 Modem connected to the SIO port, and to work under SpartaDOS and
MYDOS;
each program is available at the atari.archive.

[Sorry for the lowsy formatting, the reasons are too obscure to bother
explaining.]

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1002. What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-06 02:24:37 UTC
From: YTKIM@UCSVAX.UCS.UMASS.EDU
Message-ID: <1pqpl5$235@nic.umass.edu>
Source record: 107461

I remember back when I had my Atari 130xe, a terminal program called 1030 Express and 850 Express were WILDLY popular. What happened to them? What other programs did the programmer for the Express series write?

On a different note...are the pirate Atari 8-bit BBS's in Maryland and BBS's (all pirated). One BBS in particular, received new pirated games daily before they were even released (they also had all 5200 games hacked to run on 8-bits, like Gremlins). Chugging along at 300 baud with my 1030 modem used to download those huge (for an Atari) files that took almost two hours to download...

1003. Re: What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-06 04:38:28 UTC
From: galileo@bsu-cs.bsu.edu
Message-ID: <3991@bsu-cs.bsu.edu>
Source record: 107467

The author of the Express! series is Keith Ledbetter. He used to do programming for ICD(Innovative Computing Design), the producer of the P: R: Connection. I believe that the first one of the Express! series was ASCII Express! for either the Apple, or the PC's. He also is the outhor of the (once) popular BBS Express! Bulliten Board host program. Good software. And then went on to an ST Express! for the ST series. I do remember that he had a little tizzy fit with the folks at either Atari, or at ICD, and then was nicknamed "Keith Bedwetter", and has since dissappeared from site. Does anyone know what he is up to? Also Keith, if you are reading this, that bedwetter comment isn't of my origin, but just what I saw when seeing a post that had anything to do with something associated with you, :). If you are alive, tell us what's goin' on with ya!

1004. Brand new Atari 7800 game system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-06 08:10:25 UTC
From: tomcat@leland.Stanford.EDU
Message-ID: <1993Apr6.081025.21682@leland.Stanford.EDU>
Source record: 107463
Cross-posted to: alt.games.video.classic,rec.games.video,comp.sys.atari.8bit,ba.market.misc,su.market

Hello everyone,

My name has been in a number of posts saying that I bought the last Atari 7800 game system from US Telegames. This is true. However, I was able to buy a used system for a bit cheaper from a swap meet. I payed $50 + $5 shipping for the new system which includes two controllers, the console, power adapter, TV switcher, and Pole Position II. Of course, it's in its original box and original packing. I would like to sell it for what I paid. I will sell it to the first person who offers $55 total. If I don't get that, I'll sell for best offer. I'll answer every message so everyone knows where he/she stands in terms of the highest offer.

Please e-mail

Thanks

Tom
tomcat@leland.stanford.edu

P.S. I would consider trying to negotiate a trade for an Atari 5200 system

1005. The OtherSide in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-06 14:04:20 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <XX9k2B1w165w@TheRat.Kludge.COM>
Source record: 107466

```
I looked the program over & it seems to have made it to the net with only
one missing " in the write() procedure.
Should have been;
PrintE("Insert a Mule disk NOW!")

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes
```

1006. 800XL, 64k, and OPTION.

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-06 22:41:02 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GWP8U89AUO9ANQRE@vax.edinboro.edu>
Source record: 107468

> > [...stuff deleted...]
>Nope, LOTS of programs use all 64k. Anything that needs to be booted with OPTION
>held down, for a start... (I think Spelunker does this... My all-time favourite
>game; also the only one I've ever completed without cheating ;)
>
> > Bill Marcum
>
>-Eyvind
>
>[...rather offensive sig deleted...]

Actually, the OPTION button has nothing to do with the upper 16K in an 800XL. When you boot the system, holding OPTION simply tells PORTB of the PIA to map memory into RAM and not BASIC or a CART. The upper 16k of ram is mapped into the same area as the OS and any application using this RAM must bank select appropriately or supply its own OS routines. SpartaDOS X is probably the best example of using PORTB to do great things with bank switching.... Anyway... Just because you hold down OPTION does not mean that the program requires all 64k.

-Adam Conover.
a644690c@edinboro.edu

1007. Re: Atari 850 power specs

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 00:56:35 UTC
From: bmarcum@world.std.com
Message-ID: <C539AC.K73@world.std.com>
Source record: 107469

It uses the same 9V AC supply as the 400, 800, 1050, etc.

1008. Re: What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 01:04:44 UTC
From: bmarcum@world.std.com
Message-ID: <C539nw.L86@world.std.com>
Source record: 107470

There was also SX Express for the SX212 modem, the Express cartridge, and the BBS programs BBS Express, BBS Express Pro and BBS Express ST. BBS Express was released as shareware, and I think Bob Klaas bought the rights to BBS Express Pro. We have a local BBS running Express Pro.

Bill Marcum bmarcum@world.std.com

1009. Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 03:31:11 UTC
From: brian.lasko@rose.com
Message-ID: <1993Apr07.023115.15076@rose.com>
Source record: 107471

Hello everyone, I've finally acquired my Atari 2600 system. I have several questions about some of the games. I'm hoping some people know the answers to them.

1. In Tron Deadly Discs, what is the point of shooting the boxes around the border of the screen? You shoot them, and they turn color.

2. What are the Atari 5200 and 7800 systems? I remember seeing one of them years ago, I think it came with Pole Position II. I've heard that someone actually sells the 7800 still. Who sells it, and how much is it?

3. What is the point of Swordquest, Earthworld?

I'm also looking to buy Atari 2600 cartridges, If you have any to sell, send me Email with what you have, and how much you want. I'm also looking for an Odyssey 2 system, an Intellivision system and a Vetrex(sp?). If you got one icking around, let me know. Thanks,
Brian Lasko

RoseReader 2.10 P002855 Entered at [ROSE]
RoseMail 2.10 : RoseNet<=>Usenet Gateway : Rose Media 416-733-2285

1010. Books...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 05:08:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <734183277.AA07722@tdkt.kksys.com>
Source record: 107479

Quoting from DEAN JOHN GARRAGHTY to ALL

> Subject: MEGA DEALS ON CLEARANCE STOCK
> EASY PROGRAMMING FOR THE ATARI MICROS book. This highly regarded British book
> is full of useful information on all aspects of the Atari, and computing in
> general. It is still published in the UK and usually sells for 6pounds, but I
> have 7 brand new copies to clear for just $7 each, including shipping to the
> US (books are heavy and cost lots to mail folks!). UK price: 2.15pounds.

*What is the current copyright or publishing date on this book? And it
still is in print?

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "I'm not arrogant. I'm just better than you." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1011. Star Raiders Ii

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 05:56:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <734183277.AA07723@tdkt.kksys.com>
Source record: 107478

Quoting from THE XANADIAN to ALL
> called SRII. It was first The Last Starfighter, after the movie was
> released, Atari had created a 2600 and 8-bit game. (If you look at the
> credits in the movie, you'll see something like 'Video game release
> available from Atari Corp.' or something like that.)
>

*I've seen the bootleg copy of the Last Starfighter and owning Star
Raiders II, found that the Last Starfighter was very limited --
course probably due to the fact it was never released! :) There did
seem to be better graphics on SRII.

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "I live in Iowa. I only work in outer space." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1012. Qwk Mail Readers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 06:14:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <734183277.AA07724@tdkt.kksys.com>
Source record: 107477

Quoting from MATTHEW A. TOPINKA to ALL
>
> Hello all,
>
> Has anyone out there successfully used the QWK mail reader programs
> for the 8-bits that are available in the Archive? I have tried using
> Qwksilver and it freezes up after reading the control.dat file. When
> I tried the PABQWK reader, I keep getting errors from the 'runtime.com'.
>
> Thanks for any info on this.
>

*Yes! (As you can see, I'm replying to this message offline on my XL.)
Newer versions of PabQwk and QWKSilver have been released (1.1 &
0.21). Version 1.0 of PabQwk seems to be a very good program, but was
very hardware specific, requiring a 130XE or upgraded XL very, very
compatible with the XE. (Rambo XL's do not cut it, I know, I tried.) I
think 1.1 is not as hardware specific, but as of yet, have not
tried it.
*
*QWKSilver 0.20 had some bugs that really prevented it from being used
effectively. It would always look for D2:, even though you didn't have
one, or not have it declared in QwkSilver setup. Also, it wasn't
(and still isn't) compatible with SpartaDOS, but hopefully that
situtation will be remedied in the future. Ver. 0.21 corrects the major
bugs in 0.20, but the DOS you use (2.5, MYDos, etc.) must be modified
to allow 4 files open at the same time. I have had no problems with
0.21.

*Hope this helps!

*-Dag- ---> m

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Silly rabbit! .QWK's are for kids!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1013. Help wanted:800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 08:53:11 UTC
From: jeroent@blade.stack.urc.tue.nl
Message-ID: <1pu4pn$ro@tuegate.tue.nl>
Source record: 107472

Is there someone who can help me with the following things.s....
I have an atari 800 XL a printer a plotter and a disk-drive.
And I especially like the plotter, but I have no idea how I can program it
Especially in basic. Can someone give me some hints.

And then another thing. Does anyone have any idea how I can program the
parralel port on the back of the XL and what the connections are?

Please answer

Jeroen Trum

Jeroent@blade.stack.urc.tue.nl

1014. Re: Atari 850 power specs

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 13:45:35 UTC
From: winston@merk.com
Message-ID: <C548w1.F5E@merk.com>
Source record: 107474

The bottom of my 850 Interface transformer reads as follows:

ATARI INC.
SUNNYVALE CA.
MODEL NO POWER
CO 14310 SUPPLY
120 VAC 4881J
60 Hz 9 VAC
18.5w 15.3 VA
CAUTION
Do not expose to rain

(UL) (SA)
(r)
LISTED 205E LR34115

...I hope that this can be of some help.

1015. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 16:22:12 UTC
From: mknewman@lescsse.jsc.nasa.gov
Message-ID: <mknewman.734199732@node_d465>
Source record: 107473

In <1993Apr5.022025.1@max.u.washington.edu> donor@max.u.washington.edu writes:

>Wasn't Star Raiders II first released as "The Last Starfighter, " by a
>different software company? I thought that was pretty amusing. Atari must
>have spotted the game and snatched it up as SRII.

>It'll never touch SRI, though. As soon as my new copy of SRI arrives in
>the mail... Ohboy

I have both The Last Starfighter and Star Raiders II, and
they indeed are very similar, but there are some differences also. I seem to remember there was something about a force screen in the movie, and there is something about that in the game as well. I also think there may have been a mega-ship in TLS but not in SRII.

I may have to pull them out and play them again.

Marc

1016. Re: Fax on the 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-07 21:28:58 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Apr7.212858.23491@ge-dab.GE.COM>
Source record: 107475

In article <1pppf9INNjih@gap.caltech.edu>, buescher@ugcs.caltech.edu (Brent Joseph Buescher) writes:
|> How different is the shortwave weatherfax standard from telephone faxes?
|> If it's not much a place to start may be with the article in some fall
|> '86 ANTIC on decoding weatherfax transmissions. There were also some

Yes, I've seen that article. The old WEFAX transmissions are not the same as the current Group 3 fax standard, where pixels are sent with digital compression, rather than an analog signal. I have read the BYTE article, which was very good.

Most of the work would be the time-consuming trial-and-error debugging of the terminal program, figuring out why the receiving fax machine isn't responding, etc. If someone can loan me both a fax machine and an external fax/modem for about a year, I'd consider it :^)

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1017. Video Titling Software Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-08 02:02:34 UTC
From: jlohn@eng.umd.edu
Message-ID: <1q013qINN6kt@mojo.eng.umd.edu>
Source record: 107476

I'm looking to buy software to do video titling. If I can't buy it
used, I'll start making calls using the FAQ vendor list. If so, can
anyone recommend a vendor/sw title? Thanks.

-- --
Jason Lohn Microsystems Laboratory University of Maryland
jlohn@eng.umd.edu College Park, MD 20742
-- --

1018. Re: Atari 850 power specs

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-08 06:45:35 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Apr8.064535.13902@ifi.informatik.uni-stuttgart.de>
Source record: 107480

In <harveC518L6.9q7@netcom.com> harve@netcom.com writes:

>Well I just picked up an 850 interface for my Atari, but I still
>need a power supply. Does anybody know the power requirements for
>the 850? It's usually on the label on the power block.

>Thanks in advance,

>Harvey

You could use the power supply of a 1050. So do I, and it
works.
I don't own the original power supply , too.

Bye,

Peter
---
straif@minnie.informatik.uni-stuttgart.de

1019. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-08 16:30:41 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <93098.123042AKH104@psuvm.psu.edu>
Source record: 107481

In article <78855@cup.portal.com>, Jeff_M_Lodoen@cup.portal.com says:
>
>Star Raiders II was definitely going to be 'The Last Starfighter'. Beta
>copies exist; this had an animated title sequence which Star Raiders II
>is missing.
>
>A local station ran the movie itself a few days ago. The command ship looked
>just like it did on the game! Wow... only us 8-bitters would pick that up.

Okay, what have I got here then? I have a 'bootleg' copy of
'THE LAST STARFIGHTER cracked by NEIL AND BRUCE?' anyways,
needless to say I had this program a VERY VERY long time before it
was released to the public, and under the name SRII.

The beginning animated sequence is the SAME as in the movie with the
same looking ship taking off from the same looking platform at the beginning
of the game that was shown in the film. It even has that neato story
line at the top scrolling by and the same music as from the movie.

The graphics and concepts are very similiar to those in the film when
it comes to the bad guys tunneling thru the barrier.

Someone here said that SRII was much more playable? What does that mean?
that graphics in this game are spectacular. I, however, will always
love SRI and I must say this: there are even MSDOS abusers who love it
and can't believe its only 8k.

-Karl

|---|
| "Oh," said the first officer suddenly, "I thought it was that the planet |
| was going to be invaded by a gigantic swarm of twelve-foot piranha bees. |
| Wasn't that it?" |
| |
| "That's not what I was told!" hissed Number Two. "My commanding officer |
| told me that he entire planet was in imminent danger of being eaten by |
an enormous mutant star goat!" - D.A.

1020. Atari 7800 games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-08 20:09:11 UTC
From: may-j@cis.ohio-state.edu
Message-ID: <1q20p7INN1uu@tortoise.cis.ohio-state.edu>
Source record: 107482
Cross-posted to: misc.forsale,alt.games.video.classic,rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

I have the following Atari 7800 games for sale. They are
unopened and still in the plastic.
Asteroids $10
Choplifter $10
Crossbow $10
Dark Chambers $10
Food Fight $10
Hat Trick $10
Jinks $10
Karateka $5
Ms. Pac-Man $10
Pole Position II $5
Xevious $10

If you buy two or more, I'll pay for shipping.

--Jeff
may-j@cis.ohio-state.edu

1021. Atari 1200XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-08 23:50:17 UTC
From: keith@wattres.SJ.CA.US
Message-ID: <1993Apr08.235017.20024@wattres.SJ.CA.US>
Source record: 107483

As I said, cheep.
I have a 1200XL that I hardly used ever, and I don't feel like
moving it to Colorado with me.

1200XL little use
1050 floppy " "
1020 color plotter never used
BASIC, whatever manuals and floppies I can find, 2 power
supplies, maybe some joysticks (I still have to search for some
stuff).

All this for (hold yer breath)... $30.00
If you can convince me that you are a charitable organization,
i.e. a elementary school, not just poor or cheap, then you can get it
for the special bargain rate of free.
Everything worked fine when last used, I'm just tired of dragging it
around (yes, I have a 486-33 peecee to play on).
_\||||||/_
|(*) (*)| *##
| < | * Nobody would dare to share my opinions *
___/ *---*
*"Be a loyal plastic robot for| This blank left *
* a world that does not care" | intentionally spaced. *
* -Frank Zappa | keith@wattres.uucp *
*##

1022. Re: Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 02:06:12 UTC
From: jis@panix.com
Message-ID: <C571uC.Ku3@panix.com>
Source record: 107484

In <1993Apr1.175550@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:

>Are you sure? I've watched the movie several times, and play Star
>Raiders II once in a while, and I really didn't notice ANY similarity
>between that game and the Last Starfighter. Yeah, I noticed the line
>in the credits-- but Star Raiders II == the Last Starfighter? An
>interesting assertion, but I remain skeptical...

A good time before Star Raiders II was released, some pirate pals of mine showed me a copy of the Last Starfighter game. Although there are difference, both games are the same. I guess Atari canned the Last Starfighter game for some unknown reason and then decide dto redo it a bit release it as Star Raiders II....

Linus Van Pelt

1023. VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 06:17:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <734372441.AA08212@tdkt.kksys.com>
Source record: 107355

On <05 Apr, 13:52>, Michael Steve wrote to All :

MS> I am also interested in this, a vt100 emulator for the 8-bit. please send
MS> this
MS> information too if possible.
MS>
MS> Michael Steve
MS> Columbus Oh.

Take a look at Kermit 65 and Omnicom, both I believe which are at the
atari.archive. I personally like Kermit 65 myself (which is what I am using
now) and if you can settle with Kermit file transfer protocol, it is a great
program.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1024. xf551

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 06:24:14 UTC
From: ad717@yfn.ysu.edu
Message-ID: <1q34qe$d3k@news.ysu.edu>
Source record: 107485

Is there a rom upgrade that eliminates bugs in origanal xf551-
if so where can I get it.
THANK'S IN ADVANCE.
--
EDWARD CUNNINGHAM EMAIL a d717@yfn.ysu.edu
I check both systems dailey OR ecunning@heartland.bradley.edu
interested in every thing master of nothing.

1025. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 12:34:55 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1q3qhg$eni@usenet.INS.CWRU.Edu>
Source record: 107486

In a previous article, ad717@yfn.ysu.edu (Edward Cunningham) says:

>
>Is there a rom upgrade that eliminates bugs in origanal xf551-
>if so where can I get it.
>THANK'S IN ADVANCE.
>--
>EDWARD CUNNINGHAM EMAIL a d717@yfn.ysu.edu
> I check both systems dailey OR ecunning@heartland.bradley.edu
> interested in every thing master of nothing.
>
Edward,

Absolutely, check with Computer Software Serfives at
716-429-5639. Ask them about all 7 of their products that enhance the
XF551.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mtus5.cts.mtu.edu

1026. 800XL Power supply

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 14:35:54 UTC
From: dleonard@wixer.bga.com
Message-ID: <1993Apr9.143554.9471@wixer.bga.com>
Source record: 107489

A friend of mine just got an Atari 800XL cheap($5) and he needs either a power supply of the pinouts for the power supply. If anyone has either please leave me e-mail. He'll buy a power supply if the asking price is right if not he'll build one if he can get the pinouts. Thanks!!!

--
Primary:	Judy's Stamps (Misc. topical stamps. From Dogs..
dleonard@wixer.bga.com	to cats to baseball and many many other subjects
Secondary:	For stamp information call Tony Leonard at......
dleonard@wixer.cactus.org	(512) 837-0022 This is a business only number!!!

1027. Misc 8 bit stuff forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 16:13:02 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93099.121302JJL101@psuvm.psu.edu>
Source record: 107487

This is posted for a friend... reply to the address at the bottom of the
list only.

XF551 drive (works, but acts up at times) $50
Atari 800 (48K) ExCond $20
1200XL ExCond $25
XE Game System ExCond $60
800XL GoodCond $30
130XE ExCond $40
1050 ExCond $40
410's 1010's $5 with other purchase.
850 interface ExCond $20
5200, Controller, 5 Games ExCond $25
1025 printer ExCond $25
XEP-80 ExCond $35
-
Golden Image ST mouse ExCond $25
-
Will work a deal for 3 or more items. Shipping not included.
Leave Mail to: BRYEDEWAARD@Delphi.com

1028. Black Box Cheats II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 18:55:38 UTC
From: alj@bilver.uucp
Message-ID: <1993Apr9.185538.27745@bilver.uucp>
Source record: 107490

```
The Black Box Cheat List II
---------------------------

After purchasing a Black Box, I quickly realized it could help me
breathe new life into some old games that I gave up on because they were
too difficult or didn't quite work the way I wanted. How? By entering
the 6502 monitor and messing around a bit with memory, you can produce
some wonderful results with many programs, mostly greatly extending how
many lives you have. I've compiled a list of programs I've bothered to,
shall we say, "fix". They are listed below, along with some comments on
what you are actually doing. Have fun and if anyone else has done this
with other programs, feel free to post your modifications!
! Note ! Since there were many different versions and formats of the
programs I will describe, these cheats may not work with what you have.
In fact, it's possible they may be damaging to your system. Therefore,
please write-protect your hard drive, remove the disks and take whatever
precautions you can to ensure that if your computer goes blammo nothing
that a simple reset won't fix will occur. Be careful!
To use this information, make sure you have a Black Box. Next, load
the game. Select whatever options you want and then start the game.
Press the left black button on your Black Box to get your menu of
options. Choose <C>, the 6502 Monitor. When told to place a value at
a certain memory location, type an "*" followed by a space, the
memory location and then press RETURN. For example:
* D01D <Press RETURN>
Next, type a "D" then a space and the desired value finished with a
RETURN, like so:
D 3 <Press RETURN>
When you are finished poking around with memory, press the ESCAPE
key twice, once to get to the menu and another to return you to your
program.
As a special note, the Black Box tries to restore you to exactly how
you were upon entering it. However, it cannot retrieve your player-missile
graphics, as it has no way of knowing whether or not they were on when
you were in the program. Therefore, deposit the value of three (3) into
location $D01D just before pressing Escape twice to get back to your game.
This will restore the graphics, although they might just look like screen-
length lines when you are still in the monitor mode. This step may also
not be necessary for all games (those that don't use PM graphics).
Feel free to drop me a line at my electronic addresses at the end of
this post if you have any questions or comments!
**********
Gateway to Apshai For infinite lives, place three NOP's ($EA) at $8D9E.
----------------- For unlimited health, do two NOP's at $A519. To keep
```

DISK your Luck from being reduced, five NOP's at $82BA will
do the trick. To help keep your Strength from dropping,
cram five NOP's at $82BF.

Phantasie Your statistics start at $B301 and go through $B306. To max
--------- them out, place $16161616160D there. Your HP are at $B30A/B
DISK and your MP at $B30C/D. To max them, try $FFFF7F7F. Your
spells start at $B33D - one byte per spell, a one means you
know it. Two of your skills are at $B326 and $B322. Your $
in hand is at $B7AF. The number of items you are carrying is
located at $B397, followed by the item numbers themselves. If
you would like to walk through valid dungeon walls, place two
NOP's at $523B when you are in the dungeon (the game reloads
the program every time you enter/exit). Your Race is in $B3A1
and your Class in $B397. Notice all the character locations
are for the first player (I only used one to win the game).

Temple o' Apshai Trilogy For 100% Wounds (and Fatigue), place three NOP's
----------------------- at $4905 and $495E.
DISK
--
****
* (uiucuxc, hoptoad, petsd)!peora!tarpit!bilver!alj - OR - alj@bilver.UUCP *
****

1029. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-09 19:19:13 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Apr9.191913.16394@mnemosyne.cs.du.edu>
Source record: 107488

In article <1q34qe$d3k@news.ysu.edu> ad717@yfn.ysu.edu (Edward Cunningham writes:
>
>Is there a rom upgrade that eliminates bugs in origanal xf551-
>if so where can I get it.
>THANK'S IN ADVANCE.

I have an original XF551. What are these bugs you speak of?
I haven't run across any in the several years that I've had it.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1030. xf551

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-10 14:51:24 UTC
From: jjmcwill@next5
Message-ID: <1993Apr10.145124.22866@mtu.edu>
Source record: 107358

In a previous article, thester@nyx.cs.du.edu (Uncle Fester) says:

>
> I have an original XF551. What are these bugs you speak of?
> I haven't run across any in the several years that I've had it.
>
> Uncle Fester
>
>--
Uncle Fester,

The XF551 does not do true Ultraspeed.
The XF551 has density sensing problems, many times I have lost my RAMdisk
on my 1088K machine because the drive had problems reading the boot disk,
SD-X gave up, and defaulted to that STUPID 130XE ramdisk, which wipes out
my 960K ramdisk configuration.

I never thought there could be that much improvement, until I installed
the single drive upgrade in the XF551 controller card that resides in my
1200XLD. I felt like man has just learned to walk erect. The difference
in speed is quite dramatic, and now I want single drive upgrades
for both of my other XF551 drives. Also, you cannot format the flippy
side of a 5.25" disk, because of the timing hole. You need the XF551 enhancer
for that, and the update to remedy the two other problems.

Jeff

1031. Re: What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-10 16:30:07 UTC
From: killer@jhunix.hcf.jhu.edu
Message-ID: <1q6smfINNb89@jhunix.hcf.jhu.edu>
Source record: 107491

Keith Ledbetter wasn't the author of ASCII Express; the company credited with
AE was Southwestern Data Systems. AE was a GREAT program, lots of hardware s
support, but terrible file transfer abilities.

Ledbetter is writing MS-DOS programs, like LCD and SST, which are largely
tools that do neat stuff but can ultimately live without.

I remember Ledbetter writing the following:
1030 Express, MPP Express, 850 Express, BBS Express, and a few spinoff products from the
other ones.

I think he also did some utilities for ICD, if I'm not mistaken.

--
Francis Park, Johns Hopkins Univ '94, Dept/History killer@jhunix.hcf.jhu.edu
The Baltimore Chainsaw Massacre BBS:410-467-2617, WWIVLink @14060 / IceNET @4060

"We must sink the censorship to find out what the truth is..." -disappear fear

1032. Arrghhh....trouble with k65

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 06:31:41 UTC
From: jworthy@stein.u.washington.edu
Message-ID: <1q8e0dINNgoo@shelley.u.washington.edu>
Source record: 107492

First some thanks to Dag Hugdahl...

Now my problem...it seems that after I type connect from the
'Kermit65>' prompt it prints some gibberish at the top of the
80 column screen, and then on the second line
'RS error 28>92' (the > is actually a right arrow).

My hardware is a stock atari 130xe, 1050 drive, and sx212 modem connected
via the serial port.

What is wrong..? (oh yeah, I'm using version 3.7).

Ryan Klemmer

1033. Re: New 800xl owner...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 07:56:52 UTC
From: dgb@owlnet.rice.edu
Message-ID: <C5B7Es.Erw@rice.edu>
Source record: 107493

On my 800XL, I have a switch in the back to switch between the normal
Atari ROM and the Omniview 80 column ROM. Perhaps yours is such an operating
system switch (????). If you want to open it up, do so (you'll probably
be able to do something about the keyboard and just generally clean it up while
you're at it) and see what the switch is wired to.

Maybe it has other mods... 256K?

1034. Atari 850 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 13:20:11 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.15f9@amiganet.chi.il.us>
Source record: 107366

Atari 850 for sale. Let me know if you have any interest. I may be willing to trade it for a bunch of cartridges. Thanks, Bill.

1035. can i use a 2400bps modem

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 16:02:49 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <1993Apr11.4513.6963@dosgate>
Source record: 107494

Yes you can use a 2400bps my friend is using a pr:connector with a supra 9600bps modem and a termenal program called botbterm atari 8-bits can go up to 14.4!
/s

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1036. cad xe

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 16:02:49 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <1993Apr11.4513.6964@dosgate>
Source record: 107495

I was woundering if any one out there knows why when i load CAD XE on my
XEGS atari with 64k it says"ERROR LOADING PASCAL LIBRARY" help would be
greatly appreciated!

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1037. Re: cad xe

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 17:55:39 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1q9m2r$6gl@news.ysu.edu>
Source record: 107496

CAD xe needs and expanded XE system to run on...you need 256k or
320k....I don't know if all the library files will fit in the
upper 64k of the 130xe and it will certainly NOT run with only
64k.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1038. Re: Arrghhh....trouble with k65

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-11 23:25:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1qa9dm$c4c@usenet.INS.CWRU.Edu>
Source record: 107497

In a previous article, jworthy@stein.u.washington.edu () says:

>Now my problem...it seems that after I type connect from the
>'Kermit65>' prompt it prints some gibberish at the top of the
>80 column screen, and then on the second line
>'RS error 28>92' (the > is actually a right arrow).
>
>My hardware is a stock atari 130xe, 1050 drive, and sx212 modem connected
>via the serial port.

Two ideas:

1) Is the R: handler loaded? You should append the k65.com file to an SX
R: handler, like sx212a.arc on the Archive (which is what I use).

2) Is BASIC enabled? K-65 won't work with BASIC taking up memory.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1039. Re: Black Box Cheats II

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 00:26:55 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <1993Apr12.002655.25094@mcs.kent.edu>
Source record: 107498

You might want to check out Phantasie I/II Editor. It enables you to do marvalous things with your characters - including editing your inventory score, age, skills, spells. Anything you culd possibly want to do.
I'm not sure where the copies are floating around at, but if you want, I can dig it out of my archive and ftp it to the Archive at UMich.

-Craig Lisowsk clisowsk@mcs.kent.edu

BTW: I'm also the co-author of the above mentioned code.

1040. Article reposting failed: `Patch for Atariwriter 80 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 04:03:20 UTC
From: jjmcwill@mathlab.mtu.edu
Message-ID: <9304120402.AA29846@mathlab.mtu.edu>
Source record: 107499

From: jjmcwill@mathlab.mtu.edu (Jeffrey J. McWilliams)
Newsgroups: comp.sys.atari.8bit
Subject: Patch for Atariwriter 80
Reply-To: jjmcwill@mathlab.mtu.edu (Jeffrey J. McWilliams)
References:
Organization: Case Western Reserve University, Cleveland, OH (USA)

I used a post from Joe Sabatino for the basis of a modification for
Atariwriter 80. From the name at the bottom of the posted article,
AWP2DOS originated from a guy by the name of George King.
Instead of telling AW80 to run XON2.COM or X32D.DOS, I created a little
file called DO.OBJ which just does a RESET. That way, you don't do
a coldstart when you exit AW80, you end up back at the command prompt.
It works with 3.2d, I haven't tried whe modification with Sparta-X
yet. What I plan on doing is making DO.OBJ give you the choice of
running MM.OBJ, exiting to DOS, or getting directories of D1-D9.

What I was wondering was this: Ben Poehland mentioned that LVAUG or somebody
did a different patch for AW PLUS that made it compatible with Sparta 3.2d.
Can somebody give me that patch? I would like to see if similar code
can be placed into Atariwriter 80.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,
And his wild harp slung behind him. Thomas Moore

1041. Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 04:04:38 UTC
From: jjmcwill@mathlab.mtu.edu
Message-ID: <9304120403.AA29858@mathlab.mtu.edu>
Source record: 107500

From: jjmcwill@mathlab.mtu.edu (Jeffrey J. McWilliams)
Newsgroups: comp.sys.atari.8bit
Subject: Re: xf551
Reply-To: jjmcwill@mathlab.mtu.edu (Jeffrey J. McWilliams)
References: <1q34qe$d3k@news.ysu.edu> <1993Apr9.191913.16394@mnemosyne.cs.du.edu>
Organization: Case Western Reserve University, Cleveland, OH (USA)

In a previous article, thester@nyx.cs.du.edu (Uncle Fester) says:

>
> I have an original XF551. What are these bugs you speak of?
> I haven't run across any in the several years that I've had it.
>
> Uncle Fester
>
>--
Uncle Fester,

The XF551 does not do true Ultraspeed.
The XF551 has density sensing problems, many times I have lost my RAMdisk
on my 1088K machine because the drive had problems reading the boot disk,
SD-X gave up, and defaulted to that STUPID 130XE ramdisk, which wipes out
my 960K ramdisk configuration.

I never thought there could be that much improvement, until I installed
the single drive upgrade in the XF551 controller card that resides in my
1200XLD. I felt like man has just learned to walk erect. The difference
in speed is quite dramatic, and now I want single drive upgrades
for both of my other XF551 drives. Also, you cannot format the flippy
side of a 5.25" disk, because of the timing hole. You need the XF551 enhancer
for that, and the update to remedy the two other problems.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,
And his wild harp slung behind him. Thomas Moore

1042. Re: New 800xl owner... again

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 04:04:40 UTC
From: wchaga@vela.acs.oakland.edu
Message-ID: <wchaga.734587333@vela.acs.oakland.edu>
Source record: 107501

If you are talking about the slide switch next to where the power transformer plugs into, it is a Channel 2 - Channel 3 switch used when you connect the 800XL to a television through an RF box.

1043. FOR TRADE: Atari XE Gato cartridge, with instructions

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 05:17:18 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <8190@ucsbcsl.ucsb.edu>
Source record: 107356

I am willing to trade a Atari XE Gato cartridge for just about
any other cartridge (that I don't have, of course.)

Trade from other systems (Atari 7800, Intellivision, etc.
wil be considered....)

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

1044. This is a test

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 05:53:20 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0epa@abcd.houghton.mi.us>
Source record: 107359

```
This is a test to see if I can post here from abcd.houghton.mi.us

Jeff

-- Via DLG Pro v0.995
```

1045. Re: New 800xl owner... again

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 08:24:51 UTC
From: winston@merk.com
Message-ID: <C5D3DH.8F1@merk.com>
Source record: 107504

There --IS-- a two position switch between the "switchbox" and the "power in" port on an 800XL. What this switch does is to select T.V. channel 2, or T.V. channel 3, as the channel to turn your T.V. to when using an R.F. modulator. If you are using the monitor port, and are not using an R.F. modulator and T.V. switchbox, then changing the position of this switch will have no effect. There is no toggle switch between the "switchbox" and the "monitor" ports on a standard "stock" ATARI 800XL (that I could find). Good Luck!

1046. 1200XL fer sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 09:02:31 UTC
From: keith@wattres.SJ.CA.US
Message-ID: <1993Apr12.090231.15095@wattres.SJ.CA.US>
Source record: 107502

Followup....
Apparently my offer for a 1200XL and a 1050 drive for $30 is a
bargain, based on the volume of offers received.

Difficulty- I was unable to locate the power supplies,
manuals, etc before leaving for Colorado tomorrow morning. So the
offer is still good for the hardware I have, plus I will relinquish
the other stuff as soon as I can get back and find it (this could be
several months).
So if you're *still* interested, try mailing again. I know it
sounds like a cheezy deal, but that's unfortunately the way things
worked out. I won't be able to respond to all inquiries personally,
but somebody will get the box.
Thx!

```
_\||||||/_
|(*) (*)| *#*#*#*
```

1047. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 11:34:44 UTC
From: atario@cats.ucsc.edu
Message-ID: <1qbk4kINN9k4@darkstar.UCSC.EDU>
Source record: 107503

In <9304120403.AA29858@mathlab.mtu.edu> jjmcwill@mathlab.mtu.edu writes:

>Also, you cannot format the flippy
>side of a 5.25" disk, because of the timing hole. You need the XF551 enhancer
>for that

I could never figure out why so many 8-bit owners are apparently so anxious
to turn their XF551s into non-double-sided drives. Why not just use it as
a true double-sided drive (under Sparta)?

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

1048. New 800xl owner... again

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 15:16:43 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <kagw2B1w165w@TheRat.Kludge.COM>
Source record: 107361

To check if you have an Omnimon, hold down the SELECT key while you press
and release the reset button. For an Omniview, type a <CTRL>A then press
reset. If it's there you should be in the 80 column mode.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1049. Why flippies on an XF

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 15:22:12 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <PJgw2B2w165w@TheRat.Kludge.COM>
Source record: 107362

I can't speak for everybody, but I had my XF go out with about 1/2 of my source code files for various projects stored on it in 720k format on 3.5" & quad 5.25" disk. Took me for ever to get the stuff retrieved. The only bright side was I also bought an ATR 8000 which can also drive the higher capacity drives. I'm still a little leary of putting stuff on the high capacity DS drives just because I know I'll never be able to recover side 2 if something goes wrong. I don't spend that much time programming, but if I have 100 hours worth of source code on a disk that I can't access, that's about two months worth of weekends that have gone. 905 of the xf's I've seen still go for about $100 (90%). I don't know if I'd want to spend that much just to keep programming the 8 bit with a 360k drive. There's also games like AR & Ultima which require you to make copies of the original data disks & character disk. Since the xf won't do side 2, you would end up with your 3 original disk + 4 data disk + a couple of single sided character disk just to play the game. Damm inconvienient.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1050. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 17:39:41 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1qc9gt$6nq@usenet.INS.CWRU.Edu>
Source record: 107357

In a previous article, atario@cats.ucsc.edu (Stephen Wayne Miller) says:

>
>I could never figure out why so many 8-bit owners are apparently so anxious
>to turn their XF551s into non-double-sided drives. Why not just use it as
>a true double-sided drive (under Sparta)?
>
>--
> __ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
> (_ | Delphi: ATARIO | "This is only an exhibition. This is not a
> __)teve | "Happy happy! | competition. So please . . . no wagering."
> | Joy joy!" --R & S | --Late Night with David Letterman
>
Steve,

Because there are still people out there with single sided drives using
flippies, and there are times when I find time to send programs to folks
who request them, and when I do so, I'd like to format flippies instead of
wasting extra diskettes 'cause a stock XF551 can't create a flippy and
a 1050/810/Indus GT/Rana 1000/Astra/Trak drive can't read true double
sided disks.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

1051. need modem help

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 20:14:26 UTC
From: pakumar@ocf.berkeley.edu
Message-ID: <1qcij2$sc4@agate.berkeley.edu>
Source record: 107360

A few weeks back, I got a avatek modem and 850 interface from
somebody. I hooked it up and ran the bobterm program that person
gave me. After it loaded up, it gave some kind of error :
MODEM HANDLER NOT LOADED
or something like that. Evidently, I must be missing some file.
Could someone tell me what files are absolutely necessary to
make bobterm run properly.
And also, the avatek modem had no instruction manual. I don't
know what model it is right now but it is very compact and yellow
in color and can do 300/1200 baud I believe. What I need is the
instruction manual. If that is not possible, could someone tell me
what the dip switches and lights on the front mean so I can set
them properly.
Thanks for your help

Prasanth Kumar EMAIL : pakumar@ocf.berkeley.edu
.

1052. Re: VT100 emulation and the 130XE is it possible?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-12 23:18:40 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1qctcg$43h@usenet.INS.CWRU.Edu>
Source record: 107363

I just got the Omnicom working. Though I am using a stock 800xl
with 64k I think my report will Be helpful.
****
1. I donot have much $$$$$$$$ to spend on hardware so I wanted
a stand alone term program with 80 colums
2. I was using the latest version of Ansiterm 1.0 But I had a
few minor proBelms with it when on a unix system such as this
one. (i.e., displaying menus twice)
3. So I finnaly figured out how to run Omnicom and so far so good.
4. So far I find it works Best on Mydos rather than Spartados 3.2.
5. Figuering out how to dial out was an adventure cuz the info for
that wasn't in my docs. You dial directly from the key Board or
By using macros. You need to refer to the modem dialing comands
for the proper dialing codes.
++++++++++
I don't know if 800xl is incompataBle with the 130xe But i think
you should try omnicom if you donot have or cannot afford the extra
hardware such as an 850 .
--
I am not ashamed of the gospel of Christ for it is the POWER of
God unto SALVATION! * Paul Allwood bd891@Cleveland.Freenet.edu

1053. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 05:22:06 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <JFJX2B3w165w@cyberden.sf.ca.us>
Source record: 107368

rvenable@helix.nih.gov (Richard M. Venable) writes:

> Many applications which don't use BASIC require you to disable it, regardle
> of the amount of memory used. Applications which use more than 48K won't
> run on the earlier 400/800 models.
>

That's not the point, tho. He's talking about the fact that the XL/XEs
allow the OS, not just BASIC, but the entire OS to be swapped out for RAM
use! My 1200xl doesnt have built in BASIC, just like the 400/800s, so
>I< dont need to hold down [option], but I can still run XL/XE stuff that
CANT run on 400/800.

Got it?

good/

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1054. Re: What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 05:38:04 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <66JX2B5w165w@cyberden.sf.ca.us>
Source record: 107369

ONCE Popular BBS Express!?

Hmmm,... I suppose. BBS Express! Pro is being "handled" by some other
folks now, right? Keith never worked on the Pro verion, eh?

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1055. alchemy jr

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 06:18:45 UTC
From: colin@psych
Message-ID: <C5Es7A.G97@bunyip.cc.uq.oz.au>
Source record: 107364
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have been trying to use alchemy junior as a sequencer on my
JV-30 (Roland) but have been having trouble. The sequencer will
happily play on the keyboard, the prerecorded songs work well as
does the click track. When I record as segment and drag it to a track
it always thinks there are zero events (although all the events actually
are there when observed in the patch diagram). I know I am supposed to
double click on the pattern to set a new pattern to paste the track into
but the double click never does anything. The result of this is playback never
produces any sound from the keyboard!

I know the atari is OK because 32track records and plays back properly,
it however doesn't handle patterns; my primary use is for a rhythm recorder?

The atari is and st with 4 megs, any help would be greatly appreciated!

Thanks Colin Canfield
(ps. please respond by mail)

Colin Canfield
Multimedi Project
Queensland University of Technology

1056. Re: need modem help

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 07:22:58 UTC
From: winston@merk.com
Message-ID: <C5Ev6B.3Bo@merk.com>
Source record: 107367

The "R:" modem device should be loaded straight from the ATARI 850 interface ROMs, itself. No modem handler should be necessary. The ATARI 850 interface should drive the AVATEX directly. Make sure that you turn on your ATARI 850 INTERFACE --BEFORE-- you turn on your computer. When you turn on your ATARI computer, you should hear a one second "BELL" tone before the disk drive starts spinning. This "bell" (provided that you have your audio leads connected and SIO sound enabled) tone indicates that the "R:" device handler is being loaded from the ATARI 850 INTERFACE and is installing itself into your device handler table. Good Luck.

1057. misc 8 bit stuff forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 08:34:05 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <1993Apr13.4513.6989@dosgate>
Source record: 107365

I want that $40.00, 130xe how can I get my hands on it?
/s

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

--

Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1058. ignore me

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 19:45:29 UTC
From: jjmcwill@next1
Message-ID: <1993Apr13.194529.29868@mtu.edu>
Source record: 107370

**

1059. Model 1025 printer question

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 20:49:00 UTC
From: keford@infonode.ingr.com
Message-ID: <1993Apr13.204900.24390@infonode.ingr.com>
Source record: 107371

I am posting for a friend, so please send responses to me via email. If you would like a summary, please let me know.

My friend has an Atari 1025 printer that he would like to connect to a MSDOS machine. He says the printer has a 13 pin D-connector on the back. Does anyone know what interface this is or have a pin-out? Any info would be appreciated.

--
Keith E. Ford __
Intergraph Corp / \ Micro Magic BBS 1:373/12 The Dragon Server
+1 205 730-8614 __/ sysop@umagic.fidonet.org server@ingr.com
fordke@ingr.com [__] 830-2362 HST/V32bis 9600 "Subject: HELP"

1060. software

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-13 22:48:46 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <1qfg0e$n8c@bigboote.WPI.EDU>
Source record: 107372

I have a 130XE witha 1050 disk drive that i plan on using for my music studio
along with some other 8 bit machines and my ST. I have tons of software for
the XE since at one time it was the computer I used. The point is, i am at
college several states away from home where all the stuff is but would like
to generate some interest in it before I go home away from my account. I had
a lot of fun with the software and magazines and would really like them to go
to people who still use their 8 bits in that capacity. Its good software, too,
with docs and boxes for the most part. Some of the magazines have disks and
of course are full of great tidbits and programs.
What I propose is that if you would like me to mail you a list of stuff this
summer when i go home, just send me your address via email. I will compile
a list when i get home and mail a copy to each address (I may require some
help on the postage, like an SASE or something depends on how many people)
Well, thats that. Glad to see so many people still enjoying their 8 bits. They
are great machines.
Rhett Brown
rhett@wpi.wpi.edu

1061. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 00:00:37 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <1993Apr14.000037.13196@ra.msstate.edu>
Source record: 107374

I have finally decided to sell my Atari 8-bit system,
it includes the following: (this is an updated list)

Hardware - 1020 color pen plotter/printer $10

Accessories - 5 joysticks $3 each
1 set of paddles $5

Software on disk - Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15
RAMbrandt version 2.0 $10

Games on disk - Alternate Reality - The City $10
Alternate Reality - The Dungeon $10
Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jawbreaker $5
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Silicon Dreams $5
Trail Blazer $10

Books - Basic Atari BASIC $7
Mapping the Atari, revised version (includes XL stuff) $10
Atari DOS 2.5 Manual, $7

Magazines - ANALOG Computing issues 44, 45, 46, 49 (7/86, 8/86, 9/86, 12/86)
Antic: July, Aug/1985
Dec*/1987
Apr, Dec*/1988
* these issues include the disk

I also have over 50 ds/dd SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Danny Martin
P.O. Box 2439

MSU, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu
P.O. Box 2439
MSU, MS 39762

1062. Convert 8 -> 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 01:00:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kZ2y2B1w165w@cyberden.sf.ca.us>
Source record: 107383

Geez. My TurboBASIC XL program that I made with the help of... oh, who was it? Someone into digitized sound (this was a while ago.. point yourself out if you like :)).

Anyways, a friend of mine had gotten a bunch of sound effects and gave me a few. I had him convert them to Raw 8bit format so that the conversion would take little time. Anyways, I was going to use ASSC, the "Atari Sampled Sound Converter" (may have got the "S"s mixed up), but it didnt work! It ended up creating a 3 sector "4bit raw" file out of a 200+ sector 8bit raw file! (I didn't do a directory first, duh, I just loaded up the player right away and found out "the hard way" that it didn't convert properly).

ANYways, I've come to find out that MY little whimpy and slow TurboBASIC XL program, Convert 8->4, works better than this supposedly "great" program! So, what's the deal with ASSS? (last "S" in this case meaning "System") Is there a new version out there somewhere? Of course, as long as I'll always have a way of converting some of the compressed and strange format sound files to Raw 8bit, I won't really NEED one, but who knows when my friend'll up and die? No, just kidding.

Anyways.... I was just wondering.

Maybe I'll upload it and my "better" "LOADPLAY.LST" (which comes on the Parrot Disk.. mine loads not just "Structured" (multi-sound and formatted) files, but also "unstructured" (the raw type, that you make first with the sample program)) to the archive when I get my IO ports working! <cry>

Well, my useless post for the week :) ..

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1063. Re: What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 01:07:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <TB3y2B2w165w@cyberden.sf.ca.us>
Source record: 107384

I mentioned Keith Ledbetter (sp?) to an IBM friend of mine, and was
AMAZED to find out that he knew of him, even tho I'd never mentioned him
to him before (does that make sense?)

aNyways, I just HAD to tell him "Oh yeah!? Well HE made the BBS Im
running! nyeah! :P " hehe :)

Its amazing how these people jump from one system to another....

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1064. reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 01:17:40 UTC
From: brian.lasko@rose.com
Message-ID: <1993Apr14.001743.10656@rose.com>
Source record: 107373

Awhile ago, I posted a message about various games, as well as asking if anyone had an Odyssey 2 or Intellivision system lying around. Someone (sorry, can't remember who) replied saying that they had an Odyssey 2 and ten games they'd be willing to sell me. Anyway, I replied back to you, but haven't received any reply yet. If you got my reply, and just haven't gotten back to me yet, fine, I'm just asking as I believe they're been some problems with our Emailing lately. If you didn't get it, I was wondering what games you had for the odyssey, and a just a general list of everything you wanted to sell. thanks,
Brian Lasko

RoseReader 2.10 P002855 Entered at [ROSE]
RoseMail 2.10 : RoseNet<=>Usenet Gateway : Rose Media 416-733-2285

1065. 1 Meg MIO from ICD. Does anyone know the part numbers for SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 03:14:27 UTC
From: steibel@cs.umbc.edu
Message-ID: <1qfvijINNjvm@venus.cs.umbc.edu>
Source record: 107375

Hello,

I own a 1 Megabyte MIO from ICD which I have attached to an atari
800xl. I would like to hook SCSI devices up to it. Does anyone have
a list of hardware that I could purchase cheaply to hook up a small
SCSI harddrive?

I do have the manual (a sheaf of stapled papers) and I have access to
all of the major computer magazines although telephone numbers, part
numbers, and prices is all I am looking for.

Thanks,
David Steibel
UNIX/VMS Consultant Manager ACS UMBC, MD, USA
Author of the Demacs FAQ; Internet E-Mail Address: steibel@cs.umbc.edu

The greatness of a nation and its moral progress can be measured by the way
in which its animals are treated. - Mahatma Gandhi.
--

1066. FYI's

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 06:55:05 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Apr14.065505.14885@cs.tulane.edu>
Source record: 107376

In article <66JX2B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>ONCE Popular BBS Express!?
>
>Hmmm,... I suppose. BBS Express! Pro is being "handled" by some other
>folks now, right? Keith never worked on the Pro verion, eh?

Bill you should know the answer to this one... you've been on the Repair Shop BBS before...

Just for FYI's Bob Klass (K-Products)
p.o. Box 22122 A.M.F.
Salt Lake City, Utah 84122

BBS Express! Professional $39.95 + $4.00 s/h
ExpressNET! Network Pkg. $10.00 + $4.00 s/h
BBS Express! Pro Multiline $89.00 + $4.00 s/h
MultiPlex & Software $235.00 + $8.00 s/h
K-P Interface & 20meg drive $503.00 shipping included
& powersupply

Thats just a few of the things offered by K Products, (just downloaded from The Repair Shop 4/12/93)

Also, Bob has a few 1050's listed at $54.00, 130xe's for $60 and there are a number of hardrives listed for very little money on the for sale section.

The number for The Repair Shop is 1-801-967-8738

Mike
The Atari Archive Project
Louisiana

No I don't work for K-Products, I just call their board a lot :>

1067. FYI's

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 07:01:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Apr14.070146.18255@cs.tulane.edu>
Source record: 107377

In article <66JX2B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>ONCE Popular BBS Express!?
>
>Hmmm,... I suppose. BBS Express! Pro is being "handled" by some other
>folks now, right? Keith never worked on the Pro verion, eh?

Bill you should know the answer to this one... you've been on the Repair Shop
BBS before...

Just for FYI's Bob Klass (K-Products)
p.o. Box 22122 A.M.F.
Salt Lake City, Utah 84122

BBS Express! Professional $39.95 + $4.00 s/h
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Thats just a few of the things offered by K Products, (just downloaded from
The Repair Shop 4/12/93)

Also, Bob has a few 1050's listed at $54.00, 130xe's for $60 and there are
a number of hardrives listed for very little money on the for sale section.

The number for The Repair Shop is 1-801-967-8738

Mike
The Atari Archive Project
Louisiana

No I don't work for K-Products, I just call their board a lot :>

1068. re: cad xe

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 08:39:26 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <1993Apr14.4513.7001@dosgate>
Source record: 107378

Ok thans for da help.I knew it was because i have no ramdisk!how i hate
this cheap xegs.
/S

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1069. IFF or GIF viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 10:10:25 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C5GxLE.4CH@mentor.cc.purdue.edu>
Source record: 107380

I am in search of an IFF or GIF viewer for the Atari 800.
Does such softwae exist? How do I obtain one? (on disk, I do not
have an Atari emulator yet).
Thanks..

-TKH '93

BTW. This is for a friend.

1070. Re: New 800xl owner... again

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 10:14:40 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C5GxsH.5qz@mentor.cc.purdue.edu>
Source record: 107379

Sorry for my lack of knowledge of the Atari 800, for I
have only seen my friend's. Is it possible (easily) to output the
atari screen to a VGA monitor (specifically, the C=1960 or the Mitsubishi
AUM-1381A)? How do I do it? I am assuming that Atari 800 has CGA
output like my old C=. Right?
Thanks...

-TKH '93

1071. Re: can i use a 2400bps modem

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 10:17:02 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C5GxwE.6Kq@mentor.cc.purdue.edu>
Source record: 107381

In article <1993Apr11.4513.6963@dosgate> "james micallef" <james.micallef@canrem.com>
writes:
>Yes you can use a 2400bps my friend is using a pr:connector with a supra
>9600bps modem and a termenal program called botbterm atari 8-bits can go
>up to 14.4!
>/s

Does it work for am Atari 800? I missed the first post apparently.
Where do we get the "pr:connector" and botbterm?

1072. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 11:31:27 UTC
From: atario@cats.ucsc.edu
Message-ID: <1qgsmfINNb1g@darkstar.UCSC.EDU>
Source record: 107382

In <1qc9gt$6nq@usenet.INS.CWRU.Edu> cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:

>Because there are still people out there with single sided drives using
>flippies, and there are times when I find time to send programs to folks
>who request them

So, keep around two USDoublered 1050s. Use the XF as an archival or personal-only device.

Just my 2 (sided) cents . . .
--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

1073. wanted 1050!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 15:56:18 UTC
From: KLIX@MATHEMATIK.UNI-JENA.DBP.DE
Message-ID: <1993Apr14.155618.20783@rz.uni-jena.de>
Source record: 107385

Hallo !

I need a 1050 but I don't know, where I can buy it.
If there is anybody, who can help me, please send a mail to
Klix@mathematik.uni-jena.dbp.de .

Thank You.

1074. Re: New 800xl owner...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 17:22:43 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kgB12B3w165w@cyberden.sf.ca.us>
Source record: 107388

Well, unless there's ANOTHER switch called "channel", then this one is
the channel selector for your RF. You can select either channel 2 or 3.
It doesn't effect the monitor output, of course.

If there IS another called "channel", then this COULD be an OS switcher.
On my new 1200xl motherboard, Bob Woolley had replaced the 1200xl OS with
the older 800 OS and the newer 800XL OS and used the channel selector as
the switched (I didn't like it too much....altho I use the monitor port
MOSTLY, I do have uses for the RF-TV port).

THere yago!

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1075. Re: New 800xl owner...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 17:26:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FNB12B4w165w@cyberden.sf.ca.us>
Source record: 107389

Your grey only screen could be either a problem with the video or TV output, OR simply a "twisted too far" hue knob on the inside. If the 800XL's anything like the 1200XL, there should be a little knob, usually with a hole above it in the sheilding, so you don't have to mess with the shielding. This controls the hue. (I've messed with mine too much lately! whaa!) Anyways, to get to MINE, without taking the shielding off, you need a flathead screwdriver. With the shielding off, you can simply turn it.

Again, this is on the 1200XL, and I'm ASSUMING (bad thing to do, Bill ehhe) that its similar on the 800XL.

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1076. Re: New 800xl owner... again

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 17:30:28 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <HTB12B5w165w@cyberden.sf.ca.us>
Source record: 107390

Again, that switch can be either OS or channel selection!

Hook up the computer with an RF modulator up to a TV switched to channel 3. If it looks like hell, switch the swtich. If it looks like normal, switch the switch and it should end up looking like hell. ;)

A way to test what OS you have is this:

turn on computer (no [option]!) - will get the READY prompt.
type "BYE"

if you get to "ATARI COMPUTER MEMO PAD" you have it in 400/800 OS mode.
if you get to "SELF TEST" you have it in 800XL mode.

Switch the switch. It SHOULD crash the computer.

now reboot and do the same.

On most occasions, you'll want it in 800XL mode (the one with the SELF TEST). Some older games require the 800 OS tho, which is why it'd be there in the FIRST place! ;)

Welll.. have fun.. Enjoy!

(have I REPLIED enough or WHAT?! :))

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1077. QUICK V2.1 now available in an English version

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 18:54:24 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1qhml0E3co@uni-erlangen.de>
Source record: 107386

We are happy to present QUICK, the new programming langauge for your ATARI
8 bit computer, now in an English version.

QUICK is a completely software based compiled language that is almost
as fast and powerful as assembler, but also very easy to program.

QUICK is a powerful language that has some unique features:
- automatic mouse control
- player/missile commands
- subroutines and local variables
- in-line assembler
- cut/paste for hi-res graphics (Blitter)
- command to play digitized sounds
- automatic VBI and DLI commands
- libraries for almost every task
- multitasking with additional libraries (not included)

QUICK gives you the ability to get the most out of your Classic
ATARI with little effort. To show you some of QUICK's unique capabilities,
we will post some QUICK demos to a.a.u.e called "QIKDEMOx.ARC"

The German or International (English) version is available from:

PPP
Postfach 1640
W-7518 Bretten
Germany

Price: DM 39 plus P&P

In GB and Ireland you can get QUICK directly from:

Dean Garraghty
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England

UK PRICE: 16pounds including P&P

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1078. New games available

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 18:57:58 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1qhmrmE3g9@uni-erlangen.de>
Source record: 107387

We are happy tp present some new games for the Classic ATARIs in an
english version:

MINESWEEPER

The classic game, that is well known on PC's and ST's is now available
for the 8 bit ATARIs. It has different levels, a high score table and
can be controlled by joystick or ST-mouse.

GLAGGS

Unfortunately ATARI never presented a version of Klax for the 8 bit
ATARIs, although it was a big success on the ST and Lynx. Here is our
program that is more than just a compensation.
Glaggs is one of the most colorful programs you ever have seen on any
8 bit ATARI.

Rubber Ball

Move a small rubber ball through the dangerous levels of an air conditioning
system. Perfect fine scrolling and digitized music are waiting for you.

All games are written in QUICK, the new programming language for your
8 bit computer (not a single machine code routine was used!).

To test the games you can look at the demos available at archive.umich.edu:
- QIKDEMO4.ARC is the demo of Minesweeper
- QIKDEMO5.ARC is a demo of Glaggs
- RUBBERBA.ARC is a demo of Rubberball

The German or International (English) versions of the games and QUICK
are available from:

PPP
Postfach 1640
W-7518 Bretten
Germany

In GB and Ireland you can get the games and QUICK directly from:

Dean Garraghty
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England

Please note: Some of the games may not work on NTSC or 1200XL computers. Try the demos and tell me the results, please.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1079. Connecting two computers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 20:01:35 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cTi12B1w165w@cyberden.sf.ca.us>
Source record: 107392

WHat exactly is the cheapest, easiest, most conv convenient way to connect two 8bits together? Ie, for playing head to head games (ala GameLink... dont know where to find it tho!), or sending SMALL amounts of data (perhaps 2-4 bytes at a time).... NOT a Mux! ... perhaps that SIO thing Jeff Potter was working on (ala ST's Midi Maze, but for 8bits).

Anyways, I've had this idea of using duel CPUs for games (one for game/graphics, the other for sound and music)

<damn this line noise!>

Anyways.... I tried stick port -> stick port, but I guess I overlooked SOMETHING, or maybe I just don't understand how it's done.. What I did was connect

computer 1 port a -> computer 2 port b
and
computer 2 port a -> computer 1 port b

with stick cables, and I DID have the bits set up for I/O properly, but it just didn't work!

(btw: when I say "port <letter>", I really mean "port <number>"... I'm trying at the moment to connect two 1200xls, they only have 2 joystick ports, the PORTA selection... you know all about the PORTB and ...nevermind... I haveta run in a sec ;))

ANYWAYS... HOW DO I DO IT!? Computer one's output didn't get "heard" by computer 2 and vice versa.....

This is not at all as simple as I first thought :(

Anyone? Anyone? Suggestions?

(btw: I even had the thought running around my head to simply "install" a second, small, motherboard (would take HELLa hacking!) with it's own RAM, CPU, and sound chips... nothing else... just a small "sound processor".. Of course, simply connected a port, even 4 bits (would do!, as long as I can send them in packs to make bytes, perhaps..?!), would be SOOO much simpler.

I know plenty of people have 2 computers....

(I mean, CAD XE, ChromaCAD XE, and plenty of other stuff REQUIRE extra RAM, and there have been enough people out there with it with the RAM to use them..... get the picture?)

Well.. bye!

(the above was NOT one of my better posts :) Maybe I'm just desperate?)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1080. Atari 800 power pack needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 21:10:47 UTC
From: cbode@hp.uwsuper.edu
Message-ID: <1qhuknINNje3@news.uwsuper.edu>
Source record: 107394

Does anyone know if/where I might be able to obtain a power pack for my 800 up in the closet? I've got a 130xe that I'm using now, and found someone interested in buying the 800, but have no power pack for it. ANy info would be greatly appreciated!!

Chris

cbode@uwsuper.edu

1081. Re: What happened to...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 21:48:30 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Apr14.214830.259@ge-dab.GE.COM>
Source record: 107393

I remember receiving (about a year or two ago) a promotional letter
from Microsoft advertising their new OS release (5? 6?). The ad copy
read something like "beta tested by a cast of thousands." I casually
read some of the names and turned up Keith Ledbetter (850 Express) and
Charles Marslett (MyDOS and A65). It seems they both went on to the
MSDOS world...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1082. FREE TO GOOD HOME...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-14 22:02:20 UTC
From: castaldi@heroes.rowan.edu
Message-ID: <1993Apr14.170220.1@heroes.rowan.edu>
Source record: 107391

FREE TO GOOD HOME:

ATARI 800 (NOT XL) LOTS OF CARTRIDGES, HAPPY ENHANCED FLOPPY (COPIES ANYTHING)
ALIEN GROUP VOICE SYNTH BOX, LOTS OF BOOKS, GAMES, AND STUFF.

I HATE TO THROW THIS STUFF OUT, WOULD RATHER GIVE IT TO SOMEONE WHO CAN USE IT.

PLEASE E-MAIL ME IF INTERESTED - I DON'T READ THIS GROUP .

1083. Re: New 800xl owner...

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 04:41:50 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.R5_UBxQNapw@sanity.tdkcs.waterloo.on.ca>
Source record: 107395

In <C5B0t1.9yo@news.Hawaii.Edu>, Galen Tatsuo Komatsu writes:
} I just picked up a 800xl which I found in my thrift-shop classic
}game hunts. Looks fine though the keyboard looks somewhat sunken (towards
}the middle the keyboard looks to be the same height as the casing around
}it) included AC, RF, manuals (hmm, wonder if the Atari Connection
}Subscription offer is still good. =^)
}
} I haven't fired it up yet...just got home! =^) But I already have
}a question. Looking at the back panel, there's a toggle switch which I
}believe wasn't there originally. For starters, it's unlabeled, and
}second, it sticks out like a sore thumb.
} I was wondering if someone out there could figure out what this
}is for? It's a two position toggle switch installed right between the
}"Monitor" and "Switch Box" ports. Was there some popular modification
}which results in such?
}
}
} More questions to come after I start it up (if it does work)
}and I have urges to do more with it... =^) (I have no casette or disk
}drive, and only own three game cartridges.)
}
}--
} Galen Komatsu ! Apple //e ! XTC
} ar592@cleveland.freenet.edu ! Sega Mega Drive ! Sakai Noriko
} gkomatsu@hawaii.edu ! Classic Atari ! Checkers

if it turns out that it's a switch for something like say an UltraSpeed
Plus OS, then your machine is worthless, you should instantly get rid of it
by sending it directly to me.

seriously, it could be a switch for an alternate operating system, and the
switch would kick in the original for compatibility reasons. my US+ OS
actually has a 3 position switch for 3 differen't OS's, the US+, the
original 400/800 and the XE/XL OS's..

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Audio Control |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Phoenix Gold, Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |

1084. Re: 1 Meg MIO from ICD. Does anyone know the part numbers for SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 05:30:42 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1qiru2$8qd@news.ysu.edu>
Source record: 107396

CSS [Bob Puff] at 716-429-5639, sells a controller board that
that will plug into your hard drive and the mio.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1085. Re: Atari 800 power pack needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 06:05:17 UTC
From: goroll@fossi.hab-weimar.de
Message-ID: <1993Apr15.060517.19674@rz.uni-jena.de>
Source record: 107397

In article <1qhuknINNje3@news.uwsuper.edu> cbode@hp.uwsuper.edu (Chris Bode) writes:
>ested in buying the 800, but have no power pack for it. ANy info would be
>greatly appreciated!!

My 800 works with the power suply of the 1050, and it works very well.

Michael

1086. Arrghhh....Trouble With K

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 06:43:04 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <734898254.AA09699@tdkt.kksys.com>
Source record: 107406

Quoting from MICHAEL CURRENT to ALL
> In a previous article, jworthy@stein.u.washington.edu () says:
>
> >Now my problem...it seems that after I type connect from the
> >'Kermit65>' prompt it prints some gibberish at the top of the
> >80 column screen, and then on the second line
> >'RS error 28>92' (the > is actually a right arrow).
> >
> >My hardware is a stock atari 130xe, 1050 drive, and sx212 modem connected
> >via the serial port.
>
> Two ideas:
>
> 1) Is the R: handler loaded? You should append the k65.com file to an SX
> R: handler, like sx212a.arc on the Archive (which is what I use).
>
> 2) Is BASIC enabled? K-65 won't work with BASIC taking up memory.
>
Something else I also thought about. Aren't there versions of
Kermit out there that already have the 850 handler appended to it?
Seems to me I recall something like that. That could be the problem.

Also, if you use something like SpartaDOS, you can set everything up
in a batch file, first loading the handler, then loading the program.
Seems to work great for me...

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "The next tagline will be TRUE --> <-- That last tagline was FALSE" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1087. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 13:57:58 UTC
From: jjmcwill@next5
Message-ID: <1993Apr15.135758.12085@mtu.edu>
Source record: 107398

In article <1qgsmfINNb1g@darkstar.UCSC.EDU> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>So, keep around two USDoublered 1050s. Use the XF as an archival or
>personal-only device.
>
Steve,

Well, that would be nice, except that I don't own 1050 drives, just XF551s.
Cheaper to upgrade an XF551 (probably) than to purchase a doubled 1050.

Jeff

1088. RE : FREE TO GOOD HOME

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 17:27:26 UTC
From: castaldi@heroes.rowan.edu
Message-ID: <1993Apr15.122726.1@heroes.rowan.edu>
Source record: 107399

I WAS SUPRISED TO FIND 66 E-MAIL MESSAGES WHEN I LOGGED IN THIS MORNING ... ALL WANTING MY ATARI STUFF. I NEVER IMAGINED THAT THERE WOULD BE SUCH AN INTEREST. MOST EVERYONE OFFERED TO PAY SHIPPING, SOME OFFERED REAL MONEY!

THIS WEEKEND, I WILL GET IT ALL OUT AND SEE EXACTLY WHAT IS THERE. THERE WAS ONE PERSON THAT HAD AN INTREST IN THE ALIEN VOICE BOX. AFTER I GET IT ALL OUT, I'LL POST A LIST OF EXACTLY WHAT IS THERE. I'M TRYING TO THINK OF A FAIR WAY TO FIGURE OUT WHO IT GOES TO. MAYBEE I'LL PUT ALL OF THE E-MAIL REPLIES ON PAPER AND PICK ONE AT RANDOM OR SOMETHING LIKE THAT..... STAY TUNED

1089. Packer

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 18:51:30 UTC
From: flups@eurom.rhein-main.de
Message-ID: <1993Apr15.185130.8762@eurom.rhein-main.de>
Source record: 107401

Hello folks,

I am looking for software packers for the the ATARI XL/XE. I have ARC and
UNARC by R. Puff, but it is not the best one.

Is there a version of LHA or ARJ or even a compatible packer and where
can I get it?

Replies please to flups@eurom.rhein-main.de...

Thanks

Florian

---
eurom: Free Multiline Unix BBS Home of the FSAG
Frankfurt/Main,Germany Data: ++49-69-6312934

1090. April AC: Somewhat Delayed, Now On the Way!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 22:18:21 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9304152109.AA26016@smithkline.com>
Source record: 107400

Hello Peoples,

I been keeping kindov a low profile the past several weeks but wanted to let everyone know that despite a variety of difficulties the April AC is now in the mail. The main hangup was that it got delayed at the printer for about 3 weeks. All the editing & DTP stuff was done in reasonably good time during the month of March, but everything came to a screeching halt when our Publisher sent it on to the printer. I'm now informed all the copies are printed up, were delivered several days ago to the mailer, & it's pretty well posted by today.

As most of you know, today is also Income Tax Day, so in all probability the April AC- being scumbag dirtball 3rd class bulk mail- will be allowed to sit on the floor of most local post offices while they hustle to deliver all those precious tax returns to the Infernal Revenooers at the U.S. Guvermint. Not that 3rd class bulk is real fast to begin with, but with tax returns in the way it will likely be even slower than the usual slow. By my reckoning, we'll be doing well to see it appear in mailboxes by the week of the 30th. We'll just have to live with that, there are some things I got no control over.

Although subscription orders are still dribbling in, AC is still under-subscribed. The April AC went out to around 440 paid subscribers, & presently I'd say our total base is around 460. Still not quite up to the 500 we need to really make significant improvements.

The good news is that I've now decided we are close enough to our original goal that we will publish 6 full issues this year. However, this late in our publishing schedule with under 500 paid subs, certain things are pretty well cast in stone. We'll still be stuck at 32 pages, no fancy covers, & good ole' 3rd class bulk mail delivery (aka Pack Mule Express). There is some faint hope we could still go to 2nd class delivery late this year, but not until we reach 500 subscribers. It will be june or July before we get there (at the present rate of growth), then another 2 months to get the permit, if we're lucky we'll have it in time for the Oct. or Dec. issue.

About 15% of AC's readers are outside North America, & most of them had the good sense to pay for the airmail option. So people in Germany & New Zealand will probably get their mags before we in the USA/Canada do. It's a weird world.

The June issue of AC is now in production & will lack a Swap 'n' Shop column since no one is sending in ads any more. (Can't figure that, the ads are after all FREE.)

Atari magazines in general are fairing poorly. Current Notes has reduced its page count from 82 to 64 & eliminated its usergroup discount but is still maintaining a steady publishing schedule & a decent amount of 8-bit stuff

tho it's still 80% ST. Atari Interface Magazine appeared in March for the first time since October of last year, but compared to a year ago it's a skeleton of its former self being 32 pages on newsprint in B&W & now bimonthly instead of monthly, but still a few 8-bit articles in there. ATARI CLASSICS is still hanging in there but overall subscription growth is substantially less than the market survey of 1992 suggested.

We 8-bitters at least have one advantage RE: our ST brethren: we have already been pushed over the cliff onto the computer junkpile, those of us still clinging to the 8-bit have no illusions as to our future, especially since Atari Corp. officially booted our butts out into the cold at the beginning

of last year & ICD did likewise. Whereas, for the ST community, the downward slide is a new experience, & they're just now getting a taste of what we began to experience since around 1989 or so. Atari Corp.'s delay of delivering the Falcon is I think setting new records for paranoia/anxiety/depression in the larger community. An article in the March AIM entitled "Atari Is Dead" was especially illustrative, as I think that author dared to say out loud what a lot of people have been privately thinking but won't admit publicly.

Whew, I sure am glad I'm an 8-bitter & have already passed thru all this depressing stuff. My main anxiety is getting out the June AC on time, plus our June Software Disk. That's plenty enough for me to worry about, as it takes 120% of my spare time.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

1091. Using an Atari 8bit connected to a 2600

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 22:31:29 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr15.173129.17195@miavx1.acs.muohio.edu>
Source record: 107407

I was going through some old Radio Electronics (? I can't remember the name now. It's the magazine that had plans to build a lot of cool electronic stuff.) Anyway, they had a series of articles that would allow you to copy your 2600 carts to tape. (Why you would want to, I don't really know. It seems that the only real use would be to pirate games!!)

Anyway, what the project boiled down to was building a Z80 based computer with a cassette interface. After you copied the carts to tape, you plug a cable from Z80 into the cartridge port on the 2600, and loaded the tape into the Z80's memory, and then turned on the 2600. It saw the ram on the Z80 as a cart! Kinda cool.

What I would like to know is if it would be possible to do the exact same thing with a Atari? It already has the cartridge port that is a direct access to 16K, which should be plenty. What I would think that would work is to build a cable that would connect the 2600 and the 8bit by the cartridge port, you then load a 2600 game into the same location as the cartridge port, and then fire up the 2600. Would this work?

(My ultimate goal would be to build an arcade cabinet, but the 2600 and 8bit in it, use the 8bit as a menu system to play all the 2600 games. Use the joystick ports on the 8bit to switch between the output of the video of the 2600 and 8bit)

Comments?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((((((((}}}}}}}}=======----- 15-APR-1993

1092. XEGS Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 22:32:56 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr15.173256.17196@miavx1.acs.muohio.edu>
Source record: 107408

What are the possiblities of using a XEGS keyboard with a XL or 400?

(And what is a source for the XEGS keyboard and price?)

Later.......

----------={{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------={{{{{{{{((((((()))))))))}}}}}}}}=======----- 15-APR-1993

1093. Adding a second GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-15 22:35:21 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr15.173521.17197@miavx1.acs.muohio.edu>
Source record: 107409

There was talk a while ago about some Bob Wooley upgrade that added a
second GTIA chip to the Atari. Does anyone know where I could find the docs
to this upgrade?

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 15-APR-1993

1094. Music with TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 00:37:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <29P32B1w165w@cyberden.sf.ca.us>
Source record: 107402

Well, I've gotten the program "sound commander" to work with TurboBASIC XL
(I typed it in from some magazine, I forget which now!), but my problems
are:

it crashes after running an APAC routine I have (ugh! .. I guess they
don't like each other!?.. I'm not using both at the same time,
either!)
its REALLy hard to write songs for it, and I'm no song writer as it is
:) ... its mainly really good for sound effects
I have some other music programs, one in BASIC (oh, what was it
called..?) Umm... "sound maching", I think. I think Marek
sent it to me... it runs ok in BASIC, but the dreaded TBXL
RAM management screws this program up, too!

Anyways. I KNOW there mUST be something good SOMEWHERE! I'd like to be
able to run it in straight TurboBASIC, and have it run in the background,
like sound commander and sound machine do....

thanx!

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1095. Print Star 1.3

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 06:33:14 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Apr16.063314.25157@cs.tulane.edu>
Source record: 107403

Print Star Version 1.3
By Tom Andrews - (c) 1992

Not that long ago someone was asking if a program similar to the MSDos Micro Text was available for the Atari 8bit. At the time I would have said, no however, little did I know Tom Andrews was beta testing the first versions of Print Star.

What is Print Star

Have you ever wanted to save paper while printing out those long doc's (Those of you who have printed out the TextPro Doc's know what I mean). Did you ever want an easy way to print on the front and back of your page? Well then Print Star maybe a program you want to look at.

Simply, Print Star will print to any Epson or Gemini 10x compatable printer in two or three columns, in one of three type sizes. The only restriction being that the original text file must be in 40 column format (Very easily done using TextPro). The program allows you to print either all pages, just the odd pages, or just the even page. Those of you following along see where this is heading. You can print all your odd pages first, turn the pages over and print all your even pages, saving a load of paper. You can print in either continuous, continuous auto feed, or single sheet. Using the smallest print (superscript on your printer), Print Star can fit about 2.5 converted 80 column sheets per page. The author states that a 765k double density text file can be printed out on only 13 pages (front and back). Print Star even prints a double ht, double wide header and a standard size by line centered on either the first page or all pages, and there is even the option to print footers with page numbers.

The doc's are very clear and easy to follow, and are already in 40 column format, ready for you to print out using Print Star. I spoke with Tom on GEnie, and he really does want to hear from you. If you like the program, hate the program, or just have ideas to improve it, drop him a line. His address, GEnie Mail address and New York BBS where he can be found are included in the doc's.

Print Star is written in basic and can be compiled using the TBXL compiler. At this time the author has not set a shareware fee for his program but has released it as Freeware.

Print Star has been uploaded to the atari.archive.umich.edu under the name pstr13.arc and can be found in the atar/8bit/New directory.

Mike Todd
The Atair Archive Project
Louisiana

bz284@cleveland.freenet.edu

1096. Undocumented Feature in "Mr.Do!"

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 09:34:38 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.734952878@garbod26>
Source record: 107404

I've noticed that there seems to be some unexpected "enemy" behaviour in Datasoft's adaption of "Mr.Do!" for the Atari computer. When the nasties are after Mr.Do, right when they're about to get him, it's possible to stop halfway through a chunk of the stuff he's digging, and the enemy stops too. It isn't possible to stay for too long, since the nasties tend to turn into something even nastier if they find out that the path ahead is blocked. But if the ball returns in time to save Mr.Do it's a great way to get out of the urgent situation.

I've assumed that the object detection logic in the Atari version of this excellent game fails at certain times, the nasties seem to believe that Mr.Do is an apple (sorry). Enemies stop at an apple and go mad the same way if they can't get around it.

Has anybody else noticed this? Was this "bug" in the arcade version as well. I can't believe it's a feature.

Anders Skelander

1097. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 11:30:22 UTC
From: atario@cats.ucsc.edu
Message-ID: <1qm5celNNva@darkstar.UCSC.EDU>
Source record: 107405

In <1993Apr15.135758.12085@mtu.edu> jjmcwill@next5 (Jeffrey J. McWilliams) writes:

>Well, that would be nice, except that I don't own 1050 drives, just XF551s.
>Cheaper to upgrade an XF551 (probably) than to purchase a doubled 1050.

I really, REALLY don't think so. Last I heard, XFs were still around $150
and 1050s were around $50. And Doublers cost something like $20?

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

1098. Anyone want a lightgun routine?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 17:29:28 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Apr16.172928.17408@ugle.unit.no>
Source record: 107410

Subject says it... I recently dusted off some of my Atari projects, and found this little routine. Runs in page 6 (it might be relocatable, I really can't remember ;) - uses the vertical blank to flash the screen white and get the gun's position. Just checking if anybody's interested, I'll have to (somehow) get the thing onto my Unix account before I can send it to anyone, but if you're interested, mail me.

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1099. Re: April AC: Somewhat Delayed, Now On the Way!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 21:33:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930416163359MIS0160@MVS.UDEL.EDU>
Source record: 107411

In article <9304152109.AA26016@smithkline.com>,
poehland%phvax.dnet@smithkline.com writes:

> <SEVERAL PARAGRAPHS DELETED>
>We 8-bitters at least have one advantage RE: our ST brethren: we have already
>been pushed over the cliff onto the computer junkpile, those of us still
>clinging to the 8-bit have no illusions as to our future, especially since
>Atari Corp. officially booted our butts out into the cold at the beginning
>
>of last year & ICD did likewise. Whereas, for the ST community, the downward
>slide is a new experience, & they're just now getting a taste of what we began
>to experience since around 1989 or so. Atari Corp.'s delay of delivering the
>Falcon is I think setting new records for paranoia/anxiety/depression in the
>larger community. An article in the March AIM entitled "Atari Is Dead" was
>especially illustrative, as I think that author dared to say out loud what a
>lot of people have been privately thinking but won't admit publicly.
>
>Whew, I sure am glad I'm an 8-bitter & have already passed thru all this
>depressing stuff. My main anxiety is getting out the June AC on time, plus
>our June Software Disk. That's plenty enough for me to worry about, as it
>takes 120% of my spare time.
>
> - BEN POEHLAND
> Managing Editor
> ATARI CLASSICS Magazine
>
>**
>
I agree, I'm glad the die-hard 8-bitters have already gone through the
trauma of being orphaned. There are some 'ups', though. I'll quote
from an article I saved from the local paper from Jan, 1990 featuring
questions and answers on Personal Computers.

Q: Isn't there a danger that the computer I buy now will become
obsolete?
A: That's one of the great myths about computers. Computers will never
become obsolete. A computer you buy today will do exactly what it
does--be it word processing or game playing--20 years from now.
Yes, the state-of-the-art will change, but, like a car, if it gets
you from point A to point B today, it will make the same journey in
the same way as long as you own it (and keep it in good repair).
If you buy a computer today, in a few years you'll probably want
another, just as people moved from hi-fi to stereo and from
black-and-white television to color. Did those people get value
from their hi-fis and black-and-white TVs? Undoubtedly. Will

you get value from one of today's computers? Almost certainly.

Prices for used software and hardware have never been lower. My system still does everything it did when I first bought it (plus a few more things). It may be getting older, but not obsolete.

Roger Cole

1100. DEMOS! MAPPING THE ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 23:53:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <BVi52B1w165w@cyberden.sf.ca.us>
Source record: 107412

Boy, I'm having a fun day today. Lazing around listening to most of the demo's I've accumulated in my year & 1/2 of BBSing and reading Mapping The Atari!

I wonder, I'm a little lost with trapping the [reset] key. Now that I mention it, I think Itay Chamiel might've explained it to me once, but... alas.. I have no hard drive so I know where NOTHING is anymore!!!!! AAAAAHHH!!! I think I'm in dire need of an MIO or that KPI or something. What's the cheapest/what can be connected to a "stock" (no PBI port!) 1200xl.

btw: anyone know how to fix a busted SIO port!? My upgraded 1200xl motherboard doesn't talk to the printer and it sends trash to the modem! UGH!

Also, finally. Does the MIO support modems. I forgot already! :(

I REALLY need to get some hard-copy info on all these gadgets! ;)

thanx!

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1101. WHERE'D ALL THIS COME FROM!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-16 23:55:54 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VZi52B2w165w@cyberden.sf.ca.us>
Source record: 107413

Just this week I've heard of >3<, count'em, >3< programs that are supposedly out for the Atari Classics that I've never heard of! Even being on two networks and 4 Atari supporting BBSes! (that's enough for little old me and MY phone bill! ;))

ANyways... someone please verify the exsistance of the following programs:

ColorPrint - some ColorView image printer. Dunno if it's a color or b/w program. I've only HEARD of it!
MegaBlast - a GAME (not Dean Garraghty's demo), which is also out for other systems (of course! ;))... Amiga, ST maybe, C=64 maybe, IBM PC, maybe!? :) I've played it on the Amiga and I LOVE it.
I called CANADA looking for this one! <gulp!>
ZIP source-code in Action! - yes, ZIP. I heard Programmer's Aide BBS (in CANADA AGAIN! <aaa!!!>) has the source to a ZIP or UnZIP (or both!?) program in Action!, and >I< would not mind that.
(Everyone around here ZIPs all their TextFiles, even if they're already small.. Very inconsiderate of them!)

Anyways.....anyone HAVE or SEEN any of these files!?

I WANT'EM! :) :) :)
(esp. MegaBlast and that ZIP source!)

Later!

post the answers, I'm sure any other "In the dark" 8bitter's'd like to know too! :)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1102. Re: WHERE'D ALL THIS COME FROM!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 06:11:52 UTC
From: jjmcwill@next5
Message-ID: <1993Apr17.061152.23820@mtu.edu>
Source record: 107414

Bill,

Megablast can be found in the Demos/ directory at atari.archive.umich.edu

No idea about ZIP, but it sure would be great. I've been wanting to
look at PABQWK for a while, but the only BBS I call around here supporting
QWK packets also only uses LHArc or PKZIP as compression methods for
downloadable QWK packets.

Jeff

1103. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 06:52:41 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ez1@abcd.houghton.mi.us>
Source record: 107415

Umm, okay, assuming you find an 1050 for $50.00 , where do you expect
to find U.S. Doublers at? ICD doesn't carry them. I'm curious.

Jeff McWilliams

Reply to jjmcwill@mathlab.mtu.edu if e-mail is necessary

-- Via DLG Pro v0.995

1104. Re: WHERE'D ALL THIS COME FROM!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 14:45:12 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <93107.104512AKH104@psuvm.psu.edu>
Source record: 107416

er..um..is megablast available on other platforms? =)

-The Ghoul Hath Spoken

```
+-------------------------------------------------------------------------+
| "On a small obscure world somewhere in the middle of nowhere in |
| particular-nowhere, that is, that could ever be found, since it is |
| protected by a vast field of Unprobability to which only six men in this |
| Galaxy have a key - it was raining." -II29.1 D.A. |
+-------------------------------------------------------------------------+
```

1105. Re: WHERE'D ALL THIS COME FROM!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 15:30:22 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C5MwEn.CsL@mentor.cc.purdue.edu>
Source record: 107417

It is in /8bit on atari archive and it is called mblast.arc

It is on a disk with a demo, if I remember correctly.

It is awesome on a 130XE because of the music samples.

Jody Lenn
8-bit Atari Archivist

lenn@atari.archive.umich.edu
lenn@mentor

1106. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 16:13:29 UTC
From: ramling@news.weeg.uiowa.edu
Message-ID: <1993Apr17.161329.4693@news.weeg.uiowa.edu>
Source record: 107418

What is a US Doubler and what does it do?

1107. Need PERCOM Drive Information

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 20:23:47 UTC
From: mameyer@solaria.mil.wi.us
Message-ID: <C5n9zo.8Av@solaria.mil.wi.us>
Source record: 107339

I am looking for schematics and ROM source code listing for PERCOMM
drives. These were around several years ago, since a friend of mine
had them but were sold when he sold his system. If anyone can help me
with this please post directly to me at mameyer@solaria.mil.wi.us.
Thanks,
Marc Meyer
mameyer@solaria.mil.wi.us
meyer%nyneve.dnet@delcoelect.com

1108. Re: Article reposting failed: `Re: xf551 ' (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-17 22:28:01 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Apr17.222801.20313@cs.tulane.edu>
Source record: 107419

RE: UsDoublers....I just picked up a set (with SpartaDos 3.2) from American Technavision, I believe Best also has a few as well.... It's been about 60 days sence I last called them...

Mike

1109. Re: US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 03:31:56 UTC
From: bmarcum@world.std.com
Message-ID: <C5ntt9.31t@world.std.com>
Source record: 107420

In article <1993Apr17.161329.4693@news.weeg.uiowa.edu> ramling@news.weeg.uiowa.edu (Robert G. Amling) writes:
>What is a US Doubler and what does it do?
>
>

The US Doubler was made by ICD, and it allows a 1050 disk drive to operate in true double density (180K per disk instead of the usual 128K). And, when used with Spartados, it has Ultraspeed (that's what the US stands for), which transfers data between the computer and disk drive at 2 or 3 times faster than a standard 1050.

Bill Marcum bmarcum@world.std.com
"I'm free! I can walk funny again!" - Bonkers

1110. Re: Arrghhh....Trouble With K

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 05:41:17 UTC
From: winston@merk.com
Message-ID: <C5nzsx.9t3@merk.com>
Source record: 107422

That is quite correct. K65.COM comes with the ATARI 850 "R:" handler appended. There should be --TWO-- files in the KERMIT65 archive: K65.COM and K65NR.COM. K65NR.COM stands for "NO R: HANDLER APPENDED". You would copy this file to KERMIT.COM and append your hardware specific "R:" device handler onto the file. (Isn't all of this in the instructions that come with the .ARC file ?)

1111. Packer

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 06:02:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <735111066.AA00386@tdkt.kksys.com>
Source record: 107421

Quoting from FLORIAN BAUMANN to ALL
>
> I am looking for software packers for the the ATARI XL/XE. I have ARC and
> UNARC by R. Puff, but it is not the best one.
SuperArc and SuperUnArc 2.4 are the best .ARC programs out on the
8-bit, but there haven't really been any other programs written to support
the other compression formats. Bob Puff did also do a little work on an
unLZH program, but stopped working on it, although a somewhat working
version of it is "floating" around -- much to Bob's dismay. It would be
nice to get compression formats such as LHA and ARJ, as well as ZIP,
working in the Atari 8-bit world.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "May the schwartz be with you!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1112. 8-bit Items For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 16:13:29 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1qruna$66p@usenet.INS.CWRU.Edu>
Source record: 107423

```
################################################################################
Hardware
################################################################################

Atari 830 modem (with power supply - Collector's Item)..............15
Panasonic KX-P1124 24-pin dot-matrix printer.......................175

################################################################################
Programs & Games
################################################################################

Basic XL (cart and manual -- three ring binder).....................25
Atari's Timewise (with docs)........................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).........10
Caverns of Mars (disk, manual, box).................................10
Ballblazer (disk, box, manual)......................................10
Silent Service.....................................................7
Touchdown Football.................................................7
Hardball...........................................................7
Text Wizard (Datasoft).............................................5
Jewels of Darkness (with docs)......................................5
Silicon Dreams (with docs)..........................................5
SSI Tigers in the Snow (in box w/all docs)...........................5
Zork I ............................................................5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs)..........................................5
OSS's Action! Runtime Library.....................................10
Datasoft's Graphic Master (w/docs).................................7
Print Power (Commodore/Atari) (w/all docs)...........................7
Award Ware (Commodore/Atari) (w/all docs)...........................7
Spell Checker!.....................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)..................5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....3
Zaxxon (cassette -- in box w/docs)..................................3
BRE Software's Atari PD Disks #62, #90, #109.............All three 3

Mapping The Atari (Revised XL/XE edition) ..........................10
Atari Basic Reference Manual.......................................10
Inside Atari Basic.................................................7
Atari Games and Recreations........................................7
Atari Basic: A Self-Teaching Guide..................................7

################################################################################

Prices do not include shipping.
```

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

1113. Re: DEMOS! MAPPING THE ATARI!ayed, Now On the Way!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 17:28:59 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1qs34r$7v9@news.ysu.edu>
Source record: 107424

Bill....you still need a PBI to run an MIO or a BB so if a 1200xl
doesn't have one then the 1st thing you need to do is invest in
one of those $30 800xls I've seen advertised here and on GEnie.
Yes...the MIO and the BB have modem ports...with the BB you can
also get their "Floppy Board" and hookup high density IBM drives.
I've never seen a BB forsale used but MIOs are sometimes advertised
here...if you get one an isolated, grounded circuit with good
surge and spike protection is a must...also have one on the phone
--
Joe Sabatino-->ab588@yfn.ysu.edu

1114. Re: WHERE'D ALL THIS COME FROM!?!?!?!?!?he Way!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 17:49:09 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1qs4al$8d4@news.ysu.edu>
Source record: 107425

The mblast.arc I downloaded from GEnie last week is not a demo
but an AWESOME shoot'em up game with even more AWESOME rock
music. it was 136k ARCed and comes with a 'Little' demo program
included of something else...I don't know cuz I've been busy
trying to stay alive! playing my son (Its impossible at least
for me to beat the computer)
I'd love to see a ZIP program for the 8bit..I'd pay for it.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1115. Packer

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 22:05:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <568017588.AA00652@tdkt.kksys.com>
Source record: 107427

Quoting from FLORIAN BAUMANN to ALL
>
>I am looking for software packers for the the ATARI XL/XE. I have ARC and
> UNARC by R. Puff, but it is not the best one.
SuperArc and SuperUnArc 2.4 are the best .ARC programs out on the 8-bit, but there haven't really been any other programs written to support the other compression formats. Bob Puff did also do a little work on an unLZH program, but stopped working on
it, although a somewhat working version of it is "floating" around -- much to Bob's dismay. It would be nice to get compression formats such as LHA and ARJ, as well as ZIP, working in the Atari 8-bit world.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Number of msgs: 45863 Last msg you read: 10" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1116. Demos! Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-18 22:06:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <568017588.AA00653@tdkt.kksys.com>
Source record: 107428

```
* Origin: FlightLine BBS - {MSP}MN SDN DualStd 612-544-5118 (1:282/47)
```

1117. Monitor vs. TV for 8-bit display

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 00:40:11 UTC
From: wbdst+@pitt.edu
Message-ID: <9352@blue.cis.pitt.edu>
Source record: 107426

Hi! I've got an Atari 8-bit (an 800XL) hooked up to my TV, but I'd like to get it off of there, and I was wondering if anyone had any recommendations regarding getting either a cheap color TV or a monitor for it... ?
Which would be cheaper? Is TV display that bad? (It seems OK to me...)

1118. Happy 1050 System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 05:17:29 UTC
From: stolte@equinox.unr.edu
Message-ID: <1993Apr19.051729.29553@physics.unr.edu>
Source record: 107429

Well, just when you thought it was impossible to get
valuable stuff, here's one FOR SALE!

130XE Computer
1050 Disk Drive
includes:

Hold on to your hat!!

!! " 1050 Happy Enhancement " !!
Complete Version 7

Yes, this is the Happy you've always wanted.

System comes with cables and power supplies.

Epyx 500XJ Joystick
Boxes of Disks

All for the low, low price of...

$ 300.00

Will not sell the drive separately!!
so, don't even ask...

Serious inquiries only..

E-mail to stolte@equinox.unr.edu

1119. research

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 06:31:11 UTC
From: mpulokas@ux4.cso.uiuc.edu
Message-ID: <C5pwrz.7F6@news.cso.uiuc.edu>
Source record: 107430

I am doing research for a class paper and need to use the net as a resource. I need good kind hearted folks to relate to me what sort of process you went through to decide on a computer platform to purchase. I am also in need of the typ of information that came across.

I would like you to answer the following questions for me please.

1.) How did you research the computer market? Explain what medium (magazin, newspaper) you used or other route to get your information to decide. (I am looking fro mediums that are not advertzed as platform specific.)

2.) What typ of information di you find in these sources? Specifically, did you find them to be one sided or biased? I would appreciate an explaination and examples.

Any and all mail will help. Please e-mail as this is not a general interest topic and I do not read this group.

Thank You in advance.

Mark Pulokas
mpulokas@ux4.cso.uiuc.edu

1120. Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 09:37:00 UTC
From: st22r@rosie.uh.edu
Message-ID: <19APR199304372208@rosie.uh.edu>
Source record: 107432

I am not talking about Gauntlet, the game with the warrior/wizard/valkyrie/elf going around a dungeon killing stuff...

I am talking about the one with the little ufo-disk-spaceship type of thing going from screen to screen shooting stuff with lasers and heat-seeking missiles and things called "tridents." It wasn't a colorful games, but close to hi-res for the 8-bit. It was one of my favorite games and have about 40 or 50 screens. You would have to shoot your laser at the ground to make holes so you could fly to the next screen. I like it for the motion and physics of the weapons and enemy space ships.

Anyone seen this game?
--
james henderson | djkc
st22r@jetson.uh.edu | u c me n 3 d

1121. Re: New 800xl owner... again

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 10:10:59 UTC
From: gkomatsu@uhunix.uhcc.Hawaii.Edu
Message-ID: <C5q6yC.6EB@news.Hawaii.Edu>
Source record: 107431

I fiddled around with the 800xl and still don't know what the
mystery switch is. (For those who don't know, I recently picked up an
800xl with an unlabeled extra switch which the previous owner put in.
It's NOT the channel selector.)

It doesn't seem to be an OS switch, at least not by any test
that I've tried. It starts up with the "READY" message in both settings
and flipping it while the computer is on doesn't seem to crash it. It
doesn't appear to be the Omnion(sp?) modification that someone suggested.

Also, something I noticed when running the Memory Test. The manual
says (and shows) there should be 48 squares for the RAM test. I only
turn up with 40! (no matter what the setting of the mystery switch.)

oh well.... anyone have carts to sell me? =^)

In article <HTB12B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>Again, that switch can be either OS or channel selection!
>
>Hook up the computer with an RF modulator up to a TV switched to channel
>3. If it looks like hell, switch the swtich. If it looks like normal,
>switch the switch and it should end up looking like hell. ;)
>
>A way to test what OS you have is this:
>
> turn on computer (no [option]!) - will get the READY prompt.
> type "BYE"
>
>if you get to "ATARI COMPUTER MEMO PAD" you have it in 400/800 OS mode.
>if you get to "SELF TEST" you have it in 800XL mode.
>
>Switch the switch. It SHOULD crash the computer.
>
>now reboot and do the same.
>
>
>
>On most occasions, you'll want it in 800XL mode (the one with the SELF
>TEST). Some older games require the 800 OS tho, which is why it'd be
>there in the FIRST place! ;)
>
>Welll.. have fun.. Enjoy!
>
>(have I REPLIED enough or WHAT?! :))
>

>--
>Bill Kendrick Novato, California New Breed Software
>PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
>"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
>HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

--
Galen Komatsu ! Apple //e ! XTC
ar592@cleveland.freenet.edu ! Sega Mega Drive ! Sakai Noriko
gkomatsu@hawaii.edu ! Classic Atari ! Checkers

1122. Chipmunk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 20:43:16 UTC
From: wbdst+@pitt.edu
Message-ID: <9413@blue.cis.pitt.edu>
Source record: 107433

Does anyone have a list of the software that Chipmunk will break? I am particularly interested in TAC, from Avalon Hill, and Mech Brigade, from SSI. What alternatives are there to Chipmunk?

1123. New 800xl Owner

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 22:58:41 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9304192238.AA25016@smithkline.com>
Source record: 107434

New 800XL owner Galen Komatsu arouses my curiosity with his mystery switch.
If memory serves me correctly I think he said this switch was between the
video port & the TV switchbox jack. That's a REAL strange place for a toggle
switch.

All you other guys keep saying the switch is for some custom OS, like US+ or
a Newell RAMROD board. NO WAY! The switches for those OS upgrades are always
installed way over on the other side near the SIO port. Someone said Galen must
mean the TV channel selector switch- but that's a SLIDE switch, not a toggle
switch (I hope Galen knows the difference).

There are only two upgrades I'm aware of that would give cause for placing a
toggle switch in the location Galen describes:

1.) The CV-disconnect switch in the Super Video Upgrade;
2.) The BASIC enable switch in the Newell 1-meg upgrade.

If Galen's machine has either of those upgrades, he made a helluva bargain.
Assuming the upgrade wasn't a botched/butcher job....

- BEN POEHLAND
The 8-Bit Alchemist

****

1124. Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 23:46:28 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1qvdkk$l4n@news.ysu.edu>
Source record: 107435

Hello all,

I was just wondering if anyone has played the 8bit version of this game and how well it compare to the original arcade game?

Thanks.

1125. Re: WHERE'D ALL THIS COME FROM!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-19 23:49:16 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <To302B2w165w@cyberden.sf.ca.us>
Source record: 107445

jjmcwill@next5 (Jeffrey J. McWilliams) writes:

> Bill,
>
> Megablast can be found in the Demos/ directory at atari.archive.umich.edu
>

AHH!.. but is that MEGABLAST the >GAME<, or MegaBlast like MegaBlast-XE,
the sound demo by Dean Garraghty????

THAT'S what >I< wanna know! ;)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1126. need help geting started

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 05:30:30 UTC
From: ad717@yfn.ysu.edu
Message-ID: <1r01pm$t2b@news.ysu.edu>
Source record: 107436

Dose any one have basic listing for file transfer program
so I can down load a termanal program I recieved from
atari archive to my atari from my ibm

Thanks in advance
--
EDWARD CUNNINGHAM EMAIL
ad717@yfn.ysu.edu
OR ecunning@heartland.bradley.edu

1127. Rubberball demo?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 07:06:24 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <DXma3B2w165w@cyberden.sf.ca.us>
Source record: 107447

I sent for the Rubberball and Qikdemos 4/5 (minesweeper & glaggs) 4
different ways:

Requesting from "New" directory
Requesting from "Demos" directory

and

all capitals
all lowercase

(one of the newer uploaded files to the archive (cvsquash?) was in all
capitals, much to my amazement, since only directories should have
capitals (the 1st character only) and the rest should all be lowecase)

Anyways, I got the two QIKDEMOx.ARC files from the archives, but no
rubberball. I also got a message telling me the 3 other variations of
the QIKDEMOx.ARC files I tried to send for didnt exsist, and that all 4
of the RUBBERBA.ARC files didnt exsist.

So whats the REAL name for it? It sure isnt RUBBERBA.ARC!!?

>>> phbill@cyberden.sf.ca.us <<<

1128. Re: Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 07:19:56 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Apr20.071956.84241@yuma.ACNS.ColoState.EDU>
Source record: 107437

In article <19APR199304372208@rosie.uh.edu> st22r@rosie.uh.edu (CRAZY DJ (U C ME N 3D)) writes:
>
>I am talking about the one with the little ufo-disk-spaceship type of thing
>going from screen to screen shooting stuff with lasers and heat-seeking
>missiles and things called "tridents." It wasn't a colorful games, but
>close to hi-res for the 8-bit. It was one of my favorite games and have
>about 40 or 50 screens. You would have to shoot your laser at the ground to
>make holes so you could fly to the next screen. I like it for the motion
>and physics of the weapons and enemy space ships.
>
>Anyone seen this game?
>--
> james henderson | djkc
> st22r@jetson.uh.edu | u c me n 3 d

Indeed I have... I still play it and last month I have to admit I played it daily for about three weeks. It is a great game... and even shareware at that.

At least the version I have is shareware. There was a registered version available but I never saw that one.

It supposedly had more enemies etc...

BTW, it is 50 screens total... Of all the games I have I play Gauntlet,MULE, and Leader Board golf the most... They are my all time favorite classics.

Sam

Sam Patton -=> spatton@lamar.colostate.edu	Buying/Trading for:
	1993 Topps
Trading for 1984 Topps Cards to finish set	Colorado Rockies Cards

1129. South African Atari Users?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 11:56:48 UTC
From: bnaido@elaine.ee.und.ac.za
Message-ID: <bnaido.4.0@elaine.ee.und.ac.za>
Source record: 107439

Are there any Atari users in RSA that have manuals for sale?
Its quite a mission to get hold of American Dollars to purchase books from
the USA.
Please email me at:
bnaido@elaine.ee.und.ac.za

I am interested in just about any literature concerning the 800XL.

-Bashan Naidoo

1130. Re: Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 12:40:05 UTC
From: jbunch@myst.UUCP
Message-ID: <159@myst.UUCP>
Source record: 107319

In article <19APR199304372208@rosie.uh.edu>, st22r@rosie.uh.edu (CRAZY DJ (U C ME N 3D)) writes:
> I am not talking about Gauntlet, the game with the warrior/wizard/valkyrie/elf
> going around a dungeon killing stuff...
>
> I am talking about the one with the little ufo-disk-spaceship type of thing
> going from screen to screen shooting stuff with lasers and heat-seeking
> missiles and things called "tridents." It wasn't a colorful games, but
> close to hi-res for the 8-bit. It was one of my favorite games and have
> about 40 or 50 screens. You would have to shoot your laser at the ground to
> make holes so you could fly to the next screen. I like it for the motion
> and physics of the weapons and enemy space ships.
>
> Anyone seen this game?

I have seen/played it, but I did not really like it that much.. I
actually thought it was pretty lame. But then I prefer better graphics
then it had. I played the other one too with the
wizard/elf/warrior/valkyrie and thought it was much better...

John

--
John B. Bunch * 280 Quail St. * JB's Mail and News
Atari * Apt 1. * Owner And Operator
3b1 * Albany, NY 12208 * (518)436-3810
UUCP: jbunch@myst.uucp or uunet!myst!jbunch

1131. Re: Chipmunk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 12:44:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1r0r7c$eda@usenet.INS.CWRU.Edu>
Source record: 107438

In a previous article, wbdst+@pitt.edu (William B Dwinnell) says:

>
>Does anyone have a list of the software that Chipmunk will break? I am
>particularly interested in TAC, from Avalon Hill, and Mech Brigade, from
>SSI. What alternatives are there to Chipmunk?

The American T-V catalog has a list of programs Chipmunk will copy. Mech
Brigade is listed, but the list only goes up to "P", so one can't say from
this copy of the list whether TAC is copiable as well.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1132. Re: Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 14:32:35 UTC
From: galileo@bsu-cs.bsu.edu
Message-ID: <4124@bsu-cs.bsu.edu>
Source record: 107440

Yes, I have this game at home, unfortunately, it is only the shareware
version, and it also had very good music. Fugue in D minor I think?

E r i c W a l l i n - - - - - > *Ball State University*
_____ * Muncie, Indiana *
Internet - 00ewwallin@leo.bsuvc.bsu.edu ____ ~~~~~~~~~~~~~~~~~~~~
______ galileo@bsu-cs.bsu.edu \ \ / Do quantum mechanics/
/_____/ ch436@Cleveland.Freenet.edu \ \ / use tiny wrenches? /
Bitnet - 00ewwallin@BSUVAX1.bitnet ___\ ~~~~~~~~~~~~~~~~~~~~

1133. Re: need help geting started

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 15:22:56 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1r14gg$t9a@usenet.INS.CWRU.Edu>
Source record: 107441

1. The Best program I have found to D/L files from the archive is
BoBterm 1.20.
2. I have Been aBle to recieve in two ways.
a. Screen dump.
B..x-modem
3. If your BBS has file work area where you can send a copy
of your mail to then do that and then set your
BoBterm to recieve x-modem/atascii to ascci convert
By pressing the (shift) key at the same time you
press the (1) Key [in other words the (!) key.
4. Get Textpro 4.54 to strip and the "junk" from the file
and if the file is larger than your text Buffer
then follow the directions for loading large files.
5. then run that through your UUdecoder, etc.
****

I have Been in the trial and guess mode all my life and
then some!!!!!!!!!!!!
::

1134. Re: WHERE'D ALL THIS COME FROM!?!?!?!?!?he Way!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 16:57:06 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <V0DB3B3w165w@cyberden.sf.ca.us>
Source record: 107446

ab588@yfn.ysu.edu (joseph sabatino) writes:

>
> The mblast.arc I downloaded from GEnie last week is not a demo
> but an AWESOME shoot'em up game with even more AWESOME rock
> music. it was 136k ARCed and comes with a 'Little' demo program
> included of something else...I don't know cuz I've been busy
> trying to stay alive! playing my son (Its impossible at least
> for me to beat the computer)
> I'd love to see a ZIP program for the 8bit..I'd pay for it.
> --
> Joe Sabatino-->ab588@yfn.ysu.edu

OOOOOOOOOOOOOOOOOOOOOOOH!!!!!!!

I WANT IT!!!

How does it compare to Mirax Force and Zybex? And even Draconus (altho
thats not exactly a space shootem up)

Howre the graphics!?

Who made it!?
WHEN!

I WANT INFO! Whats it called on the archive, if its there. If not,
PLEEEEEaSE PUT IT THERE1!!!!!!!!!!!!!!!

:)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1135. Re: Chipmunk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 18:14:09 UTC
From: wbdst+@pitt.edu
Message-ID: <9486@blue.cis.pitt.edu>
Source record: 107442

What is the T-V catalog, and where can I get one?

1136. Wanted: GOS with docs

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 19:17:41 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.1.735333461@ibm3090.rz.uni-karlsruhe.de>
Source record: 107443

Hi!

On April, 3rd I attended the all Atari XL/XE fair in Halle, Germany. I met someone who is desperately searching for the GOS system (this cartridge based graphical operating system, from REEVEsoft I think).

He is willing to pay a reasonable price for the original GOS with docs.

If you'd like to part your GOS cartridge with him please contact:

Stefan Bernasch
Petrosawodsker Str. 38
O-2000 Neubrandenburg
GERMANY

If you don't have GOS but know a supplier where Stefan can get it from, please notify me and I'll pass the information to him, thanks.

Marek Tomczyk
uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

1137. Re: Chipmunk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 21:27:27 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1r1ps0$lqb@news.ysu.edu>
Source record: 107444

In answer to your question..Mech Brigade is on Chipmunk but not
Tak.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1138. Re: Chipmunk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-20 22:50:37 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Apr20.225037.25907@vpnet.chi.il.us>
Source record: 107450

In article <1r0r7c$eda@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, wbdst+@pitt.edu (William B Dwinnell) says:
>
>>
>>Does anyone have a list of the software that Chipmunk will break? I am
>>particularly interested in TAC, from Avalon Hill, and Mech Brigade, from
>>SSI. What alternatives are there to Chipmunk?
>
>The American T-V catalog has a list of programs Chipmunk will copy. Mech
>Brigade is listed, but the list only goes up to "P", so one can't say from
>...

I have a catalog from Alpha Systems, which has the full list of programs that Chipmunk is supposed to "back-up." Mech Brigade is listed here (too) but not TAC. Alpha's catalog lists a "Hack Pack", "Scanalyzer", and other stuff which may be useful to you. Try calling them at (216) 668-6469 and asking for a catalog.

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

1139. Archive name problems!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 01:07:06 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C5t73v.HLA@mentor.cc.purdue.edu>
Source record: 107448

I hope this clears it up for everyone.

In /8bit
-rw-rw-r-- 1 jrd 125752 Dec 13 14:54 mblast.arc

In /8bit/Demos
-rw-r----- 1 lenn 24399 Apr 14 17:52 qikdemo1.arc
-rw-r----- 1 lenn 29375 Apr 14 17:52 qikdemo2.arc
-rw-r----- 1 lenn 20971 Apr 14 17:52 qikdemo3.arc
-rw-r----- 1 lenn 13108 Apr 14 17:52 qikdemo4.arc
-rw-r----- 1 lenn 12831 Apr 14 17:52 qikdemo5.arc

In 8bit/Graphics
-rw-r--r-- 1 lenn 8148 Mar 9 17:06 cvsquash.arc
-rw-r--r-- 1 lenn 23821 Apr 2 01:06 cvsqush2.arc

Jody Lenn
ST and 8bit archivist
lenn@atari.archive.umich.edu
lenn@mentor.cc.purdue.edu

1140. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 03:45:14 UTC
From: bbs-uelise@jwt.oau.org
Message-ID: <408B3B1w164w@jwt.oau.org>
Source record: 107338

I recently dumped some software via FTP. It's sitting here on my PC
and I'd like to send it over to my 130xe. Problem is that my 850
interface is dead (with the 850 power on the 1050 will not work - 850 off
and the 1050 runs :(The question is (since I don't know enough about
electronics to fix the 850): Is there another way to port the software to
the 130xe without using an 850? Possibly via the PC2IO setup? (which
would of course require building the interface).

S.

1141. ok, ive FOUND em....

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 03:47:09 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <aD9B3B7w165w@cyberden.sf.ca.us>
Source record: 107308

THanks SO much to Jody Lenn for directing me to the proper directories/filenames of the other qikdemo#.arc's, and the MegaBlast game demo, as well as the rubberball demo (another quick demo, really)......

So I'd like to know WHO made MegaBlast. I havent got it YET, but I've heard there7s not even an ADDRESS to WRITE to to say "THANK YOU! THANK YOU! HERE'S MY CASH!!"

Well, ok...for ME, itd just be "thank you thank you!" :)

(I've got such cash problems to worry about.....
nothing compared to some tho... :( )

Well.. any info on the author to this game, which sounds like it's awesome, would be VERY VERY VERY much appreciated... probably not by just ME....

Later!

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1142. WANTED: M.U.L.E. w/docs

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 04:51:15 UTC
From: galpin@cats.ucsc.edu
Message-ID: <1r2js3INNplv@darkstar.UCSC.EDU>
Source record: 107449

I am seeking a copy of MULE for the 8-bit. It would be nice for the game to work.. but what I would really like to have is the documentation and packaging.

Send me E-mail if you have a copy lying around that you could part with.

- Dan

--
****
* Dan Galpin galpin@cats.ucsc.edu *
****

1143. 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 08:07:25 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <199321.4513.7050@dosgate>
Source record: 107451

If you got an 8-bit call alansi bbs full 8-bit suport running oasis 4.7
on an 800xl at 1-416-883-5842.
also the echo bbs running express pro! on a 130xe at 1-416-491-7695.
also programers aid at 1-416-466-6799 running puff bbs on a 256K xl.
and last but not least the jail bbs running express pro! on a 800xl at
1-416-762-9316.
tell em 007 sent ya they all have a BIG files area 3 of them are 8-bit
ONLY and the other has files for all.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1144. WANTED:1020 manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 08:30:52 UTC
From: jeroent@blade.stack.urc.tue.nl
Message-ID: <1r30ns$bju@tuegate.tue.nl>
Source record: 107454

I am looking for (copies of) the manual about the 1020 plotter
Can someone help me?

Jeroen Trum
jeroent@blade.stack.urc.tue.nl

1145. Re: New 800xl owner with mystery switch

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 08:47:50 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Apr21.004750.1@max.u.washington.edu>
Source record: 107452

It may be a video enhancement modification. Look for a slight increase
in clarity when you flick the switch. It will be subtle.

Other than that... I dunno. If you cannot find its purpose, I suggest
labeling it Magic/No Magic, and fiddling with it occasionally. Especially
right before big tasks or games that may tax your poor little computer's
electronic heart.

--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

1146. Re: Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 08:57:34 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Apr21.005734.1@max.u.washington.edu>
Source record: 107453

I have a game called Encounter, that is basically the same as Battle Zone.
I do not know if there are other versions of this arcade game out there.
It is a fair game. The Battle Zone game had the monochrome vector-graphics
type display, right? Encounter has solid objects, and the barriers are
pillars instead of triangles and blocks. The targets you get to kill
are not half as thrilling as the arcade game. IF I remember correctly, they
are just balls.

In article <1qvdkk$l4n@news.ysu.edu>, aj227@yfn.ysu.edu (Matthew A. Topinka) writes:
>
> Hello all,
>
>
> I was just wondering if anyone has played the 8bit version of this game and how well it
compare to the original arcade game?
>
>
> Thanks.
--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

1147. Re: Rubberball demo?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 12:13:31 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <WIJDEVEN.93Apr21121331@mamba.es.ele.tue.nl>
Source record: 107305

Bill

The Rubberbal demo is in the /8bit directory and is called

rubberba.arc (all lowercase)

Good luck.

Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Tech.
The Netherlands

1148. C-compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 12:42:32 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <WIJDEVEN.93Apr21124232@mamba.es.ele.tue.nl>
Source record: 107306

What is a good C-compiler for the 8bit?

I tried cc65 but it didn't work. Under Mydos 4.50 it loads OK, but I don't get the prompt (the program just returns to dos).
Only with SMARTDOS I get the prompt. But when I enter a filename to compile, it says 'no errors found', then makes an empty .obj file (with only the first letter of the entered filename as name ????) and then returns to dos.

Then I tried DVC_C. According to the sources that came with it you could do a lot of nice stuff with that compiler. But I couldn't get it to work.
The executables can't be load with MYDOS, SMARTDOS or DOS 2.5.
Further dvc_c.arc contained a dos.sys file and a autorun.sys file, so I put everything on a single density disk. But after booting the computer locked up.

Maybe I need more than 64KB for cc65 and SPARTADOS for DVC_C ??

Then I got cc8 (together with acec) and finally this one worked. The demo sources looked a bit like those of DVC_C. But DVC_C seems to have more handy routines.

So which one is a good compiler, and how can I get cc65 and DVC_C to work.

(By the way, I have a 600XL with the atari 64KB expansion thing on the back. But I'm busy trying to put in 256KB)

Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Tech.
The Netherlands

1149. Re: Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 14:18:23 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cL2c3B2w165w@cyberden.sf.ca.us>
Source record: 107321

Yeah! I still play Gauntlet (the space game)!! Very fun game!

Is the author still around? Did he ever really give $1000 to high
score'rs? Is the registered version still available?

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1150. Re: Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 17:35:50 UTC
From: ez033399@chip.ucdavis.edu
Message-ID: <C5uGvr.C0n@ucdavis.edu>
Source record: 107307

In article <19APR199304372208@rosie.uh.edu> st22r@rosie.uh.edu (CRAZY DJ (U C ME N 3D)) writes:
>I am not talking about Gauntlet, the game with the warrior/wizard/valkyrie/elf
>going around a dungeon killing stuff...
>
>I am talking about the one with the little ufo-disk-spaceship type of thing
>going from screen to screen shooting stuff with lasers and heat-seeking
>missiles and things called "tridents." It wasn't a colorful games, but
>close to hi-res for the 8-bit. It was one of my favorite games and have
>about 40 or 50 screens. You would have to shoot your laser at the ground to
>make holes so you could fly to the next screen. I like it for the motion
>and physics of the weapons and enemy space ships.
>
>Anyone seen this game?

I LOVED this game! I still have it around somewhere... It was great, but I only had the first 25 screens (weren't there 50?). There was some other explosive weapon called Stryex or something (or is that the facial pad? :)), that exploded along a certain latitude and totally destroyed everything there. It was a little like the OIDS game on the ST, only without the OIDS. Heheh.

-John

1151. Re: Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 19:37:35 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <79977@cup.portal.com>
Source record: 107309

There is a real conversion of Battlezone. Atari released it as a cartridge for the XE Game System... should run on any XL/XE machine (don't know about 400/800/1200XL though).

Analog had a review of it. Positive, but seemed sluggish at times. They emulated vector graphics, like the arcader.

Atari did a 2600 version around 1984. It used raster graphics.

Encounter was a a 3d tank game, but wasn't much like Battlezone otherwise. Only obstacles were pylons. Enemies were various shapes. No speed problems with it! A Synapse classic.

Jeff_M_Lodoen@cup.portal.com

1152. Re: Chipmunk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 21:06:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1r4d04$evl@usenet.INS.CWRU.Edu>
Source record: 107310

In a previous article, wbdst+@pitt.edu (William B Dwinnell) says:

>
>What is the T-V catalog, and where can I get one?
>

From my quickly growing,
ALL KNOWN WORLD-WIDE 8-BIT ATARI VENDORS AND DEVELOPERS

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
(510) 352-3787
Vendor: new hardware, commercial software
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1153. Re: Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 22:36:58 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr21.223658.17602@exu.ericsson.se>
Source record: 107311

In article 79977@cup.portal.com, Jeff_M_Lodoen@cup.portal.com () writes:

>Atari did a 2600 version around 1984. It used raster graphics.

And was a decent translation IMO.

>Encounter was a a 3d tank game, but wasn't much like Battlezone otherwise.
>Only obstacles were pylons. Enemies were various shapes. No speed problems
>with it! A Synapse classic.

It was Battlezone all right. For every Battlezone enemy there
was an evil twin in Encounter. The graphics were amazing, though.

--
James Hague
exuhag@exu.ericsson.se

1154. Parts?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-21 23:45:42 UTC
From: wbdst+@pitt.edu
Message-ID: <9678@blue.cis.pitt.edu>
Source record: 107312

I was wondering if anyone knew of a source for joystick plugs that would fit t
Atari 8-bit series? All I need is the actual connector, with a few inches of
wire coming off- I don't need the joystick itself.

1155. Atari 8-Bit Equipment For Sale -- CHEAP

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 02:20:37 UTC
From: bong@bach.udel.edu
Message-ID: <C5v56D.7G6@news.udel.edu>
Source record: 107318
Cross-posted to: comp.sys.atari.8bit,abg.atari,ctdl.sysatari8,demon.ip.support.atari,maus.sys.atari.talk,resif.info.atari,sfnet.atk.atari

I have a bunch of Atari 8-Bit hardware I want to sell.
I have the following:

130XE - 576K Expanded Memory
20 Meg Hard Drive Setup for 8-Bit
include: casing, fan, power supply, adaptor for
130XE or 800XL.
PR Connection
include: both modem and printer cable.
SpartaDOS X Cartridge
1200 Baud Packerd Bell Modem
1020 Color Plotter
Indus GT 5-1/4" Drive DD DS
1050 Disk Drive
include: 1050 Doublers (better than US Doublers)
Write Protect Swtich
1050 Disk Drive
2 5-1/4" Hole Puncher
Atari Writewriter Cartridge
2 Joysticks
Broken 65XE
Boxes of Disks
Computer Manuals

All hardware comes power supplies and cables, plus most manuals.

Everything sells as a whole for $325.00 plus shipping.

Send E-Mail to "bong@brahms.udel.edu" for more information.

--
|----------------------------------|
| Realname: Adrian Dominic Wetzel |
Internet: bong@bach.udel.edu

1156. Re: C-compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 04:54:16 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ffg@abcd.houghton.mi.us>
Source record: 107313

Jos,

Hmm, CC65 is a really neat compiler. It may be slower to compile, and link the files than any of the others you mentioned, but some folks on GEnie did some libraries for it a couple years ago, and recently some other nice fellow did some libraries for accessing 64K of expanded 130XE type RAM with it. I tried it with SpartaDOS and had no problems. Perhaps you could try SpartaDOS, or DOS XL, or OS/A+.

I've recently figured out how to do YMODEM transfers to/from my unix machine, whereas before I was stuck with Kermit which ran really slow over here, even at 2400 baud. When I find some time (yeah right) i'll upload the libraries for CC65 that were posted on GEnie but for some reason never appeared here.

Jeff
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1157. Re: Parts?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 04:58:19 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ffi@abcd.houghton.mi.us>
Source record: 107314

William,

Radio Shack used to carry what they called Joystick extension cables,
which had all 9 pins connected. You could chip off the male end, and leave
the female end on the cable to plug into the computer, and then do what
you want with it. Other wise, they also sell solder cup type
DB-9 connectors. These don't fit as well. Use a nibbling tool to nibble
away at the tabs on the DB9 and it'll help.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1158. Re: ok, ive FOUND em....

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 07:02:25 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Apr22.070225.18497@ifi.informatik.uni-stuttgart.de>
Source record: 107316

In <aD9B3B7w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>THanks SO much to Jody Lenn for directing me to the proper
>directories/filenames of the other qikdemo#.arc's, and the MegaBlast game
>demo, as well as the rubberball demo (another quick demo, really)......

>So I'd like to know WHO made MegaBlast. I havent got it YET, but I've
>heard there7s not even an ADDRESS to WRITE to to say "THANK YOU! THANK
>YOU! HERE'S MY CASH!!"

Megablast was written by Tosten Karwoth, a german programmer.
I have his address at home, so in the next days, I'll post it
in c.s.a.8b.

Bye,
Peter
---
straif@minnie.informatik.uni-stuttgart.de

1159. Re: C-compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 07:10:17 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Apr22.071017.19262@ifi.informatik.uni-stuttgart.de>
Source record: 107317

In <WIJDEVEN.93Apr21124232@mamba.es.ele.tue.nl> wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:

>What is a good C-compiler for the 8bit?

>I tried cc65 but it didn't work. Under Mydos 4.50 it loads OK, but I don't get
>the prompt (the program just returns to dos).

I've installed CC65 under MyDOS, and it works. The only problem is,
that I have to press RESET before I start the compiler.
If I do not, cc65 reacts the same manner as you described.
The second problem is, that cc65 expects all files in the drive,
that the source filename indicates (for example cc65 xxxx.c, then
it will look at the standard D:, cc65 d2:xxxx.c, then it will look
ind drive 2 for its include files).
I install all files at the ramdisk, set D: to drive 8, and then
the compiler works completely via ramdisk, what is the only
reasonable way to work with cc65.

>Then I tried DVC_C. According to the sources that came with it you could do
>a lot of nice stuff with that compiler. But I couldn't get it to work.
>The executables can't be load with MYDOS, SMARTDOS or DOS 2.5.
>Further dvc_c.arc contained a dos.sys file and a autorun.sys file, so I put
>everything on a single density disk. But after booting the computer locked up.

>Maybe I need more than 64KB for cc65 and SPARTADOS for DVC_C ??

No, cc65 should work with 64k.

>Then I got cc8 (together with acec) and finally this one worked. The demo
>sources looked a bit like those of DVC_C. But DVC_C seems to have more handy
>routines.

>So which one is a good compiler, and how can I get cc65 and DVC_C to
>work.

see above..

Bye,
Peter
---
straif@minnie.informatik.uni-stuttgart.de

1160. gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 08:05:48 UTC
From: james micallef <james.micallef@canrem.com>
Message-ID: <199322.4513.7056@dosgate>
Source record: 107315

I have that gauntlet game!
but you should try the new 1993 releases from europe i got some and they
are amazing.
If you are still loking for gauntlet let me know.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1161. Re: C-compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 08:30:54 UTC
From: winston@merk.com
Message-ID: <C5vMBK.K88@merk.com>
Source record: 107320

That is a great question!
("What is a good 'C' compiler for the 8-bit?")

I am sorry to hear that you are having trouble with CC65. If I remember correctly, CC65 is invoked in very much the same way that VAX/C is invoked on a Digital Equipment Corp. VAX/780. The syntaxes of the two command lines are very much the same. As I recall, the source compiled to object very slowly, and didn't run particularly fast. This may have been because CC65 either offered more options than the other 'C' implementations, or perhaps the compiler needed Charles Marsletts' "Fast Floating Point Package".

"A.C.E. C" and "CC8" derive from the "DEEP BLUE C" package, if I remember correctly. The Deep Blue C language derivitives seem to run much more quickly on the ATARI 8-BIT, but this may be because they are smaller implementations. CC65 may offer floating point Reals whereas ACE C/CC8 may work only in integer math ?

There are two other implementations of 'C' that I know of for the ATARI 8-BIT. There is a TINY-C/SMALL-C implementation of 'C' based on the BYTE MAGAZINE articles on how to implement SMALL C and SMALL PASCAL on Z80 and INTeL 8080 platforms. Then, there is the commercial implementation of 'C' called, "LIGHTSPEED C" in which the first version of "ARC" for the ATARI 6502 8-BIT was written before BOB PUFF made his famous re-write of this package. LIGHTSPEED C was available Apple 6502 platforms as well as the ATARI. It seemed to be a very professional product compared to other early 'C' compilers. I don't know how it compares to DVC. I also don't know if any games or commercial products were created using LIGHTSPEED C.

My hunch is that CC65 is probably more generic than the other 'C' implementations. FORTH and LOGO are probably some of the more powerful 6502 languages, but I wouldn't know where to go to look for program source in FORTH. So as most programming examples these days are created in 'C', I can sympathize with your quest for a good 'C' compiler. I know next to nothing about DVC, but would not mind learning more. I seem to remember CC65 coming out before the 130XE was publically released, so I think the package should work on your XL. I have an 800XL and I remember getting the package to run. I don't know whether CC65 runs on a 600XL, or whether the PBI RAM Expansion Card might interfere with what the code looks for as its memory map for program execution.

1162. Re: C-compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 13:24:25 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr22.132425.2001@exu.ericsson.se>
Source record: 107322

Winston Smith writes:
>
>My hunch is that CC65 is probably more generic than the other 'C'
>implementations. FORTH and LOGO are probably some of the more powerful
>6502 languages, but I wouldn't know where to go to look for program source
>in FORTH.

* The old ANALOG Computing column "Ask Sally/Mr. Forth."

* The Forth Interest Group sells diskettes full of Forth code
for $6. There's everything from LISP-like list processing packages
to expert systems.

* An online Forth source code depository is also available; see the
comp.lang.forth FAQ for details.

* There are several Forth books on the market that come with
disks. _Forth: The New Model_ details the upcoming Forth standard and
has lots of sample code (an OOP system, for one). _Scientific Forth_
is from a "Forth as an alternative to FORTRAN for scientific computation"
point of view and includes *lots* of code for dealing with matrices,
solving systems, conversions, numerical analysis, FFT, etc. It assumes
you have a math coprocessor (for the PC) but could be converted
without too much difficulty, if you know what you are doing.

* Dr. Dobb's Journal, before all the "professional programmer" nonsense
started, used to print lots of Forth code.

1163. Re: Parts?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 15:02:20 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C5w4G1.39q@cbnewsc.cb.att.com>
Source record: 107323

From article <9678@blue.cis.pitt.edu>, by (William B Dwinnell):
>
> I was wondering if anyone knew of a source for joystick plugs that would fit t
> Atari 8-bit series? All I need is the actual connector, with a few inches of
> wire coming off- I don't need the joystick itself.

My advice is to check garage sales or flea markets. You can usually pick up
a used joystick for 50 cents. A lot cheaper than buying a connector and
some cable. A lot neater also. Sometimes you can even find a cheap
joystick in toystore closeout bins. Since you don't care how cheap the
joystick is, the buck for the whole thing still gets you a low cost cable
with the connector attached.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1164. 80 col term emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 16:30:38 UTC
From: cunning@mksol.dseg.ti.com
Message-ID: <1993Apr22.163038.800@mksol.dseg.ti.com>
Source record: 107324

```
Hey, does anybody know where i can get a modem program for my
1200xl that has an 80 column display (preferably a vt100 emulator)?
```

1165. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 18:55:51 UTC
From: uj1g@ps2-119-19.rz.uni-karlsruhe.de
Message-ID: <uj1g.37.735504951@ps2-119-19.rz.uni-karlsruhe.de>
Source record: 107325

In article <C50wuz.5nD@constellation.ecn.uoknor.edu> norlin@midway.ecn.uoknor.edu (Norman Lin) writes:
>The original post implied that holding down OPTION gives you access to 64K
>RAM on the Atari 800XL. It does not. It disables the BASIC ROMs, as you
>say, but this only gives you access to 48K, not all 64K.
>
>In fact, the Atari 800XL really only has 62K RAM, since 2K of it is
>reserved for I/O address space. Accessing all 62K of RAM requires that
>the application program specifically twiddle bits in $D201 (the address
>may be incorrect; it's been years. It might be $D20A, or $D40E. Argh,
>and I thought I'd always remember those hex addresses.).

Indeed, the I/O address space can't be switched to RAM. Physically every XL
has 64K RAM on 8 DRAM chips. So, the 2K is simply never used, is it?
I wonder if someone has tried a hardware hack to access this supplement
RAM. I guess you could remap it to other addresses, couldn't you?

Marek Tomczyk
uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

1166. Re: Parts?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 20:06:03 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <sccF3B4w165w@iowegia.dsm.ia.us>
Source record: 107326

wbdst+@pitt.edu (William B Dwinnell) writes:

>
> I was wondering if anyone knew of a source for joystick plugs that would fit
> Atari 8-bit series? All I need is the actual connector, with a few inches of
> wire coming off- I don't need the joystick itself.

The connectors for Atari joysticks are standard DB-9
connectors available at radio shack. The hood they sell for them
however will only get in the way, so you have to leave the
soldered ends open.

Radio Shack sells both the male and the female ends....sq

1167. PERCOM Drive information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-22 21:14:39 UTC
From: mameyer@solaria.mil.wi.us
Message-ID: <C5wLoF.331@solaria.mil.wi.us>
Source record: 107340

This a repost of my request to find someone who happens to still have the manuals and the source code listings for the PERCOM drives. You can post your reply here, or send directly to me at mameyer@solaria.mil.wi.us or meyer%nyneve.dnet@delcoelect.com.

Marc Meyer

1168. What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 04:05:53 UTC
From: eagle@garfield.catt.ncsu.edu
Message-ID: <1993Apr23.040553.12329@ncsu.edu>
Source record: 107327

Hi guys. I'm wanting to get into some video games now. Now, don't run away yet. I've always wanted an Atari 800 or 400 to play some cartridge games on.

But, tonight I just heard about the entire line of Atari 8-bit machiens (the XL's and XE's). I really just forgot totally about these (I use a 32-bit IBM). (As an aside, notice where I'm NOT looking for games--IBM.)

What I want to know is this: should I really be looking at the Atari 8-bit machines? I was considering buying a used Atari 2600/5200/7800, but now I'm rethinking my strategy to include an Atari computer.

The types of games I want to play are all of the classics--Asteroids, Pac-Man, Centipede, Pole Position, etc. Are the computers what I should be looking at? Or should I just stick with the 2600/5200/7800's?

Thanks for your help!

Daniel
--
Daniel "eagle" L'Hommedieu / Junior, NCSU CSC Dept / eagle@catt.ncsu.edu
"It will not be easy. It will require sacrifice."--President Bill Clinton in his inaugural speech, 20 January 1993. Translation: "we're getting ready to tax the hell out of you."

1169. Re: 80 col term emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 04:18:49 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fgz@abcd.houghton.mi.us>
Source record: 107328

Patrick.

Check the FAQ that gets posted here. What you are looking for are two programs in particular: Omnicom or Kermit65. Both offer vt100 emulation. Some prefer one program over the other for differing reasons. If you have an XEP80, checkout VT850b1, which I still can't get to work. (arrgghh!) So now, I read news via a local BBS and Bobterm most of the time, and read e-mail on the UNIX system.

There are several places which would carry either program. Check the Public Domain software houses like BellCOM in Canada, and LAPD in Lake Almanor, CA. You can write them at:

333 Peninsula Drive
Lake Almanor, CA 96137

Or, if you have some way to transfer files from the internet to your 8 bit, FTP to atari.archive.umich.edu and look in the 8bit/ directory for the above programs.

Hope this helps:

Jeff McWilliams
jjmcwill@mathlab.mtu.edu
do not send mail to Jeff_McWilliams@abcd.houghton.mi.us

-- Via DLG Pro v0.995

1170. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 04:20:48 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fh1@abcd.houghton.mi.us>
Source record: 107329

Marek,

Geeze, the things people will do for 2K!! Better to
just add in some 256K DRAMS ala the Claus Bucholz upgrade or similar
130XE type memory upgrade. Probably just as cheap as the circuitry
to get that 2K accessed.

Jeff McWilliams jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1171. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 08:31:15 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1r89gjEeeu@uni-erlangen.de>
Source record: 107349

eagle@garfield.catt.ncsu.edu (Daniel L'Hommedieu) writes:

>The types of games I want to play are all of the classics--Asteroids,
>Pac-Man, Centipede, Pole Position, etc. Are the computers what I should
>be looking at? Or should I just stick with the 2600/5200/7800's?

All the games you mention are available for the XL/XE series (as
cartridges and even on disk). Pole Position for example is MUCH better
on the XL/XE than on the 2600.

So better buy a 800XL/XE, 130XL/XE than just a game machine like the 2600.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1172. Re: ok, ive FOUND em....

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 12:00:06 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Apr23.120006.16668@ifi.informatik.uni-stuttgart.de>
Source record: 107330

In <1993Apr22.070225.18497@ifi.informatik.uni-stuttgart.de>
straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:

>In <aD9B3B7w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>>THanks SO much to Jody Lenn for directing me to the proper
>>directories/filenames of the other qikdemo#.arc's, and the MegaBlast game
>>demo, as well as the rubberball demo (another quick demo, really)......

>>So I'd like to know WHO made MegaBlast. I havent got it YET, but I've
>>heard there7s not even an ADDRESS to WRITE to to say "THANK YOU! THANK
>>YOU! HERE'S MY CASH!!"

> Megablast was written by Tosten Karwoth, a german programmer.
> I have his address at home, so in the next days, I'll post it
> in c.s.a.8b.

>Bye,
>Peter
>--
>straif@minnie.informatik.uni-stuttgart.de

So, now, there is the address of Torsten Karwoth:

Torsten Karwoth
Hermann von Vechelde Strasse 19
3300 Braunschweig
Germany

I'm sure he will be glad about some response from overseas.

Bye,

Peter
----
straif@minnie.informatik.uni-stuttgart.de

1173. Re: C-compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 12:22:24 UTC
From: billt@NeoSoft.com
Message-ID: <C5xrpD.70H@sugar.neosoft.com>
Source record: 107333

In article <WIJDEVEN.93Apr21124232@mamba.es.ele.tue.nl> wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:
>
>What is a good C-compiler for the 8bit?
>
>I tried cc65 but it didn't work. Under Mydos 4.50 it loads OK, but I don't get
>the prompt (the program just returns to dos).
>Only with SMARTDOS I get the prompt. But when I enter a filename to compile,
>it says 'no errors found', then makes an empty .obj file (with only the first
>letter of the entered filename as name ????) and then returns to dos.
>
>Then I tried DVC_C. According to the sources that came with it you could do
>a lot of nice stuff with that compiler. But I couldn't get it to work.
>The executables can't be load with MYDOS, SMARTDOS or DOS 2.5.
>Further dvc_c.arc contained a dos.sys file and a autorun.sys file, so I put
>everything on a single density disk. But after booting the computer locked up.
>
>
>Maybe I need more than 64KB for cc65 and SPARTADOS for DVC_C ??
>
>
>Then I got cc8 (together with acec) and finally this one worked. The demo
>sources looked a bit like those of DVC_C. But DVC_C seems to have more handy
>routines.
>
>So which one is a good compiler, and how can I get cc65 and DVC_C to
>work.
>
>(By the way, I have a 600XL with the atari 64KB expansion thing on the back.
> But I'm busy trying to put in 256KB)
>
>
>
>Jos Wijdeven wijdeven@es.ele.tue.nl
>Eindhoven University of Tech.
>The Netherlands
>
I use Lightspeed C for the 8-bit. It costs about $39.95 (US) if they still
sell it. Had a real nice editor. Be warned that it is only a sub set of
full C. you can't do structures and unions and a few other things.

--

1174. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 14:26:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1r8uak$fle@usenet.INS.CWRU.Edu>
Source record: 107331

In a previous article, eagle@garfield.catt.ncsu.edu (Daniel L'Hommedieu) says:

>The types of games I want to play are all of the classics--Asteroids,
>Pac-Man, Centipede, Pole Position, etc. Are the computers what I should
>be looking at? Or should I just stick with the 2600/5200/7800's?

All the 2600/5200/7800/8bit computers play the classics. My rundown:

2600: primitive graphics, primitive sound, but huge software library. I
wouldn't bother.

5200: graphics & sound equal to the 8-bit computers, but small software
library and little support. (people are always looking for 5200
controllers)

7800: graphics BETTER than the 8-bit computers, but same primitive sound as
the 2600. Runs all 2600 games, plus 7800-specific games.

800/XL/XE: good graphics & sound, flexibility of keyboard, disk drive. If
you really want a "game system" you could even find an XE Game System.

Personally, I still think the best games on any platform are on the
800/XL/XE computers.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1175. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 14:56:38 UTC
From: dgb@owlnet.rice.edu
Message-ID: <C5xyuF.KIr@rice.edu>
Source record: 107334

The 2600 versions of the games, while some people like the novelty of them (like me), just aren't a lot like the arcade games.

The 7800, 5200, and 400/800 versions of the classic games are practically identical. Things you should look at otherwise: 1) the 5200 controllers stink, and the games are hard to find. 2) the 7800 controllers are better, but not much. And the games are hard to find except for a limited selection sold at "Big Lots." 3) if you get ANY Atari 8-bit computer, you can use all of the computer games. You can get: 400,800,800XL,600XL,1200XL,65XE,130XE. If you can find one cheap enough, try to get an XEGS. It's an Atari 8-bit computer specially packaged for playing games (plus it has a neat detachable keyboard). Plus, the 8-bit line uses the same joysticks as the Commodore 64 and Amiga (and Atari 2600), so finding a good one is possible (look for the WICO controllers if you can still find them!). (Also, the Genesis controllers work in some systems, like the Amiga, but mine didn't work with my 800XL. Disconnecting a couple of wires would do the trick, if you like the joypad-type controllers).

There is a version of _almost_ every classic game for the Atari 8-bits. You just have to look hard to find the cartridges (most people have them, unfortunately, through cartridges which have been dumped to disk files and spread on BBSs).

Best places to look: flea markets and want-ads. People who find these things in their closets sell them very cheaply. People who collect them or still try to make a profit off of them (like BEST Electronics) aren't so cheap but are good sources otherwise.

1176. New BBS with Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 14:58:07 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Apr23.145807.14035@austin.onu.edu>
Source record: 107332

A new BBS has formed at sr486.onu.edu. This bbs has an Atari room
which accepts all forms of Atari discussions. Just logon as bbs,
enter your Call Sign and register. Try it out. If there is enough
support, upload/download capability may be added. Direct any questions to
l-murdock@onu.edu
k-bacon@onu.edu

Thanks
Lance "Ate_bit" Murdock

1177. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 17:00:19 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr23.170019.9214@exu.ericsson.se>
Source record: 107335

Michael Current writes:
>
>Personally, I still think the best games on any platform are on the
>800/XL/XE computers.

Agreed. You can't beat original games like Necromancer and Alley
Cat (surprisingly, completely original arcade style games are
hard to come by on video game systems). The 7800 is the best for
coin-op translations, though. Joust, Robotron: 2084, Ms. Pac-Man,
Xevious, Asteroids, Centipede, and Food Fight are *excellent*
renditions of the coin-ops. 7800 Joust is the closest you can come
to having an arcade Joust machine in your home.

--
James Hague
exuhag@exu.ericsson.se

1178. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 18:50:31 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr23.185031.11993@exu.ericsson.se>
Source record: 107336

Dennis Gale Brown writes:
>
> 2) the 7800 controllers are better,
>but not much. And the games are hard to find except for a limited selection
>sold at "Big Lots."

My only complaint about the 7800 controller is that when I have to use
both buttons a lot, my wrist gets sore after a short while. Otherwise,
it's just a typical 8-way stick (with easy to hit diagonals IMO).

As for games, they're out there if you look into the growing classic
video game scene. Video Magic sells new 7800 games, for example, for
$8 apiece.

The down side to the 7800 is that the non-classic games are mediocre;
there aren't any unqualified gems: Desert Falcon, Crack'ed, Jinks,
Water Ski, Dark Chambers, etc.

--
James Hague
exuhag@exu.ericsson.se

1179. 800XL Mystery Switch

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-23 20:08:51 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9304231945.AA29072@smithkline.com>
Source record: 107337

Galen's mystery switch is either part of a Super Video Upgrade or else it just isn't connected to anything.

The way to test it is to connect the machine via the monochrome output to a well-tweaked MONOCHROME monitor. A TV won't do, nor a color monitor, as the switch was designed to give ideal performance on mono. Try toggling the switch while examining the BACKGROUND of the screen. In one position the screen scan lines will be perfectly smooth. In the other position the screen scan lines will be interspersed with dots. Unless you know what to look for it might be necessary to use a magnifying glass to view the screen display. The switch position in which the scan lines are perfectly smooth is the position the switch should be left in.

The switch is obviously not part of an OS upgrade, since flicking it while the computer is on will crash the system, & Galen says he can toggle it freely without apparent effect. I know of no other video upgrade other than Super Video which employs such a switch. It's function is to remove the color clocking signals from the monochrome output, thereby cleaning up the mono signal. In the other position the Composite Video output is enabled for color monitors that don't take split video. But enabling CV with the switch also lets the clocking signals back in to the mono output which trashes up the signal for mono users.

- BEN POEHLAND
The 8-Bit Alchemist

****

1180. Re: Gauntlet

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-24 02:49:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <9oPH3B5w165w@cyberden.sf.ca.us>
Source record: 107342

Wait a minute? You have the shareware version of Gauntlet? The SpACE game? It has no music! Not the version >I< have!?

Or are you talking about Gauntlet, like the arcade game? And is there a S.W. version of it!?!??

Hmmm... im lost :)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1181. Re: New BBS with Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-24 10:46:54 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <1rb5qv$bq@usenet.INS.CWRU.Edu>
Source record: 107341

How does one log on to that BBs from the Cleveland Freenet?????

1182. Ok.. so I've seen MegaBlast by Torsten Karwoth

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-24 17:23:46 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B7Ti3B1w165w@cyberden.sf.ca.us>
Source record: 107343

NOW I wanna know what other "Mirax-Force" / "Zybex" style games are out there? Esp. the newer ones. When I heard the name "MegaBlast," I thought it was going to be like the Amiga game (which has the same music which Dean put in his "MegaBlast XE" sound demo).

Now.. I'm not dissapointed (that much ehhe)... MegaBlast is a really fun game.. GREAT sound effects. I cant wait to see MegaBlast II (since, from the "I" being at the end of the name of the current game, one would presume a part "II" is going to come out ;)), or any other programs (games, esp.) written by Torsten... and using that AWESOME sound routine! (and people still ask "is there a way to play digitized sound with the screen on?" heheheheh!! YES! And it looks like Torsten perfected it! hehe)

Anyways... I'm just interested in the Uridium/Mirax Force/Zybex/Mega Blast (Amiga)/etc. style shoot'em ups.. THe one (or two, cooperative) player games where you fly over some space ship / planet / whatever (but being bigger than Mirax Force's small ship-sized levels) and blast the heck out of enemies and parts of the space station and get all the colorful blinking flashing boxes with letters in them (hehe) that give you extra weapons, lives, shields, etc.....!

Does ANYONE know where there is such a game? I'd be happy with one that takes multiple disks, requires 128k .. 256k.. whatever! :)

Does anyone know if anyone ELSE is WORKING on such a game? :)

how many other Atari Classic'ers out here like these types of games too? :)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1183. Re: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 10:08:11 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Apr25.020811.1@max.u.washington.edu>
Source record: 107344

In article <408B3B1w164w@jwt.oau.org>, bbs-uelise@jwt.oau.org (sean patrick) writes:

(...)

> electronics to fix the 850): Is there another way to port the software to
> the 130xe without using an 850? Possibly via the PC2IO setup? (which
> would of course require building the interface).
>
There are programs for the PC that allow you to copy files to an Atari
180k disk (ie the double density ones) with your PC.

I would recommend building the PC2IO, though. It takes about 1/2 hour, and
is fairly useful. As soon as I can put more time into it, I hope to have
a device driver for the 8bit and a program for the PC that will allow you
to store files on the PC's hard disk in normal file format (instead of a disk
image file) and access them transparently from the 8bit.
--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

1184. Demos, and other things

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 12:04:22 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Apr25.120422.28921@aber.ac.uk>
Source record: 107346

Right, I'm back from my Easter holiday so I can clear some things up. I haven't been reading this group over the holidays because it would cost too much money. Email is OK, but news isn't!

OK, the MegaBlast problem. mblastxe.dcm in the Demos directory is a digitized music demo written by me. It has nothing to do with the MegaBlast game (which I also uploaded to the archive) which is called mblast.arc in the main directory. Sorry about the name confusions, but I used MegaBlast long before the game appeared!

BTW: Bill, it was me who told you how to do the 8 ->4 bit sound conversion!

Next, thanks to those people who bought some of the stuff I advertised on here at the end of last month. I still have some of this left, so I will post an updated sale list on here after I finish typing this!

Next, issue 12 of the News-Disk is ready. I will post it tomorrow (I didn't get a chance to ARC it up last night - too busy watching videos, and after a 7 hour train journey.. well you know what I mean!). On this issue there is a competition which ANYONE can enter. You will just need all previous 11 issues of the News-Disk in order to answer the 10 questions relating to these issues. You can enter the competition by email. Closing date is 7th May. The prizes are good, trust me!

Dean Garraghty.
djg0@aber.ac.uk

1185. CLEARANCE SALE UPDATED LIST

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 12:11:00 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Apr25.121100.29305@aber.ac.uk>
Source record: 107347

***** MEGA DEALS *****

Call me crazy if you want, but I have a lot of old stock items I really must clear out of the way NOW! This stuff is all brand new stock, and is boxed&sealed where applicable. The following prices include shipment costs to the US!

BALLBLAZER on ROM cartridge. Brand new, boxed and sealed. I have 3 of these to clear at just $10 each, which includes shipment to the US! (UK price: 4pounds).

POLE POSITION on ROM cartridge. Brand new, boxed and sealed. I have 4 of these to clear ar just $10 each, which includes shipment to the US! (UK price: 4pounds).

**** SUPER DEAL **** Buy BALLBLZER and POLE POSITION together for just $15 the pair, including shipment to the US! (UK price: 7pounds).

ATARI MACRO ASSEMBLER DISK. Brand new, boxed and sealed. Disk and 2 manuals. I have 10 of these to clear at a stupid $12 each, including shipping to the US (and the boxes are big and heavy!!). UK price: 6pounds.

DIGI-STUDIO packages 1 and 1.5 sets. These are the old versions of Digi-Studio, the digitized sounds and music utility. This pack will get you the keyboard player (to play tunes using the keyboard with digitized sounds) and a tune player to play music in digitized sounds. Loads of samples and tunes are included. You also get a utility to play the tunes in your own programs and a utility to edit samples. Great fun! These used to sell at $20 the set, but now the new full version of Digi-Studio is available I have to clear 14 sets of the old versions. You will get 2 DS disks and 2 typeset booklet style manuals for a silly price of just $5 which includes shipping to the US! UK price: 2pounds. THIS IS A BARGAIN!

EASY PROGRAMMING FOR THE ATARI MICRO book. A highly regarded British book covering many aspects of the Atari and computing in general. Still in publication, and usually sells at 6pounds in the UK. I have about 7 of these left and you can have them for just $7 each, including shipping to the US! (books are heavy, so shipping costs more!). UK price: 2.15pounds.

THE 600XL PROGRAM BOOK. Another good British book full of good type-in programs for all Atari 8bit machines. Usually costs 5pounds in the UK, but I have 5 to clear at just $6 each, including shipping to the US! UK price: 2pounds.

HOW TO ORDER:
This is easy! I accept payment in cash in US$. Just send the cash with your name/address and order to me at:

DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

IF you are sending a large amount of cash, you may like to pay for international insurance on your letter when you send it. I can't be held responsible if your cash goes missing!

Please Email me first to reserve stock: djg0@aber.ac.uk.

1186. 8-bit Hardware/Software For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 14:13:27 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1re6a7$ojj@usenet.INS.CWRU.Edu>
Source record: 107345

```
##############################################################################
Hardware
##############################################################################

Atari 800XL (64K, works great, incl. power supply - 2 available)..ea 35
Panasonic KX-P1124 24-pin dot-matrix printer.....................175

##############################################################################
Programs & Games
##############################################################################

Basic XL (cart and manual -- three ring binder style).............25
Atari's Timewise (with docs).....................................5
subLOGIC Flight Simulator II (new in box w/all docs & maps).......10
Caverns of Mars (disk, manual, box).............................10
Ballblazer (disk, box, manual)..................................10
Silent Service..................................................7
Touchdown Football..............................................7
Hardball........................................................7
Text Wizard (Datasoft)..........................................5
Jewels of Darkness (with docs)..................................5
Silicon Dreams (with docs)......................................5
SSI Tigers in the Snow (in box w/all docs).......................5
Zork I .........................................................5
Fort Apocalypse.................................................5
F-15 Strike Eagle (w/docs).......................................5
OSS's Action! Runtime Library...................................10
Datasoft's Graphic Master (w/docs)..............................7
Print Power (Commodore/Atari) (w/all docs).......................7
Award Ware (Commodore/Atari) (w/all docs)........................7
Spell Checker!..................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)..............5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....3
Zaxxon (cassette -- in box w/docs)..............................3
BRE Software's Atari PD Disks #62, #90, #109.............All three 3

Atari Basic Reference Manual....................................10
Inside Atari Basic..............................................7
Atari Games and Recreations.....................................7
Atari Basic: A Self-Teaching Guide..............................7

##############################################################################

Prices do not include shipping.
```

If you're interested in any of these items, please send me Email.
Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

1187. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 18:25:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yoRk3B2w165w@cyberden.sf.ca.us>
Source record: 107350

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>
> 800/XL/XE: good graphics & sound, flexibility of keyboard, disk drive. If
> you really want a "game system" you could even find an XE Game System.
>
> Personally, I still think the best games on any platform are on the
> 800/XL/XE computers.

YEP! I mean, just look at Zybex, Draconus, Mega Blast, and all the
trippy sound / graphics demos!

BUT... this guy is looking for "old fashioned" style games...

Zybex is a lot like "Life Force" on the Nintendo / for the Arcade..
Draconus is a more 85+'ish Commodore / Amiga style "run around and get'em
" style game. It is SORT of like Metroid, if we need a Nintendo
comparison

Megablast is by far the best new game out! :) The graphics are pretty
good (nice animation. I sort of wish there was a little more... like
animated weapons, but.. oh well), and the sound is AWESOME.. and if it's
to be compared to ANY game, it'd have to be very close to Demons To
Diamonds for the 2600. Two player shoot'em up ... one on top, the other
on the bottom .. stuff in between.. But that's REALLY the only
similarities. (on a side note, I showed the game to an IBM user friend
of mine (who DOES have VGA and a SoundBlaster card) and wishes they had a
game like it for IBMs! haha! And I showed him some HobbyTronic demos and
he says that the IBM could never do such fast smooth scrolling! hehee..
at least HIS couldnt.. and I belIEVE he has a fast 386 or 486?)

And people heckle us! HAHA! They haven't even SEEN what we can do!
muahah!

sorry :) "Atari-owner ego trip" :)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
HAHAHAHAHAHAHAHAHAHAHAHAHA!!!! - - - -- GetaPCJR!

1188. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 18:33:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <22Rk3B3w165w@cyberden.sf.ca.us>
Source record: 107351

I wouldn't mislead this guy into thinking all the computer systems run ALL the software.

Sure, most of the carts. will work on all the systems, but beforewarned:

The 400/800 had a different set of operating system ROMs, which make running LOTS of XL/XE software difficult ... no, sorry :) .. impossible. Not ALL of it, of course, but MUCH new stuff (esp. European games) can't run on the 400/800's.

As for the 1200xl, it has a different Operating System than the 400/800 OR the other XL's and the XE's.. I had a HELLUVA time running stuff on my 1200xl until I got an upgraded one which had a set of EPROMs with the 800XL operating system burnt into them (as WELL as the 800, so I don't have the problem I'm just about to explain about the XL/XE series)...

The XL/XE series, having a different (better) (any arguments to that fact, I wonder???) (don't say "Yeah! M.U.L.E.!" :^)), set of operating system ROMs can't run 100% of the stuff made for the 400/800. They also have only 2 joystick ports, unlike the 400/800's 4 ports. Atari decided that most people never play games with more than 4 (stick) or 8 (paddle) players, and used part of the chip that handles the joysticks to instead handle some memory management. Now, the XL/XE series can have up to 64K RAM, rather than the 48K RAM on 16K ROM of the 400 (upgraded) and 800 (altho some came stock with only 32K, right?). The XL/XE series can now "swap out" the 16K of ROM and see the "hidden RAM" under it. Remember, these little 8bits can see only 65536 bytes (64K) with their "addressing", (8 bits per byte, using 2 bytes to point somewhere = (8 bits = 256 x a second 256) = 65536). When we talk about upgraded (128, 192, 256, 320, 1 meg - 4 meg) 8bits, ALL of that extra RAM is seen as 16k chunks. 16K of the normal RAM is swapped out and the extra RAM is seen instead. Its like having a peice of paper with a hole in it. The hole is where one sees the EXTRA RAM (on the sheet under it), and the rest of the paper is the "always seen" RAM. Unupgraded Atari's (64K or less) only have 1 peice of paper (with no holes, of course :))..

Anyways... i TOTALLY digress :)

Just remember, not 100% of Atari software works on 100% of Atari computers. :)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
"With friends like you, who needs hallucinations?!" - Buddy Night Court

1189. Re: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-25 18:42:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <JHsk3B4w165w@cyberden.sf.ca.us>
Source record: 107352

exuhag@exu.ericsson.se (James Hague) writes:

> Cat (surprisingly, completely original arcade style games are
> hard to come by on video game systems). The 7800 is the best for
> coin-op translations, though. Joust, Robotron: 2084, Ms. Pac-Man,

True.. Let's look at a few Ninblender ... I mean Nintendo games with the same titles as the coin-ops...

Ninja Gai-den ... nothing LIKE the arcade game. Granted, both the arcade AND the Nintendo versions ARE excellent games (gasp! yes, he just admitted to liking a Nintendo game!)

Gauntlet ... almost just as Gauntlet (III) for the Lynx isn't identical to ANY coin-op version, the Nintendo verion is different too.

(BTW! SOMEBODY TELL ME ABOUT THE COMPANY TENGEN! Thank you! :))

As for the OLDER games.. Pac Man, Galaga (ooh! I love Galaga!), and a few other "oldies", the Nintendo seems to do a reasonable well reproduction. I've never seen but two (photos of) 7800 games ... A wrestling game that came out in like 1989, and Pete Rose Baseball. (btw, my friend has the wrestling game for his 2600..yes, the 7800 graphics ARE excellent! Those wrestlers looked like Graphics 9 sprites or something! VERY good coloring!)

Well... I've posted enuf about games! I barely HAVE any cart. games for my Atari! :) (5? 6?)

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
"With friends like you, who needs hallucinations?!" - Buddy Night Court

1190. PINOUTS FOR ATARI 850

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 00:03:00 UTC
From: andrew.webster@outlan.ersys.edmonton.ab.ca
Message-ID: <3795.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 107258

Can someone send me the pinouts for a cable (both ends) fot the atari
850 interface device? I want to connect a modem to it and need to knoe
how to make a cable..

send e mail to the above address and/or to andy-w@ersys.edmonton.ab.ca

thanks for any help someone out there in 8 bit land can offer.

...andy

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

1191. I want an 850 Interface!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 03:43:50 UTC
From: galileo@bsu-cs.bsu.edu
Message-ID: <4183@bsu-cs.bsu.edu>
Source record: 107348

Hello!
I am in need of an 850 Interface. If you have one, or know of a
place where I can find one, I would like to hear from you. If you have one
for sale, please mail me your offer(which should include shipping charges).
I would like your message by the end of this week if possible(Sat. the
30th). Thank you very much!

E r i c W a l l i n - - - - - > *Ball State University*
_____ * Muncie, Indiana *
Internet - 00ewwallin@leo.bsuvc.bsu.edu ____ ~~~~~~~~~~~~~~~~~~~~
______ galileo@bsu-cs.bsu.edu \ \ / Do quantum mechanics/
/_____/ ch436@Cleveland.Freenet.edu \ \ / use tiny wrenches? /
Bitnet - 00ewwallin@BSUVAX1.bitnet ___\ ~~~~~~~~~~~~~~~~~~~~

1192. C-Compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 07:02:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <735801059.AA03139@tdkt.kksys.com>
Source record: 107286

Quoting from JEFF MCWILLIAMS to ALL
> on GEnie did some libraries for it a couple years ago, and recently
> some other nice fellow did some libraries for accessing 64K of
> expanded 130XE type RAM with it. I tried it with SpartaDOS and had
I too would be interested in those libraries, esp. those for
accessing the "banked" memory. I would really also like to know
exactly what the cc65 compiler can handle (for ex. "void"ed functions or
procedures).

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Locutus to Pontiac: Excitement is irrelevant." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1193. What To Get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 07:16:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <735801059.AA03140@tdkt.kksys.com>
Source record: 107285

```
Quoting from PHBILL to ALL
> similarities. (on a side note, I showed the game to an IBM user friend
> of mine (who DOES have VGA and a SoundBlaster card) and wishes they had a
> game like it for IBMs! haha! And I showed him some HobbyTronic demos and
> he says that the IBM could never do such fast smooth scrolling! hehee..
> at least HIS couldnt.. and I belIEVE he has a fast 386 or 486?)

Hey, isn't that something? Atari did do a good job designing the
8-bits. The newest PC's still can't compete in some respects! Heh!

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "My reality check just bounced." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)
```

1194. Re: 8-bit Hardware/Software For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 13:21:39 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr26.132139.22587@apgea.army.mil>
Source record: 107353

Hello everyone in 8 bit land. I'm looking for an 8bit atari computer.
i have heard the 800 xl is the best one to get. But I might be interested in
other models. I also need a cassete drive or a floppy drive.

Thanks people!

Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

1195. Re: 8-bit Hardware/Software For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 14:19:20 UTC
From: raurzua@isluga.puc.cl
Message-ID: <1993Apr26.141920.24342@tolten.puc.cl>
Source record: 107354

Mr. Garraghty :

Hello, I'm an atarian from Santiago, Chile, Southamerica, about 12e+3 km from England.

Just a question, How much could be to send here the:

ATARI MACROASSEMBLER Disk & Manuals ?

Thanks.
Carlos A. Olguin Richter

1196. Re: New BBS with Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 15:04:13 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Apr26.150413.89920@austin.onu.edu>
Source record: 107256

```
Complete Logon Directions for Citadel BBS at sr486.onu.edu

1) Internet access and Telnet capability required.
2) From prompt, type "telnet sr486.onu.edu"
3) At logon prompt, type "bbs" (case sensitive)
4) The next prompt will ask you for your nickname
Enter the name you want to be recognized by.
5) Register, entering all of the questions asked.

The next time you log on, type "bbs", your nickname,password

Hopefully, this will take care of any problems.
BTW: a new kernel was recently installed which has a tendency to
panic and crash occasionally, please be patient. If you can't
telnet to sr486, try again later, it has probably died.
A patch will soon be in place to alleviate this problem.

Thanks for the support,
Lance "Ate_bit" Murdock
l-murdock@onu.edu
```

1197. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 15:57:57 UTC
From: uj1g@mbpps5.rz.uni-karlsruhe.de
Message-ID: <uj1g.35.735839877@mbpps5.rz.uni-karlsruhe.de>
Source record: 107257

Jeff,

I can imagine the expediture to do the 2K RAM-Disk, sure not less than for a really big ramdisk. Anyway, the interesting thing is that I wasn't aware of that wasted 2K of RAM for so many years. I'm interested in any kind of weird upgrades, just for fun.

You mention a 256K DRAM upgrade ala Claus Bucholz. I can't remember the name (well maybe except of the actor Horst Buchholz :-)).
Is it this upgrade with the docs lying around on the archive?

Marek Tomczyk uj1g@ibm3090.rz.uni-karlsruhe.de

1198. HELP: 256kb in a 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 16:10:51 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <WIJDEVEN.93Apr26161051@anaconda.es.ele.tue.nl>
Source record: 107255

This time I have a hardware question.
I don't know if anyone has an answer, I just try.

(BTW the tip from Peter Straif, pressing reset before loading CC65, didn't work for me)

I have this schematic for putting in 256KB in a 600XL but there is one thing that doesn't make sense to me.

What they do is the following:

Remove the 4416 DRAM's. Put 8 41256 DRAM's on a seperate circuit board (along with some logic). So far so good.

But for connecting the data pins (A0 - A7) of the 41256's they take A0, A1 and A2 from the first 4416 (U11) and connect them to A0, A1 and A2 of the 41256's.

Then they take A3, A4, A5, A7 from the second 4416 (U12) and connect them to the corresponding pins of the 41256.

This sums up to 7 bits and where is A6 !?

Wouldn't it make much more sense if you take A0 - A3 from U11 and A4 - A7 from U12 ?

BTW the RAS (Row Adress Strobe) signal is taken from U11 and the CAS (Column ....) is taken from U12.

==========
Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Tech.
The Netherlands
==========

1199. Re: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 17:44:37 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <3gkm3B1w165w@TheRat.Kludge.COM>
Source record: 107260

bbs-uelise@jwt.oau.org (sean patrick) writes:

> I recently dumped some software via FTP. It's sitting here on my PC
> and I'd like to send it over to my 130xe. Problem is that my 850
> interface is dead (with the 850 power on the 1050 will not work - 850 off
> and the 1050 runs :(The question is (since I don't know enough about
> electronics to fix the 850): Is there another way to port the software to
> the 130xe without using an 850? Possibly via the PC2IO setup? (which
> would of course require building the interface).
>
> S.
>

Yes, you can hack a joystick cable to hook up to the IBM serial port. I
did a couple of variations on it. If you have access to the ST net I
could F-mail you the files.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1200. Wanted: Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 19:47:04 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr26.194704.27112@apgea.army.mil>
Source record: 107259
Cross-posted to: misc.forsale.computers.pc-clone,misc.forsale.computers.other,dc.forsale,comp.sys.atari.8bit

I am looking for an Atari 8.bit computer. Also looking for cassette drive/
and or a floppy drive for said unit.
I would perfer a 800xl but will look at other models.

I have a Ti 99/4a with a few carts that I would be willing to trade but
I'm more than willing to pay money.
(I am board of the Ti and want to try atari for awhile..)

an 8-biter at heart:
Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

1201. Genesis controllers, why donread/new/followupRe: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 21:32:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr26.163210.17437@miavx1.acs.muohio.edu>
Source record: 107269

In article <C5xyuF.KIr@rice.edu>, dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
> .... (Also, the Genesis
> controllers work in some systems, like the Amiga, but mine didn't work
> with my 800XL. Disconnecting a couple of wires would do the trick, if you
> like the joypad-type controllers).

Yea, I was wondering about this also.I had heard that they work by just
plugging them in, but when I bought one, it didn't work in my 800XL either.
I took it apart and wired in two extra wires, and it works fine now!!

I would really like to find out if it really is possible to access the
other two buttons. As anyone tried anything? (I guess the first place to
start would be to decipher the chip that is it in, which I heard was just
some simple multiplexing chip, but I'm not an electronics person.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 26-APR-1993

1202. Re: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 21:49:48 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PTVm3B4w165w@cyberden.sf.ca.us>
Source record: 107270

bbs-uelise@jwt.oau.org (sean patrick) writes:

> and the 1050 runs :(The question is (since I don't know enough about

Try downloading over to RAMdisk, since you have a 130xe.. The files you can xfer can be any larger than your RAMdisk (I assume it's 64k, ... a stock 130xe, right?) Anyways.... MyDOS and SpartaDOS both have great RAMdisk support, and I'm sure DOS 2.5 handles it well too, since it's only a 130xe. From there, once you have the files in the RAMdrive, just "back them up" to the floppy (turn off 850, then use 1050)

Would that help?

Again, no files over about 64K'd work tho.. so your stuck for now, probably... unless its all small stuff.

--
Bill Kendrick Novato, California New Breed Software
PhBill phbill@cyberden.sf.ca.us Viven las Ataris!
"Phone-Bill" or phbill@cyberden.uucp Messed-OS sucks! :P
"With friends like you, who needs hallucinations?!" - Buddy Night Court

1203. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-26 22:42:26 UTC
From: wbdst+@pitt.edu
Message-ID: <10093@blue.cis.pitt.edu>
Source record: 107261

I saw Action! available for the IBM PC, as well as (I think) the Mac-
is this the same programming language that was on the Atari 8-bit
series?

1204. Re: HELP: 256kb in a 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 02:04:12 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fqn@abcd.houghton.mi.us>
Source record: 107271

Jos,

I would be really insterested in seeing those schematics. TO my knowledge this is the FIRST 256K upgrade for the 600XL that I or anyone else has EVER heard of.

Is there some way this documentation can be sent across the pond for a couple U.S.A. hardware nuts to look at?

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1205. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 02:06:53 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fqp@abcd.houghton.mi.us>
Source record: 107272

Marek,

Yes, I think the Bucholz upgrade might be available as part of addmemb.arc, but I'm not sure on that. The commercial RAMBO upgrade from ICD Inc, and the Wizztronics upgrade from BEST Electronics are nothing but almost exact clones on the Bucholz upgrade.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1206. Need Spell Magic dictionary disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 03:34:56 UTC
From: jjmcwill@next5
Message-ID: <1993Apr27.033456.4801@mtu.edu>
Source record: 107273

I just accidentally toasted my dictionary disk for Spell Magic while trying to get it to work on a Ramdisk. I got a letter from a fellow in Canada who is seeking help with this. Anybody out there use Spell Magic, who could send me a copy of their dictionary disk?

1207. Help access 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 03:45:58 UTC
From: ramling@news.weeg.uiowa.edu
Message-ID: <1993Apr27.034558.25508@news.weeg.uiowa.edu>
Source record: 107262

I recently got my hands on an 800XL with a 256K upgrade from
Computer Software Services. What I want to know is how can I use this
extra RAM? What types of programs will support this upgrade?
Any help will be greatly appreciated.

1208. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 04:00:08 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fr5@abcd.houghton.mi.us>
Source record: 107274

No, I don't think that program is a programming language, I believe it's some sort of application. Intersestingly enough, Word Perfect Corp. now has a stripped down word processor called Letter Perfect, which is what the Word Processor from LJK was called. Gee, think LJK could win a lawsuit against WP Corp? :) Maybe the "Look and feel" are the same too. (grin)

Jeff McWilliams
jjmcwilll@mathlab.mtu.edu

-- Via DLG Pro v0.995

1209. Re: HELP: 256kb in a 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 04:07:52 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1993Apr27.040752.26375@samba.oit.unc.edu>
Source record: 107263

```
--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80
```

1210. Re: Parts?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 04:13:46 UTC
From: generic@rahul.net
Message-ID: <C64Jqz.3MM@rahul.net>
Source record: 107264

Get a "slick stick" costs about 5 bucks, works good.

Chris generic@rahul.net

--
Chris Rosenthal <generic@rahul.net>

1211. Re: What's up with the FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 04:23:47 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1993Apr27.042347.26954@samba.oit.unc.edu>
Source record: 107267

Claus Buchholz (sp?) wrote the plans for the original 800XL 256K upgrade
that was published in Byte magazine. The original upgrade bank-switched
the first 32K of memory; he later changed the plan so that it switched
the second 16K, the way most other Atari ramdisks do.

Bill Marcum

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1212. Re: PINOUTS FOR ATARI 850

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 04:37:26 UTC
From: generic@rahul.net
Message-ID: <C64KuF.4AA@rahul.net>
Source record: 107265

```
R1:
Pin 1 Data Terminal Ready (DTR, Ready Out)
Pin 2 Carrier Detect (CRX, In)
Pin 3 Send Data (out)
Pin 4 Receive Data (In)
Pin 5 Signal Ground
Pin 6 Data Set Ready (DSR, Ready In)
Pin 7 Request to Send (RTS, Out)
Pin 8 Clear to Send (CTS, In)

R2:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive Data
Pin 5 Signal Ground
Pin 6 DSR

R3:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive
Pin 5 Signal Ground
Pin 7 RTS
Pin 8 -8 Volts

R4:
Pin 1 Send Data +
Pin 3 Send Data -
Pin 7 Receive Data +
Pin 9 Receive Data - (20 mA)

Map of connector is:

5 4 3 2 1

9 8 7 5

You should use R1: for your modem communications. RS232 connections
are as follows:

Pin 2: Send Data
Pin 3: Receive Data
Pin 4: RTS
Pin 5: CTS
Pin 6: DSR
Pin 7: Signal Ground
Pin 8: Carrier detect
```

Pin 20: Data Terminal Ready

The minimum you can do and have the possibility of working is to hook up
Send Data, Receive Data and Signal Ground. Some modems may require more.
If you have trouble, the first thing to do is switch Pins 2 and 3 and try it
again.

Chris (generic@rahul.net)

--
Chris Rosenthal <generic@rahul.net>

1213. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 05:05:48 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Apr27.050548.4048@cs.tulane.edu>
Source record: 107266

In article <10093@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I saw Action! available for the IBM PC, as well as (I think) the Mac-
>is this the same programming language that was on the Atari 8-bit
>series?

No, Action! for the IBM and MAC is a MultiMedia presentation program...not
a lang. Action! (the Lang.) was only written for the Atari 8bit. Though to
tell you the truth, I'd have loved to have seen and implementation of it for
the other platforms...(JMO)

Mike & Sherry
Atari Archive Project
Louisiana

1214. News-Disk 12 upload problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 11:04:10 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Apr27.110410.4785@aber.ac.uk>
Source record: 107268

It appears we have problems with the archive, and I can't access the alternative address I've been given, so I can't put Issue 12 of the News-Disk on the archive just yet. BUT, issue 12 contains the competition which has a deadline, so if you want a copy of issue 12 please email me and I'll mail you a UUencoded copy of it.

Dean Garraghty. djg0@aber.ac.uk

1215. Re: News-Disk 12 upload problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 13:18:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1rjbqc$o14@usenet.INS.CWRU.Edu>
Source record: 107275

In a previous article, djg0@aber.ac.uk (Dean John Garraghty) says:

>It appears we have problems with the archive, and I can't access the alternative
>address I've been given, so I can't put Issue 12 of the News-Disk on the
>archive just yet. BUT, issue 12 contains the competition which has a deadline,
>so if you want a copy of issue 12 please email me and I'll mail you a UUencoded
>copy of it.

Are you by chance trying to upload to the UK mirror site?

All uploads must be made to the 8bit/New directory in the main
atari.archive.umich.edu site.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1216. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 13:54:30 UTC
From: eagle@garfield.catt.ncsu.edu
Message-ID: <eagle.735918870@news.ncsu.edu>
Source record: 107277

Guys, what exactly is the 850 Interface box? A friend has an Atari 800, but he doesn't have the box. He wants to get a drive, and I've found a guy who has 2 drives, an 850, and a computer. I only want one drive, so can I give the other drive to my friend, or would he need the interface box too?

Thanks!

Daniel
--
Daniel "eagle" L'Hommedieu / Junior, NCSU CSC Dept / eagle@catt.ncsu.edu
"It will not be easy. It will require sacrifice."--President Bill Clinton in his inaugural speech, 20 January 1993. Translation: "we're getting ready to tax the hell out of you."

1217. Re: HELP: 256kb in a 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-27 16:18:53 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <WIJDEVEN.93Apr27161853@boa.es.ele.tue.nl>
Source record: 107276

Well, from all sides came questions about the schematics for putting in
256KB in a 600XL.

It seems as if no one has ever heard of it. It was published in a dutch
computer magazine called 'Atari Magazine' back in 1987!!

Now a lot of people want to see this schematic and I am willing to post
it to this group, but what is the best way to do this??

Maybe in a GIF format or something like that?? (uuencoded that is)

I also got a mail from Ryan 'Goz' Collins who said that maybe the 8 DRAM's
could be replaced by a 256KB SIMM. I'm investigating this now.

BTW: I still haven't had an answer on my question in my previous post.
Although Bill Marcum send an empty article and hereby I'm asking
him to please resend it or else I won't be able to sleep tonight :-)

==
Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Technology
The Netherlands
==

1218. atari.archive.umich.edu bi-annual faq

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 02:22:48 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1rkppo$m57@terminator.rs.itd.umich.edu>
Source record: 107278
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,umich.archives,umich.post.myke.post,alt.felching.gerbils

The atari.archive.umich.edu "Just the 'faqs' faq" - an Umich Atari Posse Product

This faq has been revamped to provide just the "faqs", less talk
and more rock. Ready?

1. How the hell do I get to atari.archive?

By order of preference:
1. AFS (if you don't know what it is, you don't have it, forget I
mentioned it).

2. Gopher (Other gophers/North America/USA/Michigan/Merit/Software
Archives).

3. FTP - Be sure to check for mirrors that are closer to home. For
instance src.doc.ic.ac.uk (/computing/systems/atari/umich) and
wuarchive.wustl.edu (/mirrors/archive.umich.edu/atari).

4. Mail - Send mail to atari@atari.archive.umich.edu with a body
of help for the help file. Questions about BART to
brode@atari.archive.umich.edu

2. Uploads?

You bet we want 'em. Via afs, cp into /afs/umich.edu/group/itd/archive
/atari/New. Via ftp, ftp into atari/New (will not work at mirrors).
Via gopher, impossible, see mail. By mail, uuencoded chunks to
weiner@atari.archive.umich.edu.

3. Sacrifices in our honour?

You bet. Small children and farm animals only please.

4. Why the hell do things take so long to get from New to the
archive?

Lack of spare time. Lack of sacrifices. We're working on it. Really.

5. I'm completely confused by this post, who can clarify it for me?

I'll do my best, weiner@atari.archive.umich.edu. If that don't work,
weiner@terminator.rs.itd.umich.edu. If that don't work,
weiner@stat.umn.edu. If that don't work, weiner@beryl.labmed.umn.edu.
If that don't work, Jeff Weiner 414 Erie St SE #14, Mnpls, MN 55414.

Good night,
--

Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you.....

1219. Re: Help access 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 03:37:41 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ftr@abcd.houghton.mi.us>
Source record: 107280

Robert,

Gee, what a coincidence, I am currently doing a large series on expanded
RAM, in my column, Moonlight Workshop, in Atari Classics magazine.
If you subscribe now, you won't miss it! It will thoroughly cover
almost every program that I could dig up that uses the extra memory.

Atari CLassics
179 Sproul Road, Rt 352
Frazer, PA 19355-1958

USA 25$ for 1 year (5 or 6 issues)
software disk is $9.00 per year, 1 disk every two issues.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1220. Re: News-Disk 12 upload problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 04:24:22 UTC
From: snyder10@convex1.tcs.tulane.edu.tulane.edu
Message-ID: <1993Apr28.042422.19425@cs.tulane.edu>
Source record: 107279

In article <1rjbqc$o14@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>Are you by chance trying to upload to the UK mirror site?
>
>All uploads must be made to the 8bit/New directory in the main
>atari.archive.umich.edu site.

Having just tried it myself, what Dean says is right... you can't upload to the New dir at the archive... it seems to have been write locked...

Mike
Atari Archive Project
Louisiana

1221. Help access 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 05:35:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <736019839.AA03153@tdkt.kksys.com>
Source record: 107291

On <27 Apr, 04:45>, Robert G. Amling wrote to All :

RGA> I recently got my hands on an 800XL with a 256K upgrade from
RGA> Computer Software Services. What I want to know is how can I use this
RGA> extra RAM? What types of programs will support this upgrade?
RGA> Any help will be greatly appreciated.

Basically, almost any program that requires a 130XE, esp. because the CSS upgrade is a very, very compatible memory upgrade. You can use PD programs such as the word processor TextPro that can take advantage of the extra memory or run QWK offline message readers such as PabQwk or QwkSilver, for example. Or use it as a RAMdisk. There are many programs which will take advantage of the extra memory.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1222. Re: Help access 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 12:29:36 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.122936.7317@apgea.army.mil>
Source record: 107281

In article <1993Apr27.034558.25508@news.weeg.uiowa.edu> ramling@news.weeg.uiowa.edu (Robert G. Amling) writes:
>
>I recently got my hands on an 800XL with a 256K upgrade from
>Computer Software Services. What I want to know is how can I use this
>extra RAM? What types of programs will support this upgrade?
>Any help will be greatly appreciated.

Yeah thats a good question. I'm looking at getting an Atari 8 bit computer.
Everyone says get the 800 xl due to you can expand it. But if there is
little use for this feature, i might beable to accept a lesser unit..

Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

1223. Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 12:32:04 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.123204.7787@apgea.army.mil>
Source record: 107282

Is it true that the sound on the 8 bit computers are better that the 7800?

Goodness I hope so.

Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

1224. Re: Atari 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 12:48:49 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Apr28.124849.1048@iplmail.orl.mmc.com>
Source record: 107283
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Here are some of the Star Raiders keyboard commands... this is from memory, so try it before you believe it.

G - Galactic Map
H - Hyperspace Jump
Number keys - Thrust in normal space. Use this to dock with the base (just approach it slowly)
A - Aft view
F - Forward View
S - Shield (?)

I think there may be more, but I haven't played in a while (might have to break it out tonight though... I feel the need for a SR fix!)

Larry Richardson
richards@elmer.orl.mmc.com

1225. Re: Help access 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 15:06:29 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Apr28.150629.3159@iplmail.orl.mmc.com>
Source record: 107284

In article <1993Apr28.122936.7317@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
|> Yeah thats a good question. I'm looking at getting an Atari 8 bit computer.
|> Everyone says get the 800 xl due to you can expand it. But if there is
|> little use for this feature, i might beable to accept a lesser unit..
|>
|> Rob Merritt
|> +---+
|> I Disclaimer: My opinions are mine alone, not of my employer, not I
|> I of my friends and family, and not of a co-worker. I
|> I I
|> I "When a Girl like K3-Myrlu bonds with you, you got to remember I
|> I two things. First, its for life. Second, its with your Central I
|> I Nervous System!" I
|> +---+

There are many uses for expanded memory on an 8-bit system. I usually use it as a RAMDisk under SpartaDOS X (most DOS's now can support some type of RamDisk). Also, there are applications such as Paperclip, Typesetter 130, many disk copiers, that will directly use the extra memory.

To answer your other post about sound, the 8-bit has 4 channel sound capability (I don't know what the 7800 has, so I can't compare the two).

Larry Richardson
richards@elmer.orl.mmc.com

1226. Re: HELP: 256kb in a 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 17:01:45 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Apr28.170145.2366@ge-dab.GE.COM>
Source record: 107287

In article <WIJDEVEN.93Apr27161853@boa.es.ele.tue.nl>, wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:
|> Well, from all sides came questions about the schematics for putting in
|> 256KB in a 600XL.
|>
|> It seems as if no one has ever heard of it. It was published in a dutch
|> computer magazine called 'Atari Magazine' back in 1987!!
|>
|> Now a lot of people want to see this schematic and I am willing to post
|> it to this group, but what is the best way to do this??
|>
|> Maybe in a GIF format or something like that?? (uuencoded that is)

Either post or e-mail me the schematic scanned in TIFF format (1-bit per pixel, I or M format, compressed with packbits or uncompressed). If I can interpret it, I can release a TIFF viewer that would also let us print out the schematic. If you've never heard of TIFF, let me know what formats you can produce.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1227. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 19:23:12 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.192312.7248@apgea.army.mil>
Source record: 107288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Ok, I've posted this message acrose the 3 main atari groups.

Is there a good history of atari and its machines?
Here is what I have constructed from word of mouth, my memory and old
issues of Compute!.

1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
was a use sucess and atari began its climb.
2. 1976, Atari had made a cartridge game system called the VCS (Video computer
system, later called the 2600). However it took a year to reach to market
because most stores didn't think people would buy such an expensive toy.
3. 1979, the VCS was a huge success. With the release of the Apple, Atari
started to develop its own home computer. I'm not sure when the 400 was
released but I assume before 1981.
The computer they release was the 400. it has 16k ram and uses the 6502
chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
version called the 800 was released with a real keyboard and 48 k ram.
4. 1983. While the computers sold well, they appear to be losing a war against
the commadore 64 and other computers. And while their billion dollar baby
the VCS keeps making money, systems like the Intellivision, Collecovision
, computers and time itself has warn it down.
(at some tome they released the 5200. A video game system based on the
atari 400. I'm not sure when this happened. It was a failer)
5. 1984. The video game industry when bust and alot of companies where
destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
in mid 84.
Also, atari developed the 7800. a revolutionary game system that was delayed
for so long ~(I think 86 was when it offical was released in real numbers and`
the nintendo, a surperior machine, although also developed in 84 had bet them
to the punch)
5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
machines that were twice as power as anything else on the market. They used
the GEM windowing system and had Color and used the 68000 chip. They were
nick-named the Jackintosh.
The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
find what xl were released and when.
6. the time between 86 and 91 is very hard for me to track info down. I was
very into the IBM PC world and got few mags that said anything about Atari.
I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
line was taken down to one game computer called the XEGS. And ST's didn't
sell well or were run over by PCs Also there were other ST models released
called 1024, STE, and the TT.
7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled

the 7800 and the XEGS.
8. 1992 to present. Things look pretty bad..

ok, anyone care to fill in details or point out my mistakes in the time line?

Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+
If you have any 8bit Atari Computers you'd like to get rid of. email me.

1228. Software request

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 20:50:55 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Apr28.205055.2795@newshub.ists.ca>
Source record: 107289

Does anyone have an electronic copy of the "Prompter" software which appeared in the October 1987 ANTIC? I know someone who is looking for this program and he would prefer not to type it in if he doesn't have to.

Many thanks.

- Mike Jewison
mjewison@nereid.sal.ists.ca

P.S. Check your mailbox for the April "Atari Classics". Mine arrived yesterday.

1229. 1027 printers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 22:09:28 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1rmvao$p2l@news.ysu.edu>
Source record: 107290

I've gotten a hold of two 1027's from a friend and neither
of them work. They both print junk and I'm at a lose as to what's
wrong with them. Has anyone else ever had problems with the 1027 printers?
--

1230. Alternate Reality The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 22:32:17 UTC
From: njdevils@IASTATE.EDU
Message-ID: <1993Apr28.173217@IASTATE.EDU>
Source record: 107292

I have this game for the Atari 800xl
but
I want it for the IBM.
Can anyone help?
Thanks Much!
Eric Daugherty

1231. Re: 8-bit Hardware/Software For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-28 22:32:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <H6mq3B1w165w@cyberden.sf.ca.us>
Source record: 107298

raurzua@isluga.puc.cl (raurzua) writes:

[asking about mail to england from chile]

Hey! Speak up more often! ;) ... we'd like to hear from people all over
as much as possible! At least say "hi!" every once in a while...

I didn't realize anyone in south america was on here! Russia, yes :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1232. Re: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 01:19:40 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1993Apr29.011940.11452@samba.oit.unc.edu>
Source record: 107293

The 850 interface contains 4 serial ports and a parallel port. It's good for connecting modems or printers to the computer, but you don't need it for a disk drive. If you're splitting up a system that had two disk drives, you will need to check the drive select switches on the back of the drive, so that each computer has a "D1:" drive.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1233. Re: C-Compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 01:28:21 UTC
From: tribe831@snake.cs.uidaho.edu
Message-ID: <1rnavlINN3ib@owl.csrv.uidaho.edu>
Source record: 107177

In article <735801059.AA03139@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
...
> I too would be interested in those libraries, esp. those for
>accessing the "banked" memory. I would really also like to know
>exactly what the cc65 compiler can handle (for ex. "void"ed functions or
>procedures).

I wrote the "XE-Bank" package for CC65. It provides access to the extra 64K via C functions. All the bank swapping is performed for you. Direct access is provided for common C data types, including 6-byte floats. You can use the memory as a 65536-byte array or use the xalloc/xfree routines. Everything was written in machine language. It is available at atari.archive.umich.edu: atari/8bit/Cc65/xebank.arc; it comes with complete documentation. (The down side: 128K machines must give up their ram disk.)

As for voids, et.al. in CC65: voids and enums are not supported. The best way find out about CC65 is to just go and get it and play with it first hand.

--
Duane Tribe, tribe@ted / tribe831@snake.cs.uidaho.edu

1234. Re: C-Compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 03:37:30 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fuq@abcd.houghton.mi.us>
Source record: 107295

Dag,

The expanded memory routines are already located at
atari.archive.umich.edu in the 8bit/Cc65 directory.

Jeff
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1235. Zybex

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 03:39:50 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1rnim6$6r8@usenet.INS.CWRU.Edu>
Source record: 107294

Could someone please let me know who is the commercial developer of Zybex, and whether they are still in business?

A reputable PD/Shareware firm is still selling Zybex as PD, but as we learned here recently it is a commercial product. I feel my letter explaining Zybex is not PD will be more effective if I can supply who the developer is and how to contact them.

Thanks,
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1236. Wanted Atari 800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 07:53:28 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.19un@amiganet.chi.il.us>
Source record: 107210

Looking for these cartridges. Let me know what you have and what you want for them. I really don't have any to trade.

1237. Re: Zybex

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 09:09:32 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Apr29.090932.13898@cs.nott.ac.uk>
Source record: 107296

Zybex (the great, the one and only) was developed right here in the UK by
Zepelin Games Ltd, sadly Zepelin have now dropped support for the 8-bit, due
to lack of sales, this happened around the beggining of last year, a
real pity since they produced some of the best games ever to be seen on
the 8-bit, great graphics, brilliant sonics, even better gameplay.
Sorry, I don't have an address handy at the moment!

By the way if anyone is wondering, it IS possible to finish the game, in fact
once you've mastered a couple of tricks it is quite easy to do so, I've managed
to finish it 3 times in consecutive games!

Raphael Espino
rje@cs.nott.ac.uk

1238. Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 09:19:33 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Apr29.091933.14504@cs.nott.ac.uk>
Source record: 107297
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Other keyboard commands for Star Raiders (my favourite game of all time!!) are:

T - toggles tracking on/off
M - manualy selects target
P - pauses game
C - toggles Attack Computer on/off
S - toggles shields on/off - hey I once finished the game on the commander level without switching the shields on at all!

Inverse Video key - aborts game

pressing other keys on the keyboard will produce the What's Wrong? prompt (or somehting like that, I can't remember the exact phrase)

Raphael Espino
rje@cs.nott.ac.uk
Best Rank: Star Commander Class 1 (5 times - yes it is possible!)

1239. Macro Assembler to Chile

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 10:21:17 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Apr29.102117.14512@aber.ac.uk>
Source record: 107243

I just CAN'T get email to Chile for some odd reason, so I'm having to post this here.

To buy a copy of Macro Assembler from me (and to send it to Chile) will cost 10pounds (surface mail) or 15pounds (Air Mail). You can pay in pounds in cash (the easiest way!) or send an International Money Order for the amount. Please email me if you still want one.

Dean Garraghty.
email: djg0@aber.ac.uk

1240. Re: C-Compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 13:34:49 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr29.133449.660@exu.ericsson.se>
Source record: 107299

On the subject of C compilers, the current issue of Atari Classics claims that Ace C compiles to machine code. Is this correct? I seem to remember, back when I used to use it, that it compiled to some form of P-code. (If it doesn't, then the code generation is *terrible*.) Anyone know for sure?

On a related note, the author of the original Deep Blue C is on the net, but I don't know if he follows this group (probably not). If the author of the AC article is out there, I'll put you in touch. I can't guarantee he'll be helpful or remember anything, but it's worth a shot, right?

--
James Hague
exuhag@exu.ericsson.se

1241. Re: Zybex

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 13:42:58 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Apr29.134258.902@cs.nott.ac.uk>
Source record: 107300

In article <1rnim6$6r8@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>Could someone please let me know who is the commercial developer of Zybex,
>and whether they are still in business?
>
>A reputable PD/Shareware firm is still selling Zybex as PD, but as we
>learned here recently it is a commercial product. I feel my letter
>explaining Zybex is not PD will be more effective if I can supply who the
>developer is and how to contact them.
>

Zybex was written by Zeppelin Games Limited (note 2 P's in Zeppelin)
address is: 9D Ash Way, Houghton-le-Spring, Durham, DH4 6JW, Great Britain

their registered office is:
25 Osborne Road, Jesmond, Newcastle upon Tyne, NE2 2AH, Great Britain

Raphael Espino
rje@cs.nott.ac.uk

1242. VTex 1.2

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 16:14:54 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Apr29.161454.19944@iplmail.orl.mmc.com>
Source record: 107302

Hi there. The latest version of my text viewing program for the 8-bit, VTex 1.2, is available for downloading from atari.archive.umich.edu in the /atari/8-bit directory (vtex12.arc). It lets you view any file (text or binary), converts IBM CR/LF to 8-bit CR's, pages forward and backward, has a built in help screen, and many other features. It runs under Sparta and Atari Dos's (should work under most 8-bit dos's). Get a copy and try it out.

Larry Richardson
richards@elmer.orl.mmc.com

1243. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 17:46:21 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C69ApD.Eyw@cbnewsc.cb.att.com>
Source record: 107301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>
> Ok, I've posted this message acrose the 3 main atari groups.
>
> Is there a good history of atari and its machines?

Last year Jim Trageser posted a summary or the different models of the
Atari computers which was also a kind of history of Atari. I can repost
his article if he isn't around to do it again himself.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1244. telnet to atari.archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 19:55:19 UTC
From: andy-w@ersys.edmonton.ab.ca
Message-ID: <wias3B2w165w@ersys.edmonton.ab.ca>
Source record: 107304

Can someone answer this question I have?
I use to be able to ftp atari.archive.umich.edu and get on anonymous. Noe
if I try it asks me to login with a user name and a password.
Does anyone out there in 8 bit land have a responce to this?
I have no more access to the exhaustive pile of programs for atari
anymore.
e.mail me with an answer please..
thanks...

--
Andrew webster andy-w@ersys.edmonton.ab.ca

1245. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-29 20:41:07 UTC
From: norlin@midway.ecn.uoknor.edu
Message-ID: <C69Isp.D0x@constellation.ecn.uoknor.edu>
Source record: 107303
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

>pressing other keys on the keyboard will produce the What's Wrong? prompt
>(or somehting like that, I can't remember the exact phrase)

For the curious, the phrase is "WHATS WRONG?", *without* the apostrophe.
I wondered why they weren't correct with their punctuation, so I dumped
the cart to disk, edited the message to be "WHAT'S WRONG?", and fired up
the game again. Instead of the apostrophe, though, I got some funny
looking character. Evidently, the Star Raiders programmer(s) had redefined
the character bitmap for the apostrophe character (probably as one of the
control panel characters).

Just another useless bit of 8-bit trivia,
Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

1246. Re: Genesis controllers, why donread/new/followupRe: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 00:45:16 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6XNs3B3w165w@cyberden.sf.ca.us>
Source record: 107205

Wait a minute wait a minute..
does the genesis controller really have a chip!? I know the Ninblender has a chip in it, which is how they compress 4 directions and 4 buttons down to like 5 pins.....

oh well..anyways... i heard that buttons A and Start can be ready by checking some other bit and if IT's on, then A and Start are on, otherwise B and C are...??!

Also...why do you have to rewire the Genesis controller!? I pluged a normal Genesis controller into my 1200xl and got the pad and B and C working just hunky-doory!

Did Sega redesign em or something????

Also..I'd guess that making controllers such as the TAC-2 act like Sega Genesis controllers (at least, say, if one were to make a game for the Atari classic that used the Genesis controller (using only [B] and [C]) either the upgraded TAC-2 or stock Genesis would work) would be no hard task....

just get a stick cable with ALL pins (or at least the extra ([C] button)) and replace the TAC-2's cable with it, then rewire it just the same as it was, except for the right button.... make IT be the [C] button...

course, im going to have to hack open my TAC-2 to be sure 'bout this ;)

Also..maybe make it switchable!? ie..Standard TAC-2 mode (both buttons are standard button) and Genesis TAC-2 mode (left button = [B] (normal) and right button = [C] (which is paddle0 i believe???))

hmmm... i think i might just do this! :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1247. Re: Help access 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 00:54:40 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <TDos3B4w165w@cyberden.sf.ca.us>
Source record: 107206

WHY GET EXTRA RAM!?!!?!??! >>WHY<< GET EXTRA RAM!?!?!?!?!?

THAT is an unCALLED for question!!!

Actually, it's not... but here's a VERY good, first hand experience of
why having extra RAM is helpful:

Actually, 4....
RAM disks,
you can run some of the better software, (ChromaCAD XE, MegaBlast (with
better music), and much more)
RAM disks,
RAM disks,
and RAM disks..

Ok......... Why RAM disks!? BECAUSE THEY ARE FAST!!! And helpful
(unless you have often brownouts/blackouts :)).

[C]opying files,
multiloading files (ala using APACView to view GIFs in different modes
and to turn them into colorviews),
compiling programs (in C, Quick, Action!, etc.) is VERY fast...
and download/upload load/save time is DRASTICALLY reduced! (imagine
saving BobTerm's 12k buffer in about 2 seconds or less compared
to a half a minute or more) (estimations!)
(your phone bill will thank you!) :)
unDiskComming, unARCing, etc. are all sped up ... just donwload to the
RAMdisk, then unARC to the RAMdisk or to the floppy, or unDiskComm from
the RAMdisk to the floppy..... VERY fast! (esp undiskcomming)

also, it acts like a second drive. If you have 1 drive, you'll like 2
drives... if you have drives, you'll love a RAMdisk :)

esp. a 192k one! (like I have)...they're bigger than 1 doubledensity
disk! .. soooooo....

you can have:
DUP.SYS - your DOS menu
DSKCOM32.COM - disk communicator (maybe!?)
whatever.DCM - a NICE, BIG DiskComm file
all in your RAMdisk..
btw- we're EvEN AssUMING THAT THE .DCM is an enhanced or DOUBLE density
disk image!

it's VERY helpful, inotherwords

:)

get xtra RAM!
:)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1248. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 01:09:47 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <13os3B3w165w@cyberden.sf.ca.us>
Source record: 107207

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>
> Is it true that the sound on the 8 bit computers are better that the 7800?

Yes... The Atari 7800 has the same, less advanced sound chip in it as the 2600 has. The Atari computers have the Pokey, which (until lately, I bet, with the introduction of SoftSynth and Torsten Karwoth's cool digiplayer he added to his game "MegaBlast") are supposedly not quite as good as the C=64. Technically, they aren't. Comparing the best synth. modes of the POKEY and the SID (the C=64's), the SID has 3 voices and seems to play quicker and is more easily programmed than the POKEY (which as 2 voices), but both play digitized sound, have very good sound, etc.etc... and again, lately the software coming out has been putting the POKEY to the test... and it seems to be passing :)

Same with the ANTIC/GTIA... the introduction of APAC mode, Interlaced APAC mode, and (not to sound egotistical), APAC-2 mode (which I made to overcome the difficulties of programming graphics in APAC mode), NOT TO MENTION ColorView (and ColorSquashView)!!!!!!, have proven that these little machines really CAN do some awesome stuff!

And people today were impressed by A.N.A.L.O.G.'s "MAZEWAR" on an Atari 800 today! (IN A ROOM FULL OF 486's with VGA, no less!!)

:)

First they say "hey! eheheeh!!! haha! it's an ... ATARI!!" .. then they say "hey, that looks like a cool game!" and some even say "too bad we dont have something like that for the [IBM / network]"

hehehehhehehehehehehehehehehe!!!!!!!!!!!!!!!

>>> phbill@cyberden.sf.ca.us <<<

1249. Re: Atari 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 01:17:52 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <HgPs3B4w165w@cyberden.sf.ca.us>
Source record: 107208
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Star Raiders commands!
<again!>
:)

0 - 9 twin ion engine control (speed) (also aborts hyperwarp)
A aft (rear) view
C computer attack control (the computers, really)
F front view
G galactic chart (map) ([fire] DOESN'T warp.. go back to [F]ront view
(or aft) and hit [H] for hpyerspace.. keep target in center!)
H hyperwarp
L long range sector scan (top view, sorta ... i love it!)
M manual target selector - change which enemy the computer is targeting
(showing distance/angle data and "looking" at (switching rear/
front view, and placing on the little mini-screen on the front
view))
S shields.. id turn'em on if i were you!
T tracking computer (sorta like the 2nd part of the "computer")
(playing the game gets you used to what T and C do....
also notice the "T" and "C" at the bottom of the screen...
it informs whether the tracking computer is on (C) or off (T)
and which enemy its tracking (0-3))
P pause... dont pause too long or you get a blank starfield (game
aborted)
Atari fuji (400/800), Dual triangles (XL/XE) (aka "inverse" button!)
abort game! (whimp! ;) )

to dock- line up the base in your sights and shoot... jk... dont shoot!
if youre close enuf (hit "9" and "0" to start up and stop... to sort of
inch your way closer) a little guy'll fly up and fix you... itll say
"orbit established"... dont move... or itll abort (docking aborted) and
the little man will just float around :)

DC: (damage control) letters:
(yellow-damaged, red-destroyed (pretty realistic!..rather than
"ok/destroyed") :)

P-photons/phasers/whatever
E-engines (hyperwarp ALWAYS works..)
S-shields
C-computer
L-long range scan
R-radio (updates map, tells you when a starbase is surrounded or
destroyed, etc.. youd hate to go to a sector that USED to have a starbase
```

and end up flying into zylons! hehe)

chart characters-
* - star base
- - you/cursor (therere two)
=> - 1 or 2 zylons
=- - 3 zylons
== - 4 zylons

(* = star/asterisk shap
- = small colored blinking dash
=> = space ship shape
=- = three blue dashes
== = 4 blue dashes)

game screen character meanings:

V:00 K:00 E:9999 T:1
0:+00 O:-02 R:+999

V="V" velocity (speed)
K="K" kills (zylons destroyed)
E="E" energy
T="T" target mode (a "C" when the computers on).. again the # is what
enemy is being tracked (see next line for tracking info)
0=an O with a "-" thru it (theta?) ... vertical offset (align to 0 and
the enemy is in front of you, as if on the horizon)
O=an O with a "|" thru it .. horizontal offset (align to 0 and it's
somewhere directly in front of you... +=on the right, -=on left)
R="R" .. range.. how far in front (+) or behind (-)

these last three again refer to the currently-being-tracked zylon

Will explain rest in next post!

>>> phbill@cyberden.sf.ca.us <<<

1250. star raiders, cont

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 01:32:38 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <45Ps3B5w165w@cyberden.sf.ca.us>
Source record: 107209

ok...as for the targeter on the bottom right of the front view:

```
---------------
| | |
| --------- |
| | | |
|--| |--|
| | | |
| --------- |
| | |
---------------
```

The center box is where the enemy'd be if you could see him on the screen (if he were close enuf, that is)

Outside of that he is either way off to the sides or behind you (in which case, if you had the [T]racking computers on, you'd be looking behind you anyways (where there is no tracking targeter))

When there are two dashhes above the "--" lines in the center of the box, you are aligned horizontally

When there are some below it (as well as above) you are lined up...

When there are the above 4 dashes around the "--"s, AND there are squares on the bottom of the box, you are lined up >AND< are in range (close enuf)....
THEN IS WHEN TO HIT FIRE!!!! :) ... BOTH photons will fire simultaneously, and they will AIM FOR THE ZYLON... they USUALLY hit it, and hurt it BAd! :)

oh yeah, the:

|-O-| is the zylon! :) ... thats not the shape of WHAT type of zylon it is (the "|-O-|", "/-\" or triangle-on-a-triangle shape), but just WHERE it is... distance isnt represented here, either...

maybe SRIII'll have all these niceties!? 8^]

well...just the basics of SR!!

have fun!

hope ya didnt mean SR 2!!

heheh

>>> phbill@cyberden.sf.ca.us <<<

1251. Re: Genesis controllers, why donread/new/followupRe: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 05:28:34 UTC
From: dgb@owlnet.rice.edu
Message-ID: <C6A77M.5Cv@rice.edu>
Source record: 107211

Hmmm, is this another 1200XL oddity? I couldn't get the Genesis controller
to work on my 800XL at all (works fine on Amiga, 7800, etc) and someone
else said he had to modify his to make it work.
I know the 400/800/800XL (etc) have a couple of pins of the joystick port
wired for voltage out (which could have something to do with the problem).
Is this different on the 1200XL?

Just some ramblings from an 8-bit non-expert... I could be completely wrong.

1252. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 06:48:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13213@uqcspe.cs.uq.oz.au>
Source record: 107212
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.

The Atari 400 on PAL systems ran at 2MHz. I think on non-PAL it was 1.7MHz,
or something like that.

>And ST's didn't sell well or were run over by PCs Also there were
>other ST models released called 1024, STE, and the TT.

ST's were actually VERY successful (they aren't now, true).

>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.

HUH? Aren't you going to mention any more about the Lynx? Falcon?

(Oh, and I guess the couple of ATWs that were sold should also get a mention)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1253. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 10:16:21 UTC
From: grover@emunix.emich.edu
Message-ID: <1993Apr30.101621.19290@zip.eecs.umich.edu>
Source record: 107213
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1993Apr29.091933.14504@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
>Other keyboard commands for Star Raiders (my favourite game of all time!!) are:
>
>T - toggles tracking on/off
>M - manualy selects target
>P - pauses game
>C - toggles Attack Computer on/off
>S - toggles shields on/off - hey I once finished the game on the commander
> level without switching the shields on at all!
>
>Inverse Video key - aborts game
>
>pressing other keys on the keyboard will produce the What's Wrong? prompt
>(or somehting like that, I can't remember the exact phrase)

A - Aft (rear) view, and I think F for forward view

The number keys control your cruising speed (slow down when trying to dock).

--
Grover Thomas grover@emunix.emich.edu (Nifty quotes currently down)

1254. News-Disk 12

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 10:31:58 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Apr30.103158.5584@aber.ac.uk>
Source record: 107242

Issue 12 of the News-Disk is now available on the archive in the Djg directory. It is called issue12.arc.

If you want to enter the competition, then don't forget that the closing date is 7th May. You can email your entries to save time. You will need all back issues of the News-Disk in order to answer the questions.

Dean Garraghty. djg0@aber.ac.uk

1255. CLEARANCE SALE AGAIN!

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 10:38:27 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Apr30.103827.6225@aber.ac.uk>
Source record: 107241

***** MEGA DEALS *****

Call me crazy if you want, but I have a lot of old stock items I really must clear out of the way NOW! This stuff is all brand new stock, and is boxed&sealed where applicable. The following prices include shipment costs to the US!

BALLBLAZER on ROM cartridge. Brand new, boxed and sealed. I have 3 of these to clear at just $10 each, which includes shipment to the US! (UK price: 4pounds).

POLE POSITION on ROM cartridge. Brand new, boxed and sealed. I have 4 of these to clear ar just $10 each, which includes shipment to the US! (UK price: 4pounds).

**** SUPER DEAL **** Buy BALLBLZER and POLE POSITION together for just $15 the pair, including shipment to the US! (UK price: 7pounds).

ATARI MACRO ASSEMBLER DISK. Brand new, boxed and sealed. Disk and 2 manuals. I have 10 of these to clear at a stupid $12 each, including shipping to the US (and the boxes are big and heavy!!). UK price: 6pounds.

DIGI-STUDIO packages 1 and 1.5 sets. These are the old versions of Digi-Studio, the digitized sounds and music utility. This pack will get you the keyboard player (to play tunes using the keyboard with digitized sounds) and a tune player to play music in digitized sounds. Loads of samples and tunes are included. You also get a utility to play the tunes in your own programs and a utility to edit samples. Great fun! These used to sell at $20 the set, but now the new full version of Digi-Studio is available I have to clear 14 sets of the old versions. You will get 2 DS disks and 2 typeset booklet style manuals for a silly price of just $5 which includes shipping to the US! UK price: 2pounds. THIS IS A BARGAIN!

EASY PROGRAMMING FOR THE ATARI MICRO book. A highly regarded British book covering many aspects of the Atari and computing in general. Still in publication, and usually sells at 6pounds in the UK. I have about 7 of these left and you can have them for just $7 each, including shipping to the US! (books are heavy, so shipping costs more!). UK price: 2.15pounds.

THE 600XL PROGRAM BOOK. Another good British book full of good type-in programs for all Atari 8bit machines. Usually costs 5pounds in the UK, but I have 5 to clear at just $6 each, including shipping to the US! UK price: 2pounds.

HOW TO ORDER:
This is easy! I accept payment in cash in US$. Just send the cash with your name/address and order to me at:

DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

IF you are sending a large amount of cash, you may like to pay for international insurance on your letter when you send it. I can't be held responsible if your cash goes missing!

Please Email me first to reserve stock: djg0@aber.ac.uk.

1256. Re: Genesis controllers, why donread/new/followupRe: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 13:08:03 UTC
From: jseaver@wpi.WPI.EDU
Message-ID: <1rr8bj$b6c@bigboote.WPI.EDU>
Source record: 107214

In article <C6A77M.5Cv@rice.edu> dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
>Hmmm, is this another 1200XL oddity? I couldn't get the Genesis controller
>to work on my 800XL at all (works fine on Amiga, 7800, etc) and someone
>else said he had to modify his to make it work.
>I know the 400/800/800XL (etc) have a couple of pins of the joystick port
>wired for voltage out (which could have something to do with the problem).
>Is this different on the 1200XL?

That could be it - I know the 1200 didn't want any power drawn from
the SIO port, maybe something similar was done with the joystick port.

Sega Master System controllers worked just fine on my 800XL (although
I never tried to access the second button)

1257. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 13:34:07 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr30.133407.2487@exu.ericsson.se>
Source record: 107215

In article 13os3B3w165w@cyberden.sf.ca.us, anyone@cyberden.sf.ca.us () writes:
>
>And people today were impressed by A.N.A.L.O.G.'s "MAZEWAR" on an Atari
>800 today! (IN A ROOM FULL OF 486's with VGA, no less!!)
>
>:)
>
>
>First they say "hey! eheheeh!!! haha! it's an ... ATARI!!" .. then they
>say "hey, that looks like a cool game!" and some even say "too bad we
>dont have something like that for the [IBM / network]"

Lots of people just surf along on buzzwords and popular conceptions without knowing what they mean. Over the years, a significant group has equated absolute knowledge with PC-isms: VGA = good graphics, SVGA = excellent graphics, 486 = fast computer necessary for any real work, and so on. This isn't a knock at the PC, just an observation. Similarly, people take digs at the Super Nintendo for its 3.x MHz 65816. Doesn't jive with those big numbers that get casually tossed around, I guess.

On a related note, a few years ago I knew an Amiga owner who was amazed by a game on the TI/994a...

1258. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 15:14:51 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Apr30.151451.5117@ugle.unit.no>
Source record: 107216

In article <1993Apr30.133407.2487@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) writes:

> On a related note, a few years ago I knew an Amiga owner who was amazed
> by a game on the TI/994a...

Hell, I know an Amiga owner who's impressed by a game on his HP48S (calculator).
Me!

;)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1259. need address

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 15:20:50 UTC
From: ad717@yfn.ysu.edu
Message-ID: <1rrg4i$nsv@news.ysu.edu>
Source record: 107217

I need address of place to get 850 interface or
equivalant. Also their phone number as there is no
atari support here in Peoria.
Thanks in advance.
--
EDWARD CUNNINGHAM EMAIL
ecunning@heartland.bradley.edu

1260. Re: Alternate Reality The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 18:52:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <402T3B3w165w@cyberden.sf.ca.us>
Source record: 107222

njdevils@IASTATE.EDU (Cire Y. Trehguad) writes:

> I have this game for the Atari 800xl
> but
> I want it for the IBM.
> Can anyone help?

Perhaps an IBM programmer!? ;) .... Was AR release for any other system
than Atari?

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1261. Re: telnet to atari.archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 20:05:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1rs0qr$32q@usenet.INS.CWRU.Edu>
Source record: 107218

In a previous article, andy-w@ersys.edmonton.ab.ca (Andrew webster) says:

>Can someone answer this question I have?
>I use to be able to ftp atari.archive.umich.edu and get on anonymous. Noe
>if I try it asks me to login with a user name and a password.
>Does anyone out there in 8 bit land have a responce to this?

Judging from the subject of your message, perhaps you're trying to TELNET
there. TELNET is NOT the same as FTP. You can still FTP to
atari.archive.umich.edu, login as "anonymous" and type in your e-mail
address as your password.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1262. Pinouts for Atari 830

Newsgroup: comp.sys.atari.8bit
Date: 1993-04-30 23:49:19 UTC
From: MLR130@psuvm.psu.edu
Message-ID: <93120.194919MLR130@psuvm.psu.edu>
Source record: 107219

I need the pinouts for the Atari 830 Modem. Post them or E-mail me at:
mlr130@psuvm.psu.edu

Thanx in advance...
MIKE

1263. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 03:11:00 UTC
From: dmarshall@trentu.ca
Message-ID: <30APR199322114352@trentu.ca>
Source record: 107220

I have the
Atari Personal Computer System
Operating System User's Manual
and
Hardware Manual
for sale. 261 pages in the Op. sys manual and 113 pages of gory detail in the hardware manual. Is anybody interested in these? No idea of what it would cost to send but can find out if there's any interest.
I ordered these back in the golden days.

David Marshall | Physics Dept. Trent University | Life's too sh
dmarshall@trentu.ca | Peterborough Ontario Canada |

1264. Star Raiders (was Re: Atari 8bit games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 05:16:52 UTC
From: jjung@netcom.com
Message-ID: <jjungC6C1C5.AA1@netcom.com>
Source record: 107221
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <HgPs3B4w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:
:S shields.. id turn'em on if i were you!

Naah...If you want a really good shot at getting Star Commander Class 1, you should turn them off... =) =) (It's not as hard as it sounds.)

:if youre close enuf (hit "9" and "0" to start up and stop... to sort of
:inch your way closer)

The way I figured it was close enough to dock was to look for when three "windows" were visible on the base.

:a little guy'll fly up and fix you... itll say
:"orbit established"... dont move... or itll abort (docking aborted) and
:the little man will just float around :)

I remember hearing a rumor way back when that you could destroy the robot, but I haven't been able to do it myself. Is it possible?

:P-photons/phasers/whatever
[...]
:R-radio (updates map, tells you when a starbase is surrounded or
:destroyed, etc..

Everything else in the game is expendable except for these two, seriously. If either of these becomes destroyed, you better dock, otherwise you keep going. (If you *really* want Star Commander Class 1, that is =)

BTW getting SCC1 was so *hard* that if you docked more than three times, you couldn't get that rank. That game *really* made you work for it.

John

John Jung, Systems Analyst | Work: jjung@atc.com | Play: jjung@netcom.com
---
"Let me explain...No. There is too | "I've got better things to do tonight much. Let me sum up." -- Inigo Montoya | than die." -- Springer

1265. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 12:30:29 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May1.123029.28192@cs.nott.ac.uk>
Source record: 107223
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <jjungC6C1C5.AA1@netcom.com> jjung@netcom.com (John Jung) writes:
>In article <HgPs3B4w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:
>:S shields.. id turn'em on if i were you!
>
> Naah...If you want a really good shot at getting Star Commander Class 1, you
>should turn them off... =) =) (It's not as hard as it sounds.)
Hey, I`ve done it at least 5 times (I`ve lost count now :-)) with the shields
on, the only time I`ve finished the game with shields off I got SC class 2

> BTW getting SCC1 was so *hard* that if you docked more than three times, you
>couldn't get that rank. That game *really* made you work for it.
Is that realy true? I was under the impression that you had to finish the
game in approx. 8 star dates (or better) to get the rank. Of course the more
times you dock the more time you waste!
However is you lose your engines or computer then you just tend to waste
so much time engaging the enemy that it`s better to dock an get them fixed.
That`s what I`ve found at least.

rje@cs.nott.ac.uk
Raphael Espino

I just LOVE being a TURTLE!!!!!!!

1266. Re: Genesis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 12:40:36 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May1.124036.28288@cs.nott.ac.uk>
Source record: 107224

In article <1rr8bj$b6c@bigboote.WPI.EDU> jseaver@wpi.WPI.EDU (Jason John Seaver) writes:
>In article <C6A77M.5Cv@rice.edu> dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
> Sega Master System controllers worked just fine on my 800XL (although
>I never tried to access the second button)
>
I wonder is the second button works anything like the second button on an ST
mouse, which can be read by checking the pot lines PADDLE(0) (or maybe
PADDLE(1)) in BASIC with the mouse in port 1. With the button in one
position you get a high value returned, and in the other you get a low value.
However I found that the value you get when the mouse isn`t connected is the
same as that when the button is pressed, so if there is no mouse there the
software will think that the second button is continualy depressed.

I have never tried it with the Sega controllers, although I do know that they
work on my 65XE.

rje@cs.nott.ac.uk
Raphael Espino

I just LOVE being a TURTLE!!!!!!

1267. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 14:06:45 UTC
From: generic@rahul.net
Message-ID: <C6Cpv9.5xI@rahul.net>
Source record: 107225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

The Atari 800 and 400 almost identical internally. The key differences
that make an Atari 400 different than an 800 are the plastic membrane
keyboard and only one rom cartridge slot instead of two. Things like the
processor, graphics chips, etc are the same.

Atari 800/400 cpu is a 6502B running at 1.79 megahertz.
The orginal graphics chip was the CTIA followed some years laster by the GTIA.

The 800 was introduced with only 8k of memory, (I have seen a 4k cartridge
so I assume at one point they were thinking about that).

It may interest some of you to know that the 16k cartridge and the 8k cartridge
are also very nearly identical. Both carry 16k chips, but the 8k cartridge
has been wired so that only 8 of the 16k are accessable. For those with
some soldering experience the conversion of the 8k board to the 16k board
is not difficult.

Chris (generic@rahul.net)

--
Chris Rosenthal <generic@rahul.net>

1268. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 15:59:19 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GXNPWSZZ3M8Y4X11@carleton.edu>
Source record: 107226

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 29-Apr-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current, currentm@carleton.edu.

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. Hence no automatic
archiving of this FAQ List occurs, though there's usually a fairly recent copy
on the Atari Archive (see below) as the file 8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx)
rec.games.video.classic (includes 2600, 5200, 7800, XEGS)
alt.games.lynx (Lynx)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the
Internet side of this discussion group. All contributions to the Info-Atari8
Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is

maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to
info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on
Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be
cross-posted to the Usenet side. John Dunning would like this fixed, but needs
help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the
Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to
info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning,
jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu.
The Atari Archive as a whole is maintained by Jeff Weiner,
weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP
a) FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4)
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1)
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server
doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com

For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it
is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr

Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

STAK Atari
Revista STAK
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-W-6457 Maintal
Germany
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT
L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Excel
Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
L 2.50/1 disk
L15.00/6 disks
overseas shipping extra

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60 (or, Puttershoeksestraat 63a - which is right?)
3114 RK Schiedam (or, 3114 PK Schiedam - " ?)
Holland
fl10.00/disk

News-Disk
Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
L4.00/4 disks
djg0@aber.ac.uk

User Mag

TOP-Magazin

The News-Disks are available on the Atari Archive.

What product developers or vendors support the 8-bit Atari?
See the companion frequently posted text file, "All Known World-Wide 8-Bit Atari Vendors and Developers" for complete information.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The Atari Archive contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are three programs on the atari.archive of this variety. Note that each requires a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Filename:
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

Julius Hrivnac, hrivnac@cernvm.cern.ch, writes:
There's written, that it isn't possible [to read/write Atari disks on a PC]
with 1050 disk unit. But it is. There is program MLOK & HROCH, which enable it.
MLOK writes one file (<32K, I think) to a diskette, formatted by Dos 2.5
on 1050 unit. This file is written in some special way, so it can be read
by HROCH on PC.
I cannot uplode this file anywhere, because it's sold by Atari Club Prag
(Czechoslovakia).

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides
subdirectory and hard-drive support. SpartaDOS is a completely different
command-line DOS modelled after MS-DOS, though it is perfectly capable of
reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS
X is cartridge-based and includes many additional features. While it's hard to
argue that SpartaDOS X is not the most advanced DOS available, it is a
commercial product that is no longer manufactured. MYDOS, on the other hand,
is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for
complete compatibility with existing software, and then choose either SpartaDOS
or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D

1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

What are the pinouts for the...?

850 Interface Module

From: generic@rahul.net (Chris Rosenthal)
850 Interface Module, serial: (R1-R4)
R1:
Pin 1 Data Terminal Ready (DTR, Ready Out)
Pin 2 Carrier Detect (CRX, In)
Pin 3 Send Data (out)
Pin 4 Receive Data (In)
Pin 5 Signal Ground
Pin 6 Data Set Ready (DSR, Ready In)
Pin 7 Request to Send (RTS, Out)
Pin 8 Clear to Send (CTS, In)

R2:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive Data
Pin 5 Signal Ground
Pin 6 DSR

R3:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive
Pin 5 Signal Ground
Pin 7 RTS
Pin 8 -8 Volts

R4:
Pin 1 Send Data +
Pin 3 Send Data -
Pin 7 Receive Data +
Pin 9 Receive Data - (20 mA)

Map of connector is:
5 4 3 2 1
9 8 7 5

From: Jim Evans, donor@max.u.washington.edu
850 Interface Module, parallel:

8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

1: Data Strob
2: D0
3: D1
4: D2
5: D3
6: D4
7: D5
8: D6
9:
10: Data pins pull up + 5v
11: Ground
12: Fault
13: Busy
14: -
15: D7

[Pinouts for all ports on the 8-bit, plus the XEP80, should be added.]

End of FAQ List.

1269. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 16:00:13 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GXNPXTINEW8Y4X11@carleton.edu>
Source record: 107227

ALL KNOWN WORLD-WIDE 8-BIT ATARI VENDORS AND DEVELOPERS

A Companion to the 8-bit Atari FAQ List

Updated 29-Apr-93

Please send updates to:
Michael Current
215 East High St.
Mt. Pleasant, MI
U.S.A. 48858-3437
Internet: currentm@carleton.edu
UUCP: ...!umn-cs!ccnfld!currentm
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

This list previously maintained by Ray Wilmott, wilmott@remus.rutgers.edu.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
Developer: Fury: The Wealth of Taljun Cathu

Alpha Systems
1012 Skyland Drive
Macedonia, OH
U.S.A. 44056
(216) 668-6469
Developer: Chipmunk, Scanalyzer, Impersonator, Schematic Designer, Your Atari Comes Alive, MagniPrint II+, Parrot II, Pop-n-Rocker, Atari Software Protection Techniques

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
1-800-551-9995

Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
(510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
(310) 430-5433
(310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
(408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
(216) 521-2855
BBS: (216)-228-7335
Vendor: ???what???

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
(408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, LabelMaster, Multi-Column Lister

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
1-800-347-6760
(209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
(508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
(716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup, SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
(419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
P.O. Box 1226
Norman, OK
U.S.A. 73070
1-800-843-5242
Developer: Educational Master Cartridge, 30+ course cassettes

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
(301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Software
27 Stiles St.
Elizabeth, NJ
U.S.A. 07208
(908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
0294-212352
Vendor: commercial/PD/shareware

Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
(503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
(801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver

Russellville, AR
U.S.A. 72801
(501) 967-3843
Developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-W-6457 Maintal 4
Germany
+49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Eternal Dagger, Tactic, Zador II, Ogre, Atomit II,
Tecno Ninja

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
(703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain Software
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

Mars Merchandising
1041-B East Charles Road
Lombard, IL
U.S.A. 60148-2059
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
0543-466577/8/9
Vendor: commercial software

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
(214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, SBM, SBM 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
0785-213928
FAX: 0785-54335
Vendor: commercial software

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
(201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29

D-W-5620 Velbert 1
Germany
(0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs, Rubberball, Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
(206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
(408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
(814) 238-7967
Vendor: commercial/PD/shareware

Starbase Atari Computers
2369 Austin Highway
San Antonio, TX
U.S.A. 78218

(512) 590-7122
???what???: ???what???

Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
26 Menzies Avenue
Walmer, Deal, Kent
England CT14 7QZ
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear,
Programmer's Workshop Volumes 1-4

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
1-800-448-TOAD
(410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA

U.S.A. 98023
Vendor: PD/shareware

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 07831
(908) 928-9371
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, enclose
a couple of International Reply Coupons (IRC's).

1270. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 16:51:52 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <6cRV3B1w165w@cybernet.cse.fau.edu>
Source record: 107228

phbill@cyberden.sf.ca.us writes:

> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
> >
> > Is it true that the sound on the 8 bit computers are better that the 7800?
>
> Yes... The Atari 7800 has the same, less advanced sound chip in it as
> the 2600 has. The Atari computers have the Pokey, which (until lately, I
> bet, with the introduction of SoftSynth and Torsten Karwoth's cool
> digiplayer he added to his game "MegaBlast") are supposedly not quite as
> good as the C=64. Technically, they aren't. Comparing the best synth.
> modes of the POKEY and the SID (the C=64's), the SID has 3 voices and
> seems to play quicker and is more easily programmed than the POKEY (which
> as 2 voices), but both play digitized sound, have very good sound,
> etc.etc... and again, lately the software coming out has been putting the
> POKEY to the test... and it seems to be passing :)
>
> [Stuff about Antic/GTIA/APAC/Mazewar deleted]
>
Your general observations about the SID chip in the C64 are correct
however the 8-bit line is theoretically capable of true sine wave (not
square) generation in stereo. While speed may be a factor the 4 8-bit
sound registers can be latched together to form a true 2 channel 16-bit
waveform. As for the implementation I can't see it being done in anything
other than the fastest c compiler available or 6502 assembly/action and
at least a supercharged 130xe/800xl. That might be an idea for hacking
out (hint, hint).

Jerolim Supe'
CSE Major
Florida Atlantic University

p.s. More info on this is available in De Re Atari/Back issues of Byte and
an excellent book called Musical applications of microprocessors (the
authors name eludes me at the moment)

p.p.s. Just now are the IBM PC compatible SoundBlaster cards reaching this
level of sophistication (the POKEY had it way back in the late '70s)

1271. Re: Genesis controllers, why donread/new/followupRe: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 17:40:43 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May1.124043.17540@miavx1.acs.muohio.edu>
Source record: 107231

In article <1rr8bj$b6c@bigboote.WPI.EDU>, jseaver@wpi.WPI.EDU (Jason John Seaver) writes:
> In article <C6A77M.5Cv@rice.edu> dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
>>Hmmm, is this another 1200XL oddity? I couldn't get the Genesis controller
>>to work on my 800XL at all (works fine on Amiga, 7800, etc) and someone
>>else said he had to modify his to make it work.
>>I know the 400/800/800XL (etc) have a couple of pins of the joystick port
>>wired for voltage out (which could have something to do with the problem).
>>Is this different on the 1200XL?
>
> That could be it - I know the 1200 didn't want any power drawn from
> the SIO port, maybe something similar was done with the joystick port.
>
> Sega Master System controllers worked just fine on my 800XL (although
> I never tried to access the second button)

I had to add two wires to my controller to make it work with my XL. Maybe
I'll take those wires out and try it with my 400 and 2600.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 1-MAY-1993

1272. Re: Star Raiders (was Re: Atari 8bit games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 17:47:35 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May1.124735.17541@miavx1.acs.muohio.edu>
Source record: 107232
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <jjungC6C1C5.AA1@netcom.com>, jjung@netcom.com (John Jung) writes:
> Everything else in the game is expendable except for these two, seriously. If
> either of these becomes destroyed, you better dock, otherwise you keep going.
> (If you *really* want Star Commander Class 1, that is =)
>
> BTW getting SCC1 was so *hard* that if you docked more than three times, you
> couldn't get that rank. That game *really* made you work for it.

I read an article on the guy who programed Star Raiders, and he said that in the debugging stage, everytime someone made it to this level, he made it more difficult. I think he said the last modification to the difficulty levels was two weeks before it was burned into ROMS. There are also no Easter Eggs in the cart. (Wasn't enough room in 8K.) (I got this all from an article in Analog, if there is enough interest, I might be persuaded to post the article hear, it was a pretty interesting article. The programmer also designed the POKEY chip, but he didn't have anything to do with SR II.)

Later.......

----------{{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}}-------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------{{{{{{{{{(((((()))))))))}}}}}}}}}----- 1-MAY-1993

1273. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 19:43:59 UTC
From: malak@grebyn.com
Message-ID: <1993May1.194359.5917@grebyn.com>
Source record: 107229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Ok, I've posted this message acrose the 3 main atari groups.
>
>Is there a good history of atari and its machines?
>Here is what I have constructed from word of mouth, my memory and old
>issues of Compute!.
>
>1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
>was a use sucess and atari began its climb.
>2. 1976, Atari had made a cartridge game system called the VCS (Video computer
>system, later called the 2600). However it took a year to reach to market
>because most stores didn't think people would buy such an expensive toy.
>3. 1979, the VCS was a huge success. With the release of the Apple, Atari
>started to develop its own home computer. I'm not sure when the 400 was
>released but I assume before 1981.
>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.

The Atari 400 and 800 were released in 1979. They ran at 1.79 MHz,
exactly half the NTSC colorburst frequency. The 800 was released at
the same time as, if not before, the 400. It also came with 16K of RAM,
officially upgradable to 48K (as opposed to the 400 which had no Atari-
supported RAM upgrade path).

>4. 1983. While the computers sold well, they appear to be losing a war against
>the commadore 64 and other computers. And while their billion dollar baby
>the VCS keeps making money, systems like the Intellivision, Collecovision
>, computers and time itself has warn it down.
>(at some tome they released the 5200. A video game system based on the
>atari 400. I'm not sure when this happened. It was a failer)

Commodore had better marketing than Atari. Their advertisments actually
made it look like a better machine.

>5. 1984. The video game industry when bust and alot of companies where
>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>in mid 84.
>Also, atari developed the 7800. a revolutionary game system that was delayed
>for so long ~(I think 86 was when it offical was released in real numbers and`
>the nintendo, a surperior machine, although also developed in 84 had bet them
>to the punch)

I've said it on many other newsgroups, and I'll say it here. My belief is that Warner's selling of Atari to Jack Tramiel was the _cause_ of the industry downslide, not the result. If Warner had not split apart and sold Atari, the 7800 would have been released in 1984, possibly holding Nintendo to a tiny market share. Also, Atari probably would have retained the Amiga, and with Atari's arcade licenses intact all the popular arcade games would have been available for the Amiga.

Atari was the undisputed videogame maker from 1977 - 1984, from videogames to computers to arcade games. But as Atari grew it was managed more as a traditional big business, a fatal mistake for a market that requires creativity and innovation. Warner, instead of trying to salvage the company, took a tax write-off and sold it.

The intense interest in comp.sys.atari.8bit and rec.games.video.classic proves that the videogame demand was not dead in the early 80's. It was the _supply_ that was dead. With Atari out of the picture, there was no supply.

>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.
>The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
>find what xl were released and when.

The introduction of the Atari ST was an incredible marketing coup against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack had the ST designed in six months. The price/performance ratio was phenominal, mostly because the entire OS, a very much Apple-like GUI, fit in less than 512K of ROM. Compare that to 10MB of hard drive space for Microsoft Windows. Coupled with 3.5" floppy drives that weren't brain-dead like the Amiga's, it was not necessary to purchase a hard drive for an ST. In fact, with an entire megabyte of memory to burn, you just put everything in a RAMdisk which of course was even faster than a hard drive. The slowness of followups, couple with the release of the Amiga 500, 2000, and its Kickstart 1.3 OS killed the ST a bit prematurely.

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
>line was taken down to one game computer called the XEGS. And ST's didn't
>sell well or were run over by PCs Also there were other ST models released
>called 1024, STE, and the TT.

That's 1040ST.

>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.
>8. 1992 to present. Things look pretty bad..
>

>ok, anyone care to fill in details or point out my mistakes in the time line?

You did not cover the splitting of Atari explicitly. When Warner sold Atari to Jack Tramiel, it kept the arcade games division. Warner eventually broke that off too, and it became Atari Games. Last I heard, Warner bought back Atari Games. Also, Tengen is a subsidiary of Atari Games; Tengen makes software for the NES, Genesis, Amiga, etc.

1274. A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 20:38:15 UTC
From: RANSOM22@delphi.com
Message-ID: <01GXO1GSBT0E90MU6N@delphi.com>
Source record: 107230

I just had a most unusual experience while dealing with a business. I say it is unusual because I have never before run into a business which does not want my money.

I recently placed a call to B&C Computervisions, intending to place a large order. I had already purchased one of each program that American Technavisions offers (they're a GREAT company...highly recommended) and was now moving on to B&C.

Before I could even tell the salesperson what my order was, she asked what method I would be using to pay for the items. I said I would be using my VISA card, which is what I generally use when doing mail order business. I was then asked if my name is in the local phone directory. I said no, it is not, as I prefer not to have it in there. The salesperson then said that she would be unable to accept my order in that case.

I was dumbfounded. Certainly I must have misunderstood?

I reminded her that with modern electronics, it is possible to get an approval of a credit card instantaneously, while I am still on the phone with her. (Those authorizations are guarantees of payment, by the way.)

She said that it didn't matter that she could do that.

I mentioned that I had been in the store many times before, when I lived in CA, and had used that same credit card for purchases on several occasions.

She said that that didn't matter, either, as I was no longer using the same address, and it had been over a year ago.

So, I gave up, and said good-bye.

I am wondering if anyone else has had this same sort of experience with B&C Computervisions, or with any other 8-bit dealer. Personally, I'm amazed such a business can stay in the black with policies like that. (By the way, B&C will not take COD orders, and they have a 14-day waiting period before any personal check orders will be processed.)

I wish B&C all the luck in the world, but you can believe I won't be spending my money there ever again (assuming that someday they would let me), nor will I be recommending them to my friends in the 8-bit community.

How about it folks? Was my experience with B&C an aberration? Is it a sane policy which I just don't understand?

1275. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 21:28:38 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May1.212838.1524@mnemosyne.cs.du.edu>
Source record: 107233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

One interesting note about the 'price wars' that Atari and
Commodore engaged in. While Commodores marketing did indeed
tend to depict the C-64 as a better machine than the Atari,
the ultimate victim of this battle was Texas Instruments.
The TI-99 was being sold for *less* than it cost TI to
produce the thing. We all know what happened.
TI dropped out of both the war, and the market to produce
a viable home machine.

I can also remember some stuff that K-Mart was using to sell
the C-64 over the Atari. It was a 4 or 5 page comparison of
the two machines that was loaded with blatant lies and
mis-truths about the Atari. Too bad Atari didn't sue the
crap out of them for that, but 'tis no use crying over spilt
milk. When it comes to aggresiveness, Atari had and still has,
a backbone made of jelly.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1276. Re: Genesis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 21:41:26 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May1.164127.17546@miavx1.acs.muohio.edu>
Source record: 107236

In article <1993May1.124036.28288@cs.nott.ac.uk>, rje@cs.nott.ac.uk (Raphael J Espino) writes:
> In article <1rr8bj$b6c@bigboote.WPI.EDU> jseaver@wpi.WPI.EDU (Jason John Seaver) writes:
>>In article <C6A77M.5Cv@rice.edu> dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
>> Sega Master System controllers worked just fine on my 800XL (although
>>I never tried to access the second button)
>>
> I wonder is the second button works anything like the second button on an ST
> mouse, which can be read by checking the pot lines PADDLE(0) (or maybe
> PADDLE(1)) in BASIC with the mouse in port 1. With the button in one
> position you get a high value returned, and in the other you get a low value.
> However I found that the value you get when the mouse isn`t connected is the
> same as that when the button is pressed, so if there is no mouse there the
> software will think that the second button is continualy depressed.

I would like to know how this happens, since the right mouse button on a ST
mouse is connected to pin 9, which is not connected on the 8-bit series.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 1-MAY-1993

1277. (none)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 21:46:00 UTC
From: Phaedrus@mast.citadel.moundst.mn.org
Message-ID: <2585806@mast.citadel>
Source record: 107239

I don't know if this will go out. But.
Where can I order Quick again? And will you take U.S $$? Willing to pay shipping.
RE: Bobterm giving handler not loaded error - each device that attaches to the Atari (by whatever means - bus, serial, joystick port) that lets you connect to RS232 devices has a "handler" program that runs it. So programs like Bobterm can use whatever you have attached for a modem, weither its Atari, P:R:, etc. etc. One of things that everyone is sposed to have. Best bet is to talk to B&C. Should have something public domian. Dont think i have the one you need.
Attempting to connect a VGA device to anything other than an IBM or workstation often results in overwelming desire to kill yourself.
Everyone.

1278. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 22:32:06 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May1.223206.6511@mnemosyne.cs.du.edu>
Source record: 107234

The way they (B&C Computervisions) treated you over the phone is
typical (IMO) of them. I've not dealt with them over the phone,
but have visited their store in the past. The help is atrocious.
Ask a question about a particular product, and you are likely to
get no more than its price in return.
I made an 800 mile trip one time, and stopped there along the way.
I purchased over $250.00 worth of merchandise, but the people were
rude, uninformed and generally worthless as dealers of computer
hardware and software. I won't deal with them anymore because of
that. But my experience may not be the rule.
Whatever, it was enough to turn me off of them and stick with
American TechnaVision and others for my needs.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1279. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-01 22:49:21 UTC
From: jjung@netcom.com
Message-ID: <jjungC6DE29.1xo@netcom.com>
Source record: 107235
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1993May1.123029.28192@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
:>Naah...If you want a really good shot at getting Star Commander Class 1, you
:>should turn [shields] off... =) =) (It's not as hard as it sounds.)
:Hey, I`ve done it at least 5 times (I`ve lost count now :-)) with the shields
:on, the only time I`ve finished the game with shields off I got SC class 2

I'm not saying it's impossible to get SCC1 with your shields on, but it does take some stress off you to make all the shots count. Of the three times I got SCC1, I used shields most of the way through.

Besides, it's great to see if you're such a great pilot as you thought you were without having the shields cover for you... =) =)

:>BTW getting SCC1 was so *hard* that if you docked more than three times, you
:>couldn't get that rank. That game *really* made you work for it.
:Is that realy true? I was under the impression that you had to finish the
:game in approx. 8 star dates (or better) to get the rank. Of course the more
:times you dock the more time you waste!

I've been able to get SCC1 with stardate times of 8.3 to about 9.4 (and that's about the upper limit). It is possible to get SCC1 by docking four times, but then you really had to push your energy to about 1,500 or so before you docked again...

:However is you lose your engines or computer then you just tend to waste
:so much time engaging the enemy that it`s better to dock an get them fixed.
:That`s what I`ve found at least.

You can get around the engines being destroyed by hyperwarping into sectors, blowing up one or two enemies then going on to another sector. No need to waste time hunting down the others, since you can just warp into the sector again later.

As for the computer, it's really just a useful tool, rather than an essential one. You can track the enemies (with long range) manually, and besides it's kind of a challenge to go through hyperspace eyeballing the center of the screen... =) =)

John

-----------------+---
John Jung | "Cigarette?" "Yes, it is." -- Police Squad!
jjung@atc.com | "The Lord's our shepherd, says the psalm,
jjung@netcom.com | But just in case, we're gonna get a bomb." -- Tom Lehrer

1280. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 03:10:32 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fy1@abcd.houghton.mi.us>
Source record: 107157

Jerolim

I'd like to add to this the fact that a second Pokey can be added, via the Gumby upgrade. (get it, Pokey and Gumby?) with its sound output going to a separate audio jack. With this you could have 4 channel 16 bit sound, 2 channels left, and 2 channels right. There was an excellent set of articles on this in a previous issue of Current NOtes.

Jeff McWilliams
only send mail to jjmcwill@mathlab.mtu.edu!!

-- Via DLG Pro v0.995

1281. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 03:18:12 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fy3@abcd.houghton.mi.us>
Source record: 107156

No, when I first moved up here to Houghton I ordered something from them
via mail order, using my VISA number. Since I had just moved up, when they
checked the phone directory, it hadn't yet been updated to reflect my phone
number. My order by mail from B&C came back refused because my phone
number wasn't listed. I haven't ordered anything from them since. Of
course,
BEST Electronics in CA to my knowledge doesn't accept credit/debit cards
AT ALL. Go figure.

Jeff
jjmcwill@mathlab.mtu.edu
:wq

-- Via DLG Pro v0.995

1282. Re: Genesis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 03:45:23 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1rvg4j$j28@news.ysu.edu>
Source record: 107237

My son and I played megablast and he was using his Genesis controller
in port 2 and I was using my atari joystick in port 1 on my 130xe.
I noticed that one of those fire buttons he was pushing was rapid
fire..so the Genesis controller does work on the 130xe and I'd say
alot better than the original joystick.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1283. Re: Soundis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 04:05:29 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1rvha9$jg5@news.ysu.edu>
Source record: 107238

Say Bill or anyone...I didn't see the GUMBY or STEREOXL mods in
the archive..this is a mod with true stereo 8 voices, 8 or 16 bit
on the xl or xe with 2 POKEY chips. There is a player that will
access these already (called PLAY.COM) where you can choose
between 8 and 16 bit AMS music.
If anyone is interested I'll upload these to the archive.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1284. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 06:39:17 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C6DztI.KMn@mentor.cc.purdue.edu>
Source record: 107247

They have had that STUPID policy for a long time!!

I couldn't believe it and stopped buying there. (I did buy there before I had a credit card)

I chewed them out about it on the phone, to no avail.

jody lenn

8bit archivist

lenn@atari.archive.umich.edu

1285. Re: 8-bit C packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 16:15:16 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May2.171516@cs.bham.ac.uk>
Source record: 107240

In article <728913641.AA02503@tdkt.kksys.com>, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
|>
|> I would like to know about the C packages (compilers, runtime, etc.) that
|> are available for the 8-bit. I have the pd CC65 and think it is fairly
|> powerful, but I would also like the ability of structs and pointers. Are there
|> other packages that support them? Thanks.
|>
|> -Dag- *** Dag.Hugdahl@tdkt.kksys.com

Years ago before I got my ST I used to have Deep Blue C and, I think, Tiny C for my 800 XL. both these seemed to work, just a shame I didnt know how to use C but there ya go.

Ian Rae
Software Engineering
University of Birmingham

1286. Re: Alternate Reality The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 17:24:57 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <akNX3B1w165w@TheRat.Kludge.COM>
Source record: 107244

njdevils@IASTATE.EDU (Cire Y. Trehguad) writes:

>
> I have this game for the Atari 800xl
> but
> I want it for the IBM.
> Can anyone help?
> Thanks Much!
> Eric Daugherty

You may have to switch to Bard's Tale or maybe Eye of the Beholder if you
want to continue in a similar game. The only instalment I know of that
came out for the IBM was "The City". BT isn't quite as good, but it's
close enough that if you liked "The Dungeon" you'll like BT.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1287. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 17:42:07 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <wcoX3B2w165w@TheRat.Kludge.COM>
Source record: 107245

You aren't being singled out, that's been their policy for YEARS. The only thing I can figure out (just a guess) is maybe Bruce got burned by one of those credit card thief/bbs groups & lost his butt. I don't know HOW they do it, but for instance: One time they broke into my line while I was on CI$. They started giving phoney system errors & requesting I re-login so I cut the connection. I talked with the CI$ technical people & they said no such messages would ever come from their equipment. Once they have your account, they have access to billing/credit card info & you're done in.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1288. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 18:54:36 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May02.185436.35477@sue.cc.uregina.ca>
Source record: 107248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May1.194359.5917@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>Ok, I've posted this message acrose the 3 main atari groups.
>>Is there a good history of atari and its machines?
>>Here is what I have constructed from word of mouth, my memory and old
>>issues of Compute!.
[... deleted ...]
>>5. 1984. The video game industry when bust and alot of companies where
>>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>>in mid 84.
>I've said it on many other newsgroups, and I'll say it here. My belief
>is that Warner's selling of Atari to Jack Tramiel was the _cause_ of the
>industry downslide, not the result. If Warner had not split apart and
>sold Atari, the 7800 would have been released in 1984, possibly holding
>Nintendo to a tiny market share. Also, Atari probably would have
>retained the Amiga, and with Atari's arcade licenses intact all the
>popular arcade games would have been available for the Amiga.
The Amiga-Lorraine was developed by a company seperate from Atari was it
not? I know that many of the people working on it were ex-Atarians, but
Atari really could not retain it since they did not own it.
>>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>>machines that were twice as power as anything else on the market. They used
No, they had the same CPU as the Mac so were not twice as powerful.
>The introduction of the Atari ST was an incredible marketing coup
>against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack
How could Commodore steal something that did not belong to Atari? Or do
you mean the bad old days when J.T. ran Commodore and may have had something
to do with Commodore's interest in Amiga?
>had the ST designed in six months. The price/performance ratio was
>phenominal[sic], mostly because the entire OS, a very much Apple-like GUI,
>fit in less than 512K of ROM. Compare that to 10MB of hard drive space
>for Microsoft Windows. Coupled with 3.5" floppy drives that weren't
>brain-dead like the Amiga's, it was not necessary to purchase a hard
Umm, the Amiga 1000 that I have has an original drive and can read 720k
DOS disks, and Atari disks with a simple utility. It also allows long file
names, something that is still a problem for Atari, as evidenced by talks
on the other Atari newsgroup. Mac drives are the brain dead ones.
>drive for an ST. In fact, with an entire megabyte of memory to burn,
>you just put everything in a RAMdisk which of course was even faster
>than a hard drive. The slowness of followups, couple with the release
How do Atari RAM disks work? Like Amiga RAM: (grows and shrinks and is

always there), or like RAD: (has to be mounted and is fixed size, and recoverable after warm boot), or like MS-DOG (has to be mounted is fixed size, can cause conficts with some progs, dies after warm boot)? Just curious.
>of the Amiga 500, 2000, and its Kickstart 1.3 OS killed the ST a bit
>prematurely.
The original Kickstart ROM release was 1.2. It did not support autobooting hard-drives. I always liked having a kickstart disk, instead of ROM.
>>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>>the 7800 and the XEGS.
>>8. 1992 to present. Things look pretty bad..
>>ok, anyone care to fill in details or point out my mistakes in the time line?
>
>You did not cover the splitting of Atari explicitly. When Warner sold
>Atari to Jack Tramiel, it kept the arcade games division. Warner
>eventually broke that off too, and it became Atari Games. Last I heard,
>Warner bought back Atari Games. Also, Tengen is a subsidiary of Atari
>Games; Tengen makes software for the NES, Genesis, Amiga, etc.
What happened to Atarisoft? They made Atari games for other platforms.

1289. Wanted to buy: Payroll Program

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 19:43:11 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1s188f$bba@news.ysu.edu>
Source record: 107246

```
Top dollar for MMGs Payroll program with docs or
TurboBase with its 700+ page manual, Quick course and Cookbook and
8 disk sides -> in good condition <- I'll pay the new price for it.
**>>If you have it or know wher to get either one of these reply
to this by email or call 216-545-1492 voice.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

1290. Re: Genesis controllers, why donread/new/followupRe: What to get?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 20:30:41 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <T6VX3B4w165w@cyberden.sf.ca.us>
Source record: 107249

dgb@owlnet.rice.edu (Dennis Gale Brown) writes:

> Hmmm, is this another 1200XL oddity? I couldn't get the Genesis controller
> to work on my 800XL at all (works fine on Amiga, 7800, etc) and someone

Well, If I ever get my hands on one again, I'll test it out on my 1200xl
motherboard and again on my upgraded 1200xl motherboard (with 800/800xl
OS and btw it's a different revision of the 1200xl board ANYways.. so..)
Also, if I still have access to an 800 ill try on IT, and ill try to
remember to try it on a friend's 65xe.... maybe it was the Genesis
controllers I was using!? :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1291. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 20:33:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5awX3B5w165w@cyberden.sf.ca.us>
Source record: 107250

I'LL TAKE THE BOOK! PLEASE! :) How much ya want for it?

(re OS/hardware manual...)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1292. Re: Star Raiders (was Re: Atari 8bit games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-02 20:35:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FewX3B7w165w@cyberden.sf.ca.us>
Source record: 107251
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

You can make the little man dissappear by shooting your photons twice..
The first one will just fly off (or hit the starbase or whatever), and
the second one will REPLACE the man, making him dissappear and the photon
appear. You'll notice the same type of thing happen with asteroids (not
the game, but the asteroids flying around on Star Raiders)... If you
sit there and watch one, and some enemies come onto the screen and you
all start blasting at each other, the asteroid will simply mysteriously
vanish.

All that is tho is the fact that the Atari's only have 4 players
(sprites) + 4 1/4-players (missles) = 5 players worth of
of sprite junk on the screen

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1293. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 01:01:51 UTC
From: malak@grebyn.com
Message-ID: <1993May3.010151.7760@grebyn.com>
Source record: 107252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May02.185436.35477@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:
>
>The Amiga-Lorraine was developed by a company seperate from Atari was it
>not? I know that many of the people working on it were ex-Atarians, but
>Atari really could not retain it since they did not own it.

Atari loaned money to Amiga, Inc. to fund the development of the Amiga. While Atari was being sold to Jack Tramiel, Commodore bought Amiga and paid off their debt to Atari. Apparently legal, but the ethics are questionable.

>Umm, the Amiga 1000 that I have has an original drive and can read 720k
>DOS disks, and Atari disks with a simple utility. It also allows long file
>names, something that is still a problem for Atari, as evidenced by talks
>on the other Atari newsgroup. Mac drives are the brain dead ones.

Reading ST & IBM disks on an Amiga is even slower than reading Amiga disks. As you probably know, to read a single disk sector the Amiga must read the entire track of _raw_ data, then the 680x0 decodes the MFM encoding. Coupled with the fact that the directory structure is a linked list, practically the entire disk has to be read every time you want a directory.

>How do Atari RAM disks work? Like Amiga RAM: (grows and shrinks and is
>always there), or like RAD: (has to be mounted and is fixed size, and
>recoverable after warm boot), or like MS-DOG (has to be mounted is fixed
>size, can cause conficts with some progs, dies after warm boot)? Just
>curious.

Due to the abundance of memory, it seems everyone and his brother wrote his own RAMdisk. I just used the first one I found, which was fixed-size non-recoverable (and with the huge capacitor on the 1040ST's power supply, the RAMdisk could retain its information after 10 seconds of no power -- handy for thunderstorms).

>The original Kickstart ROM release was 1.2. It did not support autobooting
>hard-drives. I always liked having a kickstart disk, instead of ROM.

My mistake. I meant to say Kickstart 1.2. When 1.2, the 500, and the 2000 were released in 1986, it was the death of the ST.

>What happened to Atarisoft? They made Atari games for other platforms.

I believe that was just a product name used by Atari and not a separate entity. I could be wrong.

Basically, Jack Tramiel wanted to turn Atari into a computer company, not a game company. That is why he killed the 7800 just as it was being shipped to distributors. And presumably, that is what happened to Atarisoft as well. Actually, it's Tengen (a subsidiary of Atari Games) that now makes the software for the other platforms. I guess all the arcade license went with Atari Games in the split and not to Atari, because I believe it is Tengen that makes the arcade conversions for the Lynx, not Atari.

1294. Re: Star Raiders (was Re: Atari 8bit games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 01:37:22 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Zcay3B4w165w@cyberden.sf.ca.us>
Source record: 107254
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Yes! PLEASE post the article! :) I'm sure all of the rest of us SR
fans would love to read it too! :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1295. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 01:39:10 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0fyb@abcd.houghton.mi.us>
Source record: 107158

In a message dated Sat 1 May 93 21:18, Ransom22@delphi.com wrote:
edited...

R> I just had a most unusual experience while dealing with a business. I
R> say
R> it is unusual because I have never before run into a business which
R> does
R> not want my money.

Tried to pay with a Visa card, but company rejected card when phone number
wasn't in the book...

R> I reminded her that with modern electronics, it is possible to get an
R> approval of a credit card instantaneously, while I am still on the
R> phone
R> with her. (Those authorizations are guarantees of payment, by the
R> way.)

Wrong, a business that obtains an authorization is not a guarantee of
payment. All it does it verify that the card is valid and the amount to be
purchased is not above the credit limit. Generally this results in payment
but here is where things can go wrong for the merchant:

The card number could be stolen, and the bank not yet notified. Such fraud
is on the increase.

The card holder can dispute the bill, and the merchant is stuck waiting for
the issue to be resolved.

I'm guessing that the retailer must have been burned recently, or your
experience wouldn't have happened.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

1296. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 01:44:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <goay3B11w165w@cyberden.sf.ca.us>
Source record: 107155
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

jjung@netcom.com (John Jung) writes:

> one. You can track the enemies (with long range) manually, and besides it's
> kind of a challenge to go through hyperspace eyeballing the center of the
> screen... =) =)
>

Well, just draw or tape some home made crosshairs to the TV ;)

Hhehe

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1297. Re: credit cards

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 01:45:46 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0fyd@abcd.houghton.mi.us>
Source record: 107159

Vendors pay a portion of every sale to the card company each time you use the card. They are also forbidden to offer a cash discount or a card surcharge (although many do).

For most merchants, the amount paid to the card company is based on the average amount charged. Smaller averages pay a higher fee. (By the way, if a merchant doesn't pay the big bucks for electronic entry, the card company charges an outrageous surcharge on top of the normal fee.)

Now why do merchants accept credit cards?

They are generally cheaper than checks in an area where bum checks are a problem.

The merchant will get his or her money faster than waiting for a COD.

Many customers now make the majority of their purchases with cards. If you want the sale, you take the card...

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

1298. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 03:32:41 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.033241.27735@ugle.unit.no>
Source record: 107253
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com>, malak@grebyn.com (Michael Malak) writes:
> In article <1993May02.185436.35477@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca
(Jeremy Konopka) writes:

[...]

> >Umm, the Amiga 1000 that I have has an original drive and can read 720k
> >DOS disks, and Atari disks with a simple utility. It also allows long file
> >names, something that is still a problem for Atari, as evidenced by talks
> >on the other Atari newsgroup. Mac drives are the brain dead ones.
>
> Reading ST & IBM disks on an Amiga is even slower than reading Amiga
> disks. As you probably know, to read a single disk sector the Amiga

I don't find Amiga disks slow... And, of course, with FFS they're even faster
(:P to anyone still running 1.3 ;)

> must read the entire track of _raw_ data, then the 680x0 decodes the MFM
> encoding. Coupled with the fact that the directory structure is a

Wrong, wrong, wrong. The BLITTER does the MFM decoding & encoding. And it does
it FAST.

> linked list, practically the entire disk has to be read every time you
> want a directory.

Linked list? It's a HASHED list.

[...]

> Due to the abundance of memory, it seems everyone and his brother wrote
> his own RAMdisk. I just used the first one I found, which was
> fixed-size non-recoverable (and with the huge capacitor on the 1040ST's
> power supply, the RAMdisk could retain its information after 10 seconds
> of no power -- handy for thunderstorms).

Yeah, not too good for viri, though 8)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1299. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 04:05:02 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0fyp@abcd.houghton.mi.us>
Source record: 107160

Jim,

Even if the card was stolen or the card holder disputes the bill,
checking the card holder's local directory to see if he has a phone
will not decrease the chance of these things happening. There really
is no logic behind the action. As to them getting burned recently,
This was two years ago when my order was turned down.

jeff mcwilliams
jjmcwill@mathlab.mtu.edu
:

-- Via DLG Pro v0.995

1300. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 05:59:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s2ccuINNn0g@golem.wcc.govt.nz>
Source record: 107161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
] I don't find Amiga disks slow... And, of course, with FFS they're even f
] (:P to anyone still running 1.3 ;)

Amiga disks not slow? You've obviously not used an IBM-floppy drive!
```

1301. Re: C-Compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 10:55:18 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1993May3.105518.1582@samba.oit.unc.edu>
Source record: 107162

In article <1993Apr29.133449.660@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>On the subject of C compilers, the current issue of Atari Classics claims that
>Ace C compiles to machine code. Is this correct? I seem to remember, back when
>I used to use it, that it compiled to some form of P-code. (If it doesn't, then
>the code generation is *terrible*.) Anyone know for sure?
>
You're right. Just disassemble ENGINE.OBJ, and you can tell that it's a
p-code interpreter.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1302. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 12:23:38 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May3.122338.3821@iplmail.orl.mmc.com>
Source record: 107164
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com>, malak@grebyn.com (Michael Malak) writes:
|>
|> My mistake. I meant to say Kickstart 1.2. When 1.2, the 500, and the
|> 2000 were released in 1986, it was the death of the ST.
|>
|>

Gee, that's odd. According to the Atari ST User and St Review that I just
picked up (April issues), there is new software being produced for the ST
even as we speak. Pretty active for a dead machine.

Larry Richardson

1303. AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 12:53:10 UTC
From: RG9@VAXB.YORK.AC.UK
Message-ID: <9305031253.AA29688@deepthought.cs.utexas.edu>
Source record: 107163

I use AW+ alot to write my university reports etc. I my 130XE linked to a Panasonic KX-P1123 24pin printer and have written a custom printer driver for it that works fine in all but one respect; sub- and superscripts. I really need these as I am studying chemistry and most molecular formulae have them.
My printer has an inbuilt sub/super script font, so I defined the up half line and down half line parts of the driver to select the appropriate sub/super font and then type font 5 (control G 5) to deselect the sub/super. This works fine except after using it about 20 times the program locks up. So I did a second driver that does either a forward or reverse line feed of 7/180 of an inch and this works fine, until it gets too the end of a page and the printer goes haywire doing forward and reverse linefeeds until it reverse feeds the paper up to the top of the sheet.
Also in the first driver when a second page is printed the printer selects the sub/super font and prints the whole document in that font!

This leads me onto another problem, recently when I use the print preview option (OPTION P) any text from the second page simply overwrites the text on the first page! Also the header and footer routines don't seem to work properly, ie the first page is alright but they then don't appear after that even thought the header text is the first text in the document!
All very frustrating especially when you are trying to write a report and working too a deadline!

If anybody can help me solve these problems I would love to hear from them. Also I would be grateful for any info on other word pros that have all the above mentioned features without the bugs. I know of Superscript, Text pro etc but I don't actually have any further info on their merits!

Thanks in advance

Please reply too RG9@UK.AC.YORK.VAXB

1304. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 12:56:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May3.135658@cs.bham.ac.uk>
Source record: 107165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] I don't find Amiga disks slow... And, of course, with FFS they're even f
|>] (:P to anyone still running 1.3 ;)
|>
|> Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Yup. You can't really try and tell us that Amiga drives aren't very peculiar. I'd love to know why Amiga did their directory structures like they did (though I think I remember hearing something about disk-fixing), because my friend's A500 GVP harddrive used to take as long to read a directory as my Atari floppy drive, especially the root directory!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

1305. User Groups

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 14:27:08 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May3.142708.21800@apgea.army.mil>
Source record: 107167

Are there any user groups for the Atari like the Ti has? Any in Maryland?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

1306. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 15:12:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930503101238MIS0160@MVS.UDEL.EDU>
Source record: 107166

In article <01GXO1GSBT0E90MU6N@delphi.com>,
RANSOM22@delphi.com writes:

>I just had a most unusual experience while dealing with a business. I say
>it is unusual because I have never before run into a business which does
>not want my money.
>
>I recently placed a call to B&C Computervisions, intending to place a large
>order. I had already purchased one of each program that American Technavisions
>offers (they're a GREAT company...highly recommended) and was now moving
>on to B&C.
>
>Before I could even tell the salesperson what my order was, she asked what
>method I would be using to pay for the items. I said I would be using my
>VISA card, which is what I generally use when doing mail order business.
>I was then asked if my name is in the local phone directory. I said no,
>it is not, as I prefer not to have it in there. The salesperson then
>said that she would be unable to accept my order in that case.
>
>I was dumbfounded. Certainly I must have misunderstood?
>
>I reminded her that with modern electronics, it is possible to get an
>approval of a credit card instantaneously, while I am still on the phone
>with her. (Those authorizations are guarantees of payment, by the way.)
>
>She said that it didn't matter that she could do that.
>
>I mentioned that I had been in the store many times before, when I lived
>in CA, and had used that same credit card for purchases on several occasions.
>
>She said that that didn't matter, either, as I was no longer using the
>same address, and it had been over a year ago.
>
>So, I gave up, and said good-bye.
>
>I am wondering if anyone else has had this same sort of experience with
>B&C Computervisions, or with any other 8-bit dealer. Personally, I'm amazed
>such a business can stay in the black with policies like that. (By the way,
>B&C will not take COD orders, and they have a 14-day waiting period before
>any personal check orders will be processed.)
>
>I wish B&C all the luck in the world, but you can believe I won't be spending
>my money there ever again (assuming that someday they would let me), nor will
>I be recommending them to my friends in the 8-bit community.

>
>How about it folks? Was my experience with B&C an aberration? Is it a
>sane policy which I just don't understand?
>
I don't know if it is sane considering the state of the 8bit market.
A company obviously needs to keep it's losses to a minimum, but at the
same time doesn't want to drive customers away with very restrictive
policies. In defense of B&C, I have ordered 9-10 times from them and
never had a problem. I have both ordered with my Visa debit card
(Yes, I'm listed in the phone book) and by mail enclosing a check.
The only negative I've found is the looooooooong wait when ordering
by check Two weeks seems like overkill when waiting for a check to
clear. One time, I needed help hooking up a used Commodore 1702
monitor I had bought locally. I called and whoever I talked to
(I forgot to ask his name) was very friendly and helpful, even
though I didn't buy anything at that time.

1307. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 15:26:07 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993May3.152607.20831@news.uit.no>
Source record: 107168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>Atari loaned money to Amiga, Inc. to fund the development of the Amiga.

Wrong. Amiga Inc. was founded by 7(?) doctors etc. who wanted to invest money in something profitable. After a while (sometime 1984/1985) the money was all gone. Amiga Inc needed more money and Atari loaned them $$$. The development(sp?) went on. They came to a point where the loan from Atari took an end, and they had to look for more financial backing. Atari made a shitty offer for the stocks in Amiga Inc, and at the last moment C= made an offer which was twice what the pesimistic people at Amiga Inc. had hoped to get. So Amiga Inc. pays back the loan to Atari and becomes part of C=.
There might be finer legal points to the story, but I don't know those :).

>While Atari was being sold to Jack Tramiel, Commodore bought Amiga and
>paid off their debt to Atari. Apparently legal, but the ethics are
>questionable.

_IF_ Atari had paid for the initial development I would have agreed, but they didn't.

[about the Amiga diskdrives]
Much of the speed/slowness of disks of the Amiga boils down to a question of software. If 1.0 had the same optional filesystems that 3.0 has then Amiga disk drives would never have been called slow I think. The caching of directory entries is rather smart.

(And I still would like to find the source to StXformer :)
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

1308. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 15:37:59 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <C6GJFC.n1B@newcastle.ac.uk>
Source record: 107172
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>Ok, I've posted this message acrose the 3 main atari groups.

>Is there a good history of atari and its machines?
>Here is what I have constructed from word of mouth, my memory and old
>issues of Compute!.

>1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
>was a use sucess and atari began its climb.
>2. 1976, Atari had made a cartridge game system called the VCS (Video computer
>system, later called the 2600). However it took a year to reach to market
>because most stores didn't think people would buy such an expensive toy.
>3. 1979, the VCS was a huge success. With the release of the Apple, Atari
>started to develop its own home computer. I'm not sure when the 400 was
>released but I assume before 1981.
>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.
>4. 1983. While the computers sold well, they appear to be losing a war against
>the commadore 64 and other computers. And while their billion dollar baby
>the VCS keeps making money, systems like the Intellivision, Collecovision
>, computers and time itself has warn it down.
>(at some tome they released the 5200. A video game system based on the
>atari 400. I'm not sure when this happened. It was a failer)
>5. 1984. The video game industry when bust and alot of companies where
>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>in mid 84.
>Also, atari developed the 7800. a revolutionary game system that was delayed
>for so long ~(I think 86 was when it offical was released in real numbers and`
>the nintendo, a surperior machine, although also developed in 84 had bet them
>to the punch)
>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.
>The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
>find what xl were released and when.

Again, Atari were beaten to it, when the even more revolutionary Amiga appeared
before it. However, Commodore overpriced their machine (256K RAM and WB1.1),
which gained a reputation until WB1.3, of crashing so regularly that you could
set your watch by it.

I'm still sure 'ST' meant Super Tramiel. :)

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
>line was taken down to one game computer called the XEGS. And ST's didn't
>sell well or were run over by PCs Also there were other ST models released
>called 1024, STE, and the TT.
>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.
>8. 1992 to present. Things look pretty bad..

>ok, anyone care to fill in details or point out my mistakes in the time line?

>Rob Merritt
>+---+
>I Disclaimer: My opinions are mine alone, not of my employer, not I
>I of my friends and family, and not of a co-worker. I
>I I
>I "When a Girl like K3-Myrlu bonds with you, you got to remember I
>I two things. First, its for life. Second, its with your Central I
>I Nervous System!" I
>+---+
>If you have any 8bit Atari Computers you'd like to get rid of. email me.

1309. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 15:44:23 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.154423.13836@ugle.unit.no>
Source record: 107171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] I don't find Amiga disks slow... And, of course, with FFS they're even f
>] (:P to anyone still running 1.3 ;)
>
> Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Yeah, I have, actually. I'm a comp.sci student, and PCs are hard to avoid. Why?

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1310. Re: AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 15:49:37 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1993May3.154937.26765@tolten.puc.cl>
Source record: 107169

RG9@VAXB.YORK.AC.UK wrote:
: If anybody can help me solve these problems I would love to hear from them.
: Also I would be grateful for any info on other word pros that have all the
: above mentioned features without the bugs. I know of Superscript, Text pro
: etc but I don't actually have any further info on their merits!
:
What I definitely used all the time (when my 800XL was THE computer in
my house) was The First XLEnt Word Processor - it is great!!! So much
features, so few memory required...

--
MIGUEL FARAH // (cita del .sig no funciona - por favor espere)
mbfarah@isluga.puc.cl // (.sig's quote is down - please wait)
#include <disclaimer.h> // (howl howl argle .sig ahowl howl argle argle)

1311. 8-bit stuff still for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 15:49:45 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19930503155007.3.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 107170

I've still got some 8 bit stuff on the block:

130 XE
Indus GT
XF551
Magnavox color monitor
810 (electronics flakey, drive ok)
ICD PRinter connection
SDX Cart
Misc cart games; Star Raiders, Asteroids, Defender,
Sub Command, Centipedes, Pac Man etc.
Lots of disks of PD software
Old Atari OS manuals
Mapping the Atari

Make offers for all or part; everything must go!

1312. Hard-Drive Horror... HELP!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 17:13:34 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GXQM7QZ9GI9ODH1G@vax.edinboro.edu>
Source record: 107173

Hi all,

Last night I powered up my system (800xl, MIO, Adaptec 4000a, 20 meg
Miniscribe Hard-Drive, and SpartDOS X) and.... well.... nothing!

Here is what happend: I always start by powering up the hard-drive and
controller. When the HD is up to speed, I switch on the MIO then the computer.
Usually (up until last Friday) everything powers up just fine and the
machine boots. Well this time, I was just staring at a black screen.
The lights on the MIO, Adaptec, and hard-drive just lit and stayed lit.
There was no head motion on the drive indicating that it was having a
difficult time trying to find track zero (like happens on drives that
drift out of allignment or are not low-level fomatted).

I even tried turning on the MIO and computer (without the dive and
controller), manually configuring the MIO, and then starting up the
drive. I even tried this on both partitions I have set up. Still no go.

The computer and MIO alone seem to function just fine.

The probelem could be in one of three places: The SCSI connctor/driver in the
MIO, the Adaptec, or the drive. The MIO seems to be the least likely, since
if functions correctly otherwise. The Drive does not seem to have any
mechanical problems since it goes through the normal pattern of head movement
upon powering it up. So I guess that leaves the Adaptec or the MFM board on
the drive itself?

Does anyone have any clue as to where the problem may actually be??????
I trouble shoot PCs at work all the time, but there I have access to other
machines with the same configurations that I can use to swap parts, etc.
Essentially, I have no base-line to compare to....

ANY help, comments, suggestions, or moral support would be GREATLY appreciated!

Thanks....
-Adam Conover.
a644690c@edinboro.edu

1313. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 17:25:27 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C6GoEK.G8n@cbnewsc.cb.att.com>
Source record: 107174
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):

> From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>
>> Ok, I've posted this message acrose the 3 main atari groups.
>>
>> Is there a good history of atari and its machines?
>
> Last year Jim Trageser posted a summary or the different models of the
> Atari computers which was also a kind of history of Atari. I can repost
> his article if he isn't around to do it again himself.

Well, I've had a couple of email requests for this article, so here it is.
I make no claims as to it's accuracy.

==========

SUMMARY OF DIFFERENT ATARI MODELS FOR ISSUE 1004

by Jim Trageser (trag@pnet01.cts.com)

For a company that has never learned how to market its products, Atari
has produced some of the best computer hardware in the history of home
computing. From the ground-breaking Video Computer System game machine
that revolutionized consumer electronics through the 400/800 family of
8-bit computers to the powerful ST/Mega/TT line of 16- to 32-bit
machines, Atari computers have generally been at the cutting edge of
electronic technology.

Atari's founder, Nolan Bushnell, is the man who made it all possible.
Inventor and developer of early electronic arcade games, Bushnell
targeted the home market in the mid-1970s with the legendary "Pong"
system. "Pong" was a largish console with two knobs on each side to
control the "paddles" on the television screen. With only one game,
the tennis-like "Pong," built into the system and no cartridge
capability, this primitive ancestor to modern electronic games was a
best-seller in its time.

A few years later, in 1977, the VCS (later designated the 2600) system
was released. With removable joysticks and/or paddles and a variety of
games available on cartridge, this system stormed the United States,
setting sales records that wouldn't be broken until the Nintendo
Entertainment System in the late 1980s. In addition to the Atari
games, companies such as Parker Brothers and Activision also developed
and marketed games for the 2600 as well as the Sears version of the
system, sold under license from Atari.

In 1979, Atari responded to the success of the Apple II and Radio Shack TRS-80 computers by releasing the Atari 400 and 800 home computers. Originally sold with just 8K and 16K of memory, respectively, and a cassette tape storage system, the two computers were based on the 6502 microprocessor, the same chip as used in the Apple and Commodore 64 machines. But the Atari computers were designed to use enhanced graphics, including 256 colors, by use of a separate graphics processor.

The 400 had a membrane keyboard, making it useless for touch typing, while the 800 had a regular keyboard. Both were upgradable to 48K of RAM. Soon, floppy disk storage systems became available for both computers, along with printers and modems, making them complete home computer system. Both Atari computers could also use televisions as monitors.

Both the 400 and 800 had cartridge slots for running cartridge- based software, although these carts were different from and incompatible with the 2600 game machines and subsequent game machines. In addition, the 800 had a second "right-hand" cartridge slot for future development, although few -- if any -- applications for it were ever released. Both computers could also use the 2600 joysticks, and had four joystick ports as on the game machines.

After Jack Tramiel left Commodore in the mid-'80s and purchased Atari from Warner Communications (who had purchased it from Bushnell shortly after the development of the 400/800), Atari upgraded the 8-bit computers with the XL variants. The XLs featured more memory (up to 64K), a different operating system than the 400/800, built-in BASIC, only two joystick ports and a sleeker case. Early XLs (600, 800 and 1200) had compatibility problems with the 400/800 software, crashed too often, and few were sold.

Atari also released the 5200 game machine as a replacement for the 2600 around this time. But the new machine couldn't use 2600 cartridges at first (an adapter was later sold) or joysticks. In addition, the graphics weren't much improved over the 2600 and not nearly as good as the 400/800. As a result of these problems, the 5200 never sold well either.

By around 1985, when the XE (65XE and 130XE) machines were released, Atari had ironed out most of the OS problems and all Atari 8-bit software, cartridges and disks, was running on most of the computers. The XEs had even more memory -- up to 128K -- than the XLs, the same built-in BASIC of the XLs and a more modern look tailored after the just-released ST line of computers built around the Motorola 6800 chip (which also drives the Apple Macintosh and Commodore Amiga).

Atari also released a third-generation game machine, the 7800. The 7800, which can still be found, escaped many of the 5200's problems. The 7800 has built-in 2600 compatibility, although it does not support the 5200 cartridges. The 7800 actually allows more colors on the screen at one time than the 8-bit computers, but the resolution is the

same.

Atari even released an XE game system. It was basically a 65XE with a detached keyboard and option keys. A few cartridge games were released, but the system died due to a lack of marketing.

The XL and XE 8-bit computers represented the last stages of 8- bit development in the computer world. They ran at a then- incredible speed of 1.79 MHz, and were probably the most-advanced 8-bit machines ever.

But by the time the XEs were being released, Atari was ready to push its new ST line of computers built around the already- mentioned 68000 Motorola processor. A few years earlier, Tramiel blew a deal Atari had with the Amiga company (founded by former Atari engineer Jay Miner, designer of the Atari 800) to develop a new 68000 computer and game machine, and had to start from scratch when Tramiel's former company, Commodore, purchased Amiga.

Atari then created the ST series of computers employing the same "Windows"-type environment as used on the Macintosh and Amiga machines. In addition, the STs can run Minix, a Unix-like environment from a third-party developer.

The 520ST (512K) and 1040ST (1028K) were released in 1985. At 8 MHz speed and able to address up to 4 megs of memory, the STs were far superior to the IBM XTs and ATs and far cheaper (less than $1,000 for a 1 meg ST) than the Macintoshes. A planned 260ST never made it to distribution, since 260K was not going to be enough with the desktop (TOS) taking up too much memory. The 520ST could be used with a television, while the 1040ST needed a monitor. Both had built-in Midi support and two joystick ports (one is always used for the mouse).

Within a few years, the STfm series was released, offering a built-in floppy drive, which was soon upgraded to double-sided, double density. And almost immediately after the ST was released came the first third-party emulators: devices which could allow the ST to run Macintosh or PC software. Today, several of these emulators offer over 90 percent compability with commercial Mac or PC software.

In 1989, the Mega series of ST computers was released, offering 2 or 4 megs of RAM (Mega 2 and Mega 4, respectively), room for internal hard drives and built-in clocks. In addition, the Megas had 16 MHz CPUs, as compared to the 8 MHz STs. The Megas also had detachable keyboards, while the STs had built-in keyboards. As with the XL 8-bit computers, the Megas offered compatibility problems with existing ST software. In addition, some of the Megas could not have simple memory upgrades.

Released shortly after the Mega machines, and utilizing a new operating system, were the STe (the "e" standing for "enhanced"). The new OS (called TOS 1.4) can be installed on older STs as well, although most current software supports both new and old TOS. The STe and Mega STe machines also offer stereo sound, up to 4,096 colors and

analog joystick input. A 1040 STe runs for less than $500, and a Mega4 STe costs about $1,200.

The Mega STe also allows for editing external video sources, and can read MS-DOS disks, converting the files to Atari format.

In the early '90s, Atari purchased the Lynx handheld game machine (similar to the Game Boy from Nintendo) from Epyx, and that system has met with great popularity.

Atari also purchased the Portfolio handheld MS-DOS computer from a third-party developer, and that machine has also met great success. Although marketed by Atari, it does not support any ST software and is a PC clone-type computer.

Last year, Atari also released its ABC (Atari Business Computers) line of MS-DOS machines, although they are being distributed mostly in Europe and do not support Atari software. These, too, are PC clones.

More importantly, in 1991 Atari offered peaks at the STacy and ST Book portables, both of which do support ST software. The ST Book features a "vector pad" instead of a mouse, up to 4 megs of memory, a high-resolution (640X400) LCD display, and built-in hard drive -- up to 120 megs. Both should be available within months.

Atari's latest and hottest domestically available machine is the TT/030, based on the Motorola 68030 32 MHz machine. While little software from the ST and Mega machines is compatible with the TT, the new machine is available with either TOS or Unix operating systems. The TT can handle up to 26 megs of RAM, has a math co-processor, multiple serial ports and extra graphics modes. In addition, the TT can utilize a 19-inch monochrome monitor. The TTs start at about $1,800.

The TT, Mega STe and ST Book can all access CDROM drives, bringing Atari owners back to the front edge of computer technology.

Rumors for '92 include a 64-bit video game system, a new series of ST computers that may be compatible with the new video game system, and maybe even a TT/040. Also, Atari enthusiasts are hoping for a domestic release of the Atari Transputer Workstation, currently sold only in Europe and running a version of the Unix OS, Helios.

Reposted by:

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1314. Joystick Port Setup for Output

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 17:58:44 UTC
From: stevens@bucknell.edu
Message-ID: <stevens-030593125239@macb05.bucknell.edu>
Source record: 107175

It's great to still see that so many people are still into Atari 8-bit!
Well, I am doing a lab project here at Bucknell for digital electronics and
I need some info. I don't have any of my many manuals here for reference,
so I need to find out how to setup joystick port 2 for output and send the
output. I know it is a few simple poke statements, but I can't remember
which locations. If anyone could please look it up for me, I would really
appreciate it. Thanks a million.

James Stevens

stevens@bucknell.edu

1315. WANTED: Crossword Magic

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 18:24:04 UTC
From: tracton@godot.radonc.unc.edu
Message-ID: <1993May3.182404.18792@samba.oit.unc.edu>
Source record: 107176

I'd like to buy a copy of "Crossword Magic", which was a commercial program (not pd or shareware) used to create crossword puzzles on the Atari 800.

It's not in the archives. Any clues?

--gregg

Gregg Tracton -=- (919)-966-7700 FAX:966-7681
Dept of Radiation Oncology -=- GEnie: G.TRACTON
School of Medicine -=- tracton@RadOnc.unc.edu
Univ of North Carolina -=- {...}mcnc!godot!tracton

"Learn from the mistakes of others -- you can never live long enough to make them all yourself." --from "Bits & Pieces"
Gregg Tracton -=- (919)-966-7700 FAX:966-7681
Dept of Radiation Oncology -=- GEnie: G.TRACTON
School of Medicine -=- tracton@RadOnc.unc.edu
Univ of North Carolina -=- {...}mcnc!godot!tracton

1316. Hard-Drive horror continued...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 19:48:47 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GXQSFMBESI9ODID4@vax.edinboro.edu>
Source record: 107178

In a previous post I mentioned the problems I was having with my hard-drive setup... I am pretty sure now that it is the Adaptec 4000a controller. (Though I would still appreciate any suggestions). I tried to format two other drives with no luck. The lights on the drive and controller just light but the stepper motor does not step. I suppose that all of this could be caused by a bad cable as well, but the problem in not intermitant. It's one of those "yesterday it worked, today it don't" kind of things.

Anyway..... If it does turn out to be an Adaptec problem, does anyone have one they want to sell????? Floppies just don't cut it after getting used to (spoiled by) the search path and such in SDX.

-Adam Conover.
a644690c@edinboro.edu

1317. Re: Genesis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 20:28:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <BqqZ3B4w165w@cyberden.sf.ca.us>
Source record: 107180

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> I would like to know how this happens, since the right mouse button on a ST
> mouse is connected to pin 9, which is not connected on the 8-bit series.
>

Wait wait wait... let me see..

up, down, left, right, fire, ground... that's 6....
paddle 0, paddle 1, ??Volt.... that's 9....

yeah, there are nine.... two are constant "outs" arent they? The two
paddles and fire are constant "ins" and the stick directions are
selectable I/O.....

im no electronics major.... but isnt this right?
s/

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1318. Re: Genesis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 20:30:40 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <TTqZ3B5w165w@cyberden.sf.ca.us>
Source record: 107181

ab588@yfn.ysu.edu (joseph sabatino) writes:

>
> I noticed that one of those fire buttons he was pushing was rapid
> fire..so the Genesis controller does work on the 130xe and I'd say
> --
> Joe Sabatino-->ab588@yfn.ysu.edu

Ya know what I found.... well, here... just do this:

plug a stick into port 1
select either comp. vs. 2 or comp. vs. comp.

hold down the fire button on the stick (which would normally be player
1's)

whenever player 1 (computer) goes to fire, it goes VERY fast....
actually, constant!

Maybe he was playing as the computer and didnt know it? I did that one
time :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1319. Re: Soundis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 20:32:53 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iXqZ3B6w165w@cyberden.sf.ca.us>
Source record: 107182

ab588@yfn.ysu.edu (joseph sabatino) writes:

> on the xl or xe with 2 POKEY chips. There is a player that will
> access these already (called PLAY.COM) where you can choose
> between 8 and 16 bit AMS music.
> If anyone is interested I'll upload these to the archive.

ME! ME! :) Sounds nifty. I'd still like to see Torsten's sound player
and code! :)

what a windy day today

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1320. AC Vol 2 # 2!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 20:52:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <8TRZ3B13w165w@cyberden.sf.ca.us>
Source record: 107183

I got it, just to scream it out.. I'm north of San Fran.

Who else got it already or hasnt got it yet?

It's May 3rd.

Anyone wanna give me a 9600 bps modem an interface and an 800xl or PBI
port for one of my 1200xl's for my birthday tomorrow?!

;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1321. Re: Star Raiders (was Re: Atari 8bit games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 21:51:13 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May3.165113.17627@miavx1.acs.muohio.edu>
Source record: 107179
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <Zcay3B4w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
> Yes! PLEASE post the article! :) I'm sure all of the rest of us SR
> fans would love to read it too! :)
>
> Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!

Well, it will have to wait until next week, after I move home. (Whee, only
this week of finals and then summer!!!)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 3-MAY-1993

1322. I'm interested in buying 130xe Carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-03 22:40:45 UTC
From: bbs-uelise@jwt.oau.org
Message-ID: <muwZ3B2w164w@jwt.oau.org>
Source record: 107184

Like the title says. There's a few games on disk that I play so often
that I'd like to have them on cart if possible. Mail a list of available
with prices if you can. Thanks.

* S. Patrick ******** UCF, where undergrads don't get internet accounts *
* the TONi Clark band - the world's finest underground music - box 1921 *
*** oviedo fl, 32765 *

1323. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 02:41:17 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May4.024117.22244@mnemosyne.cs.du.edu>
Source record: 107185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If I am not mistaken, did not Atari sue Commodore over the issue
of just who owned the Amiga?
I was under the impression that the Amiga Lorraine was to be
Atari's baby, but somehow Commodore pulled a fast one.

Can anybody here give the _real_ story and not just hearsay?

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1324. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 02:52:43 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May4.025243.22822@mnemosyne.cs.du.edu>
Source record: 107186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May4.024117.22244@mnemosyne.cs.du.edu> thester@nyx.cs.du.
du (Uncle Fester) writes:
>
> If I am not mistaken, did not Atari sue Commodore over the issue
> of just who owned the Amiga?
> I was under the impression that the Amiga Lorraine was to be
> Atari's baby, but somehow Commodore pulled a fast one.
>
> Can anybody here give the _real_ story and not just hearsay?
>
> Uncle Fester
>
Nevermind. :)

I just read several accounts of this, and my curiosity
is satiated.

Sorry for the wasted bandwidth. Really.
I'm not pround, am I?

Uncle Fester

>--
> : What God Wants : God wants gigolos :
> : God gets : God wants giraffes :
> : God help us all : God wants politics :
> : *thester@nyx.cs.du.edu* : God wants a good laugh :

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1325. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 04:49:21 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1993May4.004921.1@drycas.club.cc.cmu.edu>
Source record: 107187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6GoEK.G8n@cbnewsc.cb.att.com>, kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
> From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):
>
>> From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>>
>>> Ok, I've posted this message acrose the 3 main atari groups.
>>>
>>> Is there a good history of atari and its machines?
>>
>> Last year Jim Trageser posted a summary or the different models of the
>> Atari computers which was also a kind of history of Atari. I can repost
>> his article if he isn't around to do it again himself.
>
> Well, I've had a couple of email requests for this article, so here it is.
> I make no claims as to it's accuracy.
>
> ==
>
> SUMMARY OF DIFFERENT ATARI MODELS FOR ISSUE 1004
>
> by Jim Trageser (trag@pnet01.cts.com)
>
>
> After Jack Tramiel left Commodore in the mid-'80s and purchased Atari
> from Warner Communications (who had purchased it from Bushnell shortly
> after the development of the 400/800), Atari upgraded the 8-bit
> computers with the XL variants.

Wrong. The XL series of 8-bit Atari computers was developed under
the old Warner owned Atari. It was an attempt to reduce the cost
of producing the 8-bit machines so Atari could lower their price
to compete with the C64.

> Atari also released the 5200 game machine as a replacement for the
> 2600 around this time. But the new machine couldn't use 2600
> cartridges at first (an adapter was later sold) or joysticks. In
> addition, the graphics weren't much improved over the 2600 and not

Again the 5200 was developed by the Warner owned Atari and it was
nothing more than a redesigned 8-bit Atari computer and used all
the same chips and had exactly the same graphics capabilities.
Atari boneheadedly moved the memory locations of the chips in the
5200 and changed the pinout of the cartridge port so that 400/800

game cartridges wouldnt run on the 5200.

At one time there were no less than 3 versions of every game Atari
put out, the 400/800 version, the 5200 version and the 2600 version.
Retailers were none too happy having to carry 3 different versions
of the same game. Developers also werent too happy to have to rewrite
and repackage 400/800 games for the 5200 when they wouldnt
have had to if Atari hadnt changed the pinouts of the cartridges
and the memory locations of the chips in the 5200.

> Atari also released a third-generation game machine, the 7800. The
> 7800, which can still be found, escaped many of the 5200's problems.
> The 7800 has built-in 2600 compatibility, although it does not support
> the 5200 cartridges. The 7800 actually allows more colors on the
> screen at one time than the 8-bit computers, but the resolution is the
> same.

Yet again the 7800 was developed by the Warner owned Atari. They just
never got it to market in a big way before Warner sold the home game
division and home computer division to Jack Tramiel. Jack didnt want
to spend the money to tool up and properly market the 7800 even though
it was a better machine (100 sprites, anyone) than the NES. Instead
he tried to recycle the old 8-bit computer technology which had long
since been paid for and came out with the XE game machines.

> In 1989, the Mega series of ST computers was released, offering 2 or 4
> megs of RAM (Mega 2 and Mega 4, respectively), room for internal hard
> drives and built-in clocks. In addition, the Megas had 16 MHz CPUs, as
> compared to the 8 MHz STs. The Megas also had detachable keyboards,
> while the STs had built-in keyboards. As with the XL 8-bit computers,
> the Megas offered compatibility problems with existing ST software. In
> addition, some of the Megas could not have simple memory upgrades.
>

More misinformation. The Mega STs came out in 1988 and were exactly
the same as the regular ST except for the clock, the detachable
keyboard and a pseudo expansion slot. They did not have 16mhz CPUs.
The Megas ran at 8 mhz just like the regular STs. They also did not
come with the capability to use an internal hard disk. 3rd party
companies found a way to hack them in. As for the memory upgrades,
no ST model before the STE offered the ability to perform memory
upgrades. A lot of 3rd party companies came up with hacks to allow
this.

> In the early '90s, Atari purchased the Lynx handheld game machine
> (similar to the Game Boy from Nintendo) from Epyx, and that system has
> met with great popularity.

Atari didnt purchase the Lynx from Epyx, they got it when Epyx defaulted
on some loans that Atari had made them.

> Last year, Atari also released its ABC (Atari Business Computers) line
> of MS-DOS machines, although they are being distributed mostly in

> Europe and do not support Atari software. These, too, are PC clones.

Atari canceled its line of PC clones over a year ago.

> More importantly, in 1991 Atari offered peaks at the STacy and ST Book
> portables, both of which do support ST software. The ST Book features
> a "vector pad" instead of a mouse, up to 4 megs of memory, a high-
> resolution (640X400) LCD display, and built-in hard drive -- up to 120
> megs. Both should be available within months.

No more than a handful of either machine was ever produced and both
have now been canceled.

> Atari's latest and hottest domestically available machine is the
> TT/030, based on the Motorola 68030 32 MHz machine. While little
> software from the ST and Mega machines is compatible with the TT, the
> new machine is available with either TOS or Unix operating systems.

Quite a lot of ST software will run on the TT and Atari Unix was never
released to the general public. Only a handful of copies of the Unix
OS were released and its now been canceled.

> Rumors for '92 include a 64-bit video game system, a new series of ST
> computers that may be compatible with the new video game system, and
> maybe even a TT/040. Also, Atari enthusiasts are hoping for a domestic
> release of the Atari Transputer Workstation, currently sold only in
> Europe and running a version of the Unix OS, Helios.

Again only a few ATWs were released and those were never available in
the US. The ATW has been canceled.

Scott Corley

spice@drycas.club.cc.cmu.edu

1326. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:06:02 UTC
From: snyder10@convex1.tcs.tulane.edu.tulane.edu
Message-ID: <1993May4.050602.28227@cs.tulane.edu>
Source record: 107188
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1993May1.123029.28192@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
>Raphael Espino
>
>I just LOVE being a TURTLE!!!!!!!
>

You know, If you were in Louisiana I'd have to bye you a drink. : >

Take Care

Mike (Turtle, class of 69)

1327. Re: Hard-Drive Horror... HELP!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:23:24 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1s4ukc$lk@news.ysu.edu>
Source record: 107189

I have nearly the same setup as you only with a 30meg rll and
4070 Adaptec controller. Do you have a fan in your hd case?
Use a soft gum eraser on the card edge cable connectors.
My MIO has been on since 1987 (unless there's an electrical storm)

I dont turn it off--there's no moving part to wear out.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1328. Mule transfer programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:38:40 UTC
From: snyder10@convex1.tcs.tulane.edu.tulane.edu
Message-ID: <1993May4.053840.11890@cs.tulane.edu>
Source record: 107190
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

New at the Archive in the 8bit/New section.

Program name: Mule (com & exe)
Author: Rick Cortese
Fee: none set by author

Have you ever wanted to transfer a file from your 1050 to your IBM, or how about the other way? If you've read the Internet news for any length of time you already know about such programs as "Sparta Read" and "Util". You've also most likely heard about the "Sio2PC" interface that allows you to save files to your IBM hard drive in disk image format. Sparta Read and Util both require you to have double density drives. Sparta Read will work on any IBM drive as the disk must first be formated double density under SpartaDos on your 1050. Util seems to only work when the disk if formated on an IBM 360K drive and read or written to from a double density 1050.

Ah but what if you don't have a double density drive and you don't want to save in disk image format? Yes, there is always the Null modem cable but what if your IBM is not near your Atari? This is where Mule comes in. Mule is a set of programs, one for your Atari (Mule.com) and one for your IBM (Mule.exe), that allow you to transfer a file between any IBM and any standard 1050 disk drive. That's right, double density is no longer required.

How it works, you format a double density disk (do not use high density) on the your IBM, be sure to format the disk for 180k (read your IBM Dos manual of use one of the many 3rd party formatters). Next you copy the file you want to transfer to a second disk (Mule will only read and write to D1:), select read from the menu and wait until told to insert the Mule disk. It works much the same on the Atari side, format the Mule disk, copy from the default drive and write to the Mule disk. Once written, you take the disk to your other machine, load the correct version of Mule for the machine you'll be using and select read from the menu. After the file is read, you'll be prompted to insert a default disk to write to. Mule has been tested on text, binary and archive files and all files survived the transfers.

Okay, the drawbacks. You can only transfer one file per disk, and the file loses its name in the process. Mule always writes a file named Mule.dat so you'll have to remember the name of the files you transfer. The other drawback is that you're limited in file size, about 24k, the author states that there is no reason that the program could not be modified to handle larger files (34k). File size is limited because the complete file to be transferred is stored in memory, there are no multiple read and writes.

One thing to note, Mule is really just a demo to show that such a transfer can be done and as such the program has not really been fully

developed. Still, it does everything it sets out to do and does it well. If you've been trapped by not being able to transfer files from your IBM to your Atari because of a lack of double density drives, then you'll want to give Mule a try.

Included with the archive are the source codes for both the Atari Mule (written in Action!) and the IBM Mule (written in Turbo C). Action! and Turbo C are required to compile modified versions of the programs.

Mike Todd
The Atari Archive Project
Louisiana

1329. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:45:04 UTC
From: ScottM@cup.portal.com
Message-ID: <80804@cup.portal.com>
Source record: 107191

>Same with the ANTIC/GTIA... the introduction of APAC mode, Interlaced
>APAC mode, and (not to sound egotistical), APAC-2 mode (which I made to
>overcome the difficulties of programming graphics in APAC mode), NOT TO
>MENTION ColorView (and ColorSquashView)!!!!!!, have proven that these
>little machines really CAN do some awesome stuff!
>
Could someone explain the above modes to me please. They sound interesting!
>>>> phbill@cyberden.sf.ca.us <<<

/==\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\==/

1330. 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:45:21 UTC
From: ScottM@cup.portal.com
Message-ID: <80805@cup.portal.com>
Source record: 107192

I just got a used 800xl and am having a problem (I think). I get a very fyzzy picture when it's hooked up to my tv. I have it hooked up through my Genesis' switchbox. Also are there any magazines for 8-bits left?

```
/============================================================\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\============================================================/
```

1331. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:48:22 UTC
From: ScottM@cup.portal.com
Message-ID: <80806@cup.portal.com>
Source record: 107193

```
>p.s. More info on this is available in De Re Atari/Back issues of Byte and
> an excellent book called Musical applications of microprocessors (the
> authors name eludes me at the moment)
>
Does anyone know where a copy of De Re Atari can be found?

/============================================================\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\============================================================/
```

1332. Atari and Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:52:54 UTC
From: ScottM@cup.portal.com
Message-ID: <80807@cup.portal.com>
Source record: 107194

```
>From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>
>> Ok, I've posted this message acrose the 3 main atari groups.
>>
>> Is there a good history of atari and its machines?
>
>Last year Jim Trageser posted a summary or the different models of the
>Atari computers which was also a kind of history of Atari. I can repost
>his article if he isn't around to do it again himself.
>
>Kit Kimes
>AT&T Resource Link (under contract to NCR)
>Naperville, IL
>...!att!iwcs!kimes (kimes@iwcs.att.com)
>
Please repost it.
/============================================================\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\============================================================/
```

1333. Re: need address

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:56:03 UTC
From: ScottM@cup.portal.com
Message-ID: <80808@cup.portal.com>
Source record: 107195

```
>
>I need address of place to get 850 interface or
>equivalant. Also their phone number as there is no
>atari support here in Peoria.
>Thanks in advance.
>--
>EDWARD CUNNINGHAM EMAIL
> ecunning@heartland.bradley.edu
>
If you find a place that has the 850 please let me know. I've been looking
for a while.
/============================================================\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\============================================================/
```

1334. Re: Wanted Atari 800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:56:22 UTC
From: ScottM@cup.portal.com
Message-ID: <80809@cup.portal.com>
Source record: 107196

Does anyone have a copy of Miner 2049'er they would be willing to part with?
I can't find this game anywehre.
Thanks,
Scott

```
/============================================================\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\============================================================/
```

1335. Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 05:56:40 UTC
From: ScottM@cup.portal.com
Message-ID: <80810@cup.portal.com>
Source record: 107197

Is Mac/65 a good macro assembler? I have the Editor/assembler cartridge but
would like something a little more advanced.
Thanks

/==\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\==/

1336. News-Disk 12 Upload Probl

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 06:22:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <736546297.AA04810@tdkt.kksys.com>
Source record: 107106

Quoting from MICHAEL CURRENT to ALL
> >It appears we have problems with the archive, and I can't access the
> alternative
> >address I've been given, so I can't put Issue 12 of the News-Disk on the
> >archive just yet. BUT, issue 12 contains the competition which has a
> deadline,
> >so if you want a copy of issue 12 please email me and I'll mail you a
> UUencoded
> >copy of it.
>
> Are you by chance trying to upload to the UK mirror site?
>
> All uploads must be made to the 8bit/New directory in the main
> atari.archive.umich.edu site.

But isn't the archive only available for ftp'ing at certain
times? That might be the problem he is talking about.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "The future isn't what it used to be." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1337. C-Compilers

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 06:39:04 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <736546297.AA04811@tdkt.kksys.com>
Source record: 107107

```
Quoting from JEFF MCWILLIAMS to ALL
> The expanded memory routines are already located at
> atari.archive.umich.edu in the 8bit/Cc65 directory.
>

Great! Thanks....

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "If you can't win, the next best thing is to upset the chessboard." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)
```

1338. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 10:47:53 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1s5hkp$6bn@nz12.rz.uni-karlsruhe.de>
Source record: 107198

> Is Mac/65 a good macro assembler? I have the Editor/assembler cartridge but
> would like something a little more advanced.

Get the Macroassembler from Thorsten Karwoth, it makes use of expanded
RAM and it's shareware (I think). At least you can get it for
about 20DM. (devide through 1.7 and you'll have the price in $s)

Maybe Peter Staif could give you more details. Peter, don't you have
this assembler?

Marek

1339. Macro Assembler for Carlos Richter

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 11:09:44 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May4.110944.19167@aber.ac.uk>
Source record: 107199

I just cannot get email to damn Chile!!!!!

OK, This is for Carlos Richter:

I have reserved a copy of Macro Assembler for you. There is not problem with
TV output.

Dean Garraghty. djg0@aber.ac.uk

1340. Visicalc > Hard Drive - How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 11:25:36 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1993May4.112536.3139@merrimack.edu>
Source record: 107202

I've been trying to figure out how to put Visicalc on my harddrive to no avail.
Can anyone help me with this.

Is it possible to turn the boot disk to a Binary Load file.

thanks,

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

1341. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 12:18:41 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6I4v6.3JC@cck.coventry.ac.uk>
Source record: 107105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:

>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>disks. As you probably know, to read a single disk sector the Amiga
>must read the entire track of _raw_ data, then the 680x0 decodes the MFM
>encoding. Coupled with the fact that the directory structure is a
>linked list, practically the entire disk has to be read every time you
>want a directory.

You sounded like a man than knew what he is talking about. Right up to the
point where you said that the Amiga has to read practically all the disk
when you want a directory. The directory is hashed, this makes the seek
a lot faster than scanning the entire disk. Only 512 bytes of data is stored
for each filename unless it is a massive file. Traversing this is very quick
as usually only the tracks near the root block need to be searched. It is
very unlikely to see file information more than 10 tracks from the root block.

Also the blitter is used to decode the track data *not* the 680x0. This makes
is very fast. Far more versatile than the outdated WD1771 could evedr be.
You can have the best of both worlds - MFM and GCR.

Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

1342. ST mouse was Re: Genesis controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 13:43:00 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May4.134300.14176@cs.nott.ac.uk>
Source record: 107200

In article <1993May1.164127.17546@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <1993May1.124036.28288@cs.nott.ac.uk>, rje@cs.nott.ac.uk (Raphael J Espino) writes:
>> In article <1rr8bj$b6c@bigboote.WPI.EDU> jseaver@wpi.WPI.EDU (Jason John Seaver) writes:
>>>In article <C6A77M.5Cv@rice.edu> dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
>>> Sega Master System controllers worked just fine on my 800XL (although
>>>I never tried to access the second button)
>>>
>> I wonder is the second button works anything like the second button on an ST
>> mouse, which can be read by checking the pot lines PADDLE(0)
[stuff deleted]

>I would like to know how this happens, since the right mouse button on a ST
>mouse is connected to pin 9, which is not connected on the 8-bit series.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

What are you on about?
According to the Hardware Manual, appedix C connections are as follows:
pins 1-4 - joystick
5 - B pot
6 - trigger
7 - +5V
8 - ground
9 - A pot
^^^^^^^^^^^

Several other books confirm this. That`s how the paddle controllers work
by using the A and B pot lines, after all a paddle is basicaly a 1 Meg pot
with some fancy casing :-)

With my ST mouse connected the following results are obtained using
?PADDLE(0)
right button not pressed = 6
right button pressed or mouse not connected = 228
This works on my 800XL, 65XE and 130XE!

rje@cs.nott.ac.uk
Raphael Espino

1343. Directories, Hell... ugh

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 14:19:46 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <NB513B2w165w@cyberden.sf.ca.us>
Source record: 107203

Last night I got WAY into my little project I've been experimenting with,
MacIshTosh (which btw will REQUIRE a RAMDisk or HardDrive, otherwise
you'll be waiting HOURS!!!)... it works like this

your directory:

AUTORUN.BAS (It's TBXL at the moment)
DEFAULT.DAT (If you want different repeat speed, click sound, colors...)
FONT.FONT
DeskTop <dir>
PROG.BAS
WHERE.DAT
Controsl.Dir <dir>
SetUp <dir>
PROG.BAS
WHERE.DAT
Clock <dir>
PROG.BAS
WHERE.DAT
....etc.

Each program uses its own directory, and has the following two files in
it(s directory), for example
PROG.BAS the program
WHERE.DAT keeps all relative data to let itself know where you were
before you swapped. It is DELETED when you QUIT, but when you select the
menu at the top called "Swap" (which gives a directory list of all
directories within "controls.dir") or "Task" (which shows you what is
being used (hasnt been quit yet), aka a dir of all directories who have a
"WHERE.DAT" in them (remember they get deleted on QUITING only!))...
ahem, when you select a file from Swap or Task, the WHERE.DAT is updated.
Then, if you were to say: start at desktop (automatic), then Swap to
Clock, then Swap to Setup, then Task to Clock and Quit, you'll be sent
back into Clock.... supposedly... it's getting hard to handle. Maybe
I'll just stick with extenders.. like "ACC", "ACD" (DAT), etc.. then when
you select the Task menu you'll see all of the "ACD" files (who have the
same NAME (8char) part as their "ACC" mothers...

Or maybe I'll just kill the project.

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
It's my birthday and I'll whine if I want to! ;)

1344. Re: Wanted Atari 800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 15:12:52 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C6ICxJ.D74@cbnewsc.cb.att.com>
Source record: 107201

From article <80809@cup.portal.com>, by (Scott - Maxwell):
> Does anyone have a copy of Miner 2049'er they would be willing to part with?
> I can't find this game anywehre.

I have a copy, but I won't part with it. The real question is does anyone
have a copy of 'Bounty Bob Strikes Back' that they are willing to part with?
I'll buy that one! It is a lot harder to find. I think the problem is that
anyone that has a copy that they would be willing to part with no longer uses
their Atari 8bit and won't be reading this newsgroup. Good Luck...

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1345. 256K + 800XL???

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-04 21:39:58 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9305042138.AA16239@brachot.jct.ac.il>
Source record: 107204

Do Newell still give new 800-XL's with 256K already installed, for $150?
They used to do that in 1986 or so, is it still on?
Also, do they also have a similar upgrade for 130-xe?
What's their address? What are the prices?
-Itay
P.S. - Please reply directly to ME - I don't read much of c.s.a.8.. Thanks!

Itay Chamiel (Pronounce CH as in 'loch-ness')
bruck@brachot.jct.ac.il
- -
You can fool all of the people some of the
time, and some of the people all of the time, but
you can't fool MOM! -Murphy

1346. 8-bit hardware/software clearance update

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 00:43:43 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1s72jv$k1l@usenet.INS.CWRU.Edu>
Source record: 107108

```
################################################################################
Hardware
################################################################################

Atari 800XL (64K, works great, incl. power supply - 2 available)..ea 35
Atari CX85 Numeric Keypad.....................................5
C.Itoh Prowriter Jr. 9-pin dot-matrix printer.....................50
Panasonic KX-P1124 24-pin dot-matrix printer.....................175

################################################################################
Programs & Games
################################################################################

Basic XL (cart and manual -- three ring binder style).............25
Atari's Timewise (new in box).....................................10
Caverns of Mars (disk, manual, box)..............................10
Ballblazer (disk, box, manual)....................................10
Silent Service.....................................................7
Touchdown Football.................................................7
Text Wizard (Datasoft).............................................5
Jewels of Darkness (with docs).....................................5
Silicon Dreams (with docs).........................................5
SSI Tigers in the Snow (in box w/all docs).........................5
Zork I ............................................................5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs).........................................5
OSS's Action! Runtime Library.....................................10
Hardball...........................................................7
Print Power (Commodore/Atari) (w/all docs).........................7
Award Ware (Commodore/Atari) (w/all docs).........................7
Spell Checker!.....................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)...............5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....3
Zaxxon (cassette -- in box w/docs).................................3

Atari Basic Reference Manual......................................10
Inside Atari Basic.................................................7
Atari Games and Recreations.......................................7
Atari Basic: A Self-Teaching Guide.................................7

################################################################################

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!
```

```
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

1347. Re: I'm interested in buying 130xe Carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 01:29:21 UTC
From: bgesler@desire.wright.edu
Message-ID: <1993May4.202921.9201@desire.wright.edu>
Source record: 107110

In article <muwZ3B2w164w@jwt.oau.org>, bbs-uelise@jwt.oau.org (sean patrick) writes:
> Like the title says. There's a few games on disk that I play so often
> that I'd like to have them on cart if possible. Mail a list of available
> with prices if you can. Thanks.
>
> * S. Patrick ******** UCF, where undergrads don't get internet accounts *
> * the TONi Clark band - the world's finest underground music - box 1921 *
> *** oviedo fl, 32765 *

I'll sell you archon I and Star Raiders for $50...

1348. Atari Hardware, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 02:44:11 UTC
From: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
Message-ID: <294.2BEAC438@mechanic.fidonet.org>
Source record: 107077

I have a number of Atari items for Sale.

1 - 810 Happy Drive
1 - 1050 Happy Drive
1 - Percom Double Density drive
1 - Atari 800 with Keypad and extended Memory (128k)
1 - Taxan Color Monitor
1 - Monkey Wrench Cartridge for right slot.

Assorted other items. If its not here , ask!
Any offers for any of the equipment will be considered.
Everything is in As-New condition but will be sold AS IS!
I will verify working condition before shipping.
Make an Offer....

Dave

* OLX 2.1 * The Ultrasound Connection BBS (813)787-8644 Florida 14.4k

--
Internet: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!20!Dave.Redfern
Note: Mechanic is a free gateway between FIdonet<>USENET
for the TAMPA BAY,FL. metropolitan area.

1349. Re: Atari 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 02:58:35 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <80884@cup.portal.com>
Source record: 107109

Here's a helpful Star Raiders trick that I haven't seen anyone else mention:

If you get really shot up, to the point where your engines no longer work, you can still move, by repeatedly engaging/disengaging Hyperwarp in short bursts. You can actually even dock at a Starbase if you're REAL careful.

Chris
Chris_F_Chiesa@cup.portal.com

1350. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 03:21:20 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <80885@cup.portal.com>
Source record: 107111

For what it's worth, I have ALSO had *UPS*, of all people, refuse to deliver a package, and return it to me, when it developed that the recipient was not listed in the telephone directory on the receiving end. They had the package, and the address for delivery, and could have driven there and LEFT the package -- they'd already been PAID for it, after all -- but they didn't do that, just looked in the phone book (the recipient was unlisted), decided there was no such person, and sent the whole package back to me. The phone companies ought to mention this when they advertise the advantages of an unlisted number, if in fact they do so advertise...

Chris
Chris_F_Chiesa@cup.portal.com

1351. 8-Bit C Packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 03:56:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <736587892.AA05014@tdkt.kksys.com>
Source record: 107147

Quoting from IAN M RAE to ALL
> In article <728913641.AA02503@tdkt.kksys.com>, Dag.Hugdahl@tdkt.kksys.com
> (Dag Hugdahl) writes:
> |>
> |> I would like to know about the C packages (compilers, runtime,
> etc.) that
> |> are available for the 8-bit. I have the pd CC65 and think it is fairly
> |> powerful, but I would also like the ability of structs and pointers. Are
> there
> |> other packages that support them? Thanks.

Something else that may be of interest. I have heard that Chuck
Steinman of DataQue has written a fairly complete ANSI C package and
has it as a cartridge. he is not selling it. Maybe with
enough people and $$$, we can convince him to burn a run of
cartridges.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Spock, I've found that evil usually triumphs, unless good is very careful."
*
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1352. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 10:07:53 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May5.100753.18931@cs.nott.ac.uk>
Source record: 107113
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <jjungC6DE29.1xo@netcom.com> jjung@netcom.com (John Jung) writes:
>In article <1993May1.123029.28192@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino)
writes:
[stuff deleted]
> I'm not saying it's impossible to get SCC1 with your shields on, but it does
>take some stress off you to make all the shots count. Of the three times I got
>SCC1, I used shields most of the way through.
>
but what about the stress of knowing that without shields one slip up and
you're done for, especialy with all those meteorites flying around. I've been
killed more than once after being hit by a meteorite with my shields down.

> Besides, it's great to see if you're such a great pilot as you thought you
>were without having the shields cover for you... =) =)
Yep! and I know I'm good :-)

[more stuff deleted]

> I've been able to get SCC1 with stardate times of 8.3 to about 9.4 (and
>that's about the upper limit). It is possible to get SCC1 by docking four
>times, but then you really had to push your energy to about 1,500 or so before
>you docked again...
1500? hey I don't start to worry until I get below 900 :-) I've also done the
game in under 8 stardates. However after finishing the game you're stuck
in the front/aft view and I can't seem to find anyway of going back to the
Gal-map to check on the exact time it took me. Does anybody know if there
is a way of doing this?

>:However is you lose your engines or computer then you just tend to waste
>:so much time engaging the enemy that it`s better to dock an get them fixed.
>:That`s what I`ve found at least.
>
> You can get around the engines being destroyed by hyperwarping into sectors,
>blowing up one or two enemies then going on to another sector. No need to waste
>time hunting down the others, since you can just warp into the sector again
>later.
I know that too, but in Star Raiders time is money, all that warping wastes
time not to mention energy, much better to just get the things fixed again,
you can just warp in, dock, and be out again real quick. It is also
possible to use the warp engines to move around in a sector, just warp and
then abort before you jump to hyperspace, this is quicker and uses up less
energy for engaging targets if they're a long way away than using your
normal engines (impulse engines?).

> As for the computer, it's really just a useful tool, rather than an essential
>one. You can track the enemies (with long range) manually, and besides it's
>kind of a challenge to go through hyperspace eyeballing the center of the
>screen... =) =)
unless of course your long range is down as well (I know you can still track
the enemy with it damaged, but not destroyed) :-)
I agree with you about the computer, but again you're just wasting time!
If you're realy all that good you shouldn't get hit more than a couple of times
anyway, so just dock and get the things fixed, one less thing to worry about.

About that article on Star Raiders mentioned in another posting:

Yes please, grovel, grovel, grovel, do

Raphael Espino
rje@cs.nott.ac.uk
"you haven't played Atari until you've played Star Raiders"

1353. Clearance sale -- updated stock list

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 10:08:24 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May5.100824.19188@aber.ac.uk>
Source record: 107112

***** MEGA DEALS *****

Call me crazy if you want, but I have a lot of old stock items I really must clear out of the way NOW! This stuff is all brand new stock, and is boxed&sealed where applicable. The following prices include shipment costs to the US!

BALLBLAZER on ROM cartridge. Brand new, boxed and sealed. I have 1 of these to clear at just $10 each, which includes shipment to the US! (UK price: 4pounds). **only ONE left folks!**

POLE POSITION on ROM cartridge. Brand new, boxed and sealed. I have 4 of these to clear ar just $10 each, which includes shipment to the US! (UK price: 4pounds).

**** SUPER DEAL **** Buy BALLBLZER and POLE POSITION together for just $15 the pair, including shipment to the US! (UK price: 7pounds).

ATARI MACRO ASSEMBLER DISK. Brand new, boxed and sealed. Disk and 2 manuals. I have 8 of these to clear at a stupid $12 each, including shipping to the US (and the boxes are big and heavy!!). UK price: 6pounds.

DIGI-STUDIO packages 1 and 1.5 sets. These are the old versions of Digi-Studio, the digitized sounds and music utility. This pack will get you the keyboard player (to play tunes using the keyboard with digitized sounds) and a tune player to play music in digitized sounds. Loads of samples and tunes are included. You also get a utility to play the tunes in your own programs and a utility to edit samples. Great fun! These used to sell at $20 the set, but now the new full version of Digi-Studio is available I have to clear 10 sets of the old versions. You will get 2 DS disks and 2 typeset booklet style manuals for a silly price of just $5 which includes shipping to the US! UK price: 2pounds. THIS IS A BARGAIN!

EASY PROGRAMMING FOR THE ATARI MICRO book. A highly regarded British book covering many aspects of the Atari and computing in general. Still in publication, and usually sells at 6pounds in the UK. I have about 7 of these left and you can have them for just $7 each, including shipping to the US! (books are heavy, so shipping costs more!). UK price: 2.15pounds.

THE 600XL PROGRAM BOOK. Another good British book full of good type-in programs for all Atari 8bit machines. Usually costs 5pounds in the UK, but I have 5 to clear at just $6 each, including shipping to the US! UK price: 2pounds.

HOW TO ORDER:
This is easy! I accept payment in cash in US$. Just send the cash with your name/address and order to me at:

DEAN GARRAGHTY
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

IF you are sending a large amount of cash, you may like to pay for international insurance on your letter when you send it. I can't be held responsible if your cash goes missing!

Please Email me first to reserve stock: djg0@aber.ac.uk.

1354. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 12:33:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1s8c7aINN4rk@golem.wcc.govt.nz>
Source record: 107116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-)
writes:
>In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>
>>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>a lot faster than scanning the entire disk. Only 512 bytes of data is stored
>for each filename unless it is a massive file. Traversing this is very quick

ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
Disks..??

>
>Also the blitter is used to decode the track data *not* the 680x0. This makes
>is very fast. Far more versatile than the outdated WD1771 could evedr be.
>You can have the best of both worlds - MFM and GCR.

It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
the disk drive on the 4000, it runs at 150 rpm.....

No one in the right mind uses Sum Checks on valuable data, but then do
Amigaoids have right minds......

> Steve.
--
>**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********

Roger..... sheppard_r@kosmos.wcc.govt.nz

1355. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 12:37:58 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May5.123758.28780@apgea.army.mil>
Source record: 107114

In article <13213@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>>The computer they release was the 400. it has 16k ram and uses the 6502
>>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>>version called the 800 was released with a real keyboard and 48 k ram.
>
>The Atari 400 on PAL systems ran at 2MHz. I think on non-PAL it was 1.7MHz,
>or something like that.
>
>>And ST's didn't sell well or were run over by PCs Also there were
>>other ST models released called 1024, STE, and the TT.
>
>ST's were actually VERY successful (they aren't now, true).

Well keep in mind, I'm telling the story through my memory which is
heavely slanted towards the US, since I live here. I personally have only
seen 1, count them, 1 ST (a 520). Apparently they were a big hit everywhere
else. Especially in Europe.
>
>>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>>the 7800 and the XEGS.
>
>
>HUH? Aren't you going to mention any more about the Lynx? Falcon?

Well, there isn't a whole lot to say about it. Its still in production and
I could add details like what it came with but thats it. As for the Falcon,
its not available here yet in the US and I really doubt if anyone I know is
going to get one so i can look at it.
But once its in wide release I'll add something about it..

At this moment, my new outline of ATARI history is about 5 pages long. when
I get some time, I'll run it through a spellchecker and gramer checker and get it all
cleaned up..

>
>(Oh, and I guess the couple of ATWs that were sold should also get a mention)

ahhh what is an ATW?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I

```
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+------------------------------------------------------------------+
```

1356. Re: A bad experience

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 12:41:40 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May5.124140.300@apgea.army.mil>
Source record: 107115

In article <1993May1.223206.6511@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:
>
> The way they (B&C Computervisions) treated you over the phone is
> typical (IMO) of them. I've not dealt with them over the phone,
> but have visited their store in the past. The help is atrocious.
> Ask a question about a particular product, and you are likely to
> get no more than its price in return.
> I made an 800 mile trip one time, and stopped there along the way.
> I purchased over $250.00 worth of merchandise, but the people were
> rude, uninformed and generally worthless as dealers of computer
> hardware and software. I won't deal with them anymore because of
> that. But my experience may not be the rule.
> Whatever, it was enough to turn me off of them and stick with
> American TechnaVision and others for my needs.
>
> Uncle Fester

hmmm well so far people have told me to avoid B&C and Toad. Since i'll probably be looking to buy some 8bit computer games for my new Atari computers, who should I call? Is American Techa Vision any good? What about their prices?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

1357. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 13:54:06 UTC
From: billiksh@carson.u.washington.edu
Message-ID: <1s8gtuINNbra@news.u.washington.edu>
Source record: 107117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks without a Mac drive?

1358. Re: I'm interested in buying 130xe Carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 15:46:54 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993May5.154654.19479@newshub.ists.ca>
Source record: 107118

In article <1993May4.202921.9201@desire.wright.edu> bgesler@desire.wright.edu writes:
>In article <muwZ3B2w164w@jwt.oau.org>, bbs-uelise@jwt.oau.org (sean patrick) writes:
>> Like the title says. There's a few games on disk that I play so often
>> that I'd like to have them on cart if possible. Mail a list of available
>> with prices if you can. Thanks.
>>
>> * S. Patrick ******** UCF, where undergrads don't get internet accounts *
>> * the TONi Clark band - the world's finest underground music - box 1921 *
>> *** oviedo fl, 32765 *
>
>I'll sell you archon I and Star Raiders for $50...
>
>

OK, I'm gonna take the flame bait hook, line and sinker.

$50? You gotta be kidding. I quick perusal of the American Techna-Vision ad in the current issue of Atari Classics lists Archon at $12.50 and Star Raiders at $5.00, for a grand total of $17.50 plus shipping. Hmph, $50 indeed. Obviously a blatant attempt at making money and ripping somebody off in the process.

Wait, wait... Phffft. Ah, that's better - I managed to spit out the hook. Sure glad I didn't take that flame bait. :-)

Mike Jewison
mjewison@nereid.sal.ists.ca

1359. Re: Joystick Port Setup for Output

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 17:11:18 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93125.121118JJMCWILL@MTUS5.BITNET>
Source record: 107131

James,

What you need to do is get technical information on the 6520 or 6521
or 6820 PIA chip. That is what controls the Joystick ports.
$D300 is PORTA, which handles the joystick inputs/outputs

bits 0-3 are stick 0 and bits 4-7 are stick 1

To configure the port, you need to set up PACTL, which id $D302

Jeff McWilliams

** always send mail to jjmcwill@mathlab.mtu.edu

1360. Re: I'm interested in buying 130xe Carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 20:49:42 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <80899@cup.portal.com>
Source record: 107122

The original poster did specify CARTS, and I don't think ATV is selling the cartridge version of Archon for $12.50 [disk version, yes].

Star Raiders at $5 is about right, no docs or box though.

Jeff_M_Lodoen@cup.portal.com

1361. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 21:02:52 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May05.210252.35752@sue.cc.uregina.ca>
Source record: 107121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu> billiksh@carson.u.washington.edu (Shoshana Billik) writes:
>If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
>without a Mac drive?
Why don't you ask in comp.sys.AMIGA.emulations?
Now for my question.
Can a 520 ST be expanded over 1 MB? I would think so, since the 68000 can address over 1 meg. Also, can the ST's use a more advanced 680x0chip? Will it work with a multiscanning monitor? If I find a used one in the paper I'm tempted to buy it. I'm bored with my present machine.

1362. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 22:04:47 UTC
From: jjung@netcom.com
Message-ID: <jjungC6Kqo0.1pM@netcom.com>
Source record: 107120
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1993May5.100753.18931@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
:>As for the computer, it's really just a useful tool, rather than an essential
:>one. You can track the enemies (with long range) manually, and besides it's
:>kind of a challenge to go through hyperspace eyeballing the center of the
:>screen... =) =)
:unless of course your long range is down as well (I know you can still track
:the enemy with it damaged, but not destroyed) :-)

BTW, ever noticed that if your long range is destroyed that your computer will *never* get destroyed as well? Only damaged. The same thing applies in reverse too; If your computer is shot, your long range will only get damaged. Guess they were being nice in letting us track enemies through some sadistic means... =) =) =) =)

John

John Jung, Systems Analyst | Work: jjung@atc.com | Play: jjung@netcom.com
---
"Let me explain...No. There is too | "I've got better things to do tonight
much. Let me sum up." -- Inigo Montoya | than die." -- Springer

1363. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 22:11:50 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May5.221150.13751@infodev.cam.ac.uk>
Source record: 107119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
|> >In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
|> >
|> >>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
|> >a lot faster than scanning the entire disk. Only 512 bytes of data is stored
|> >for each filename unless it is a massive file. Traversing this is very quick
|>
|>
|> ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
|> Disks..??
|>

Look at it this way, if you loose a directory block on an AmigaDOS disk, you can loose 1 file. How many files do you loose on an ST disk if a directory block gets corrupted?

|>
|> >
|> >Also the blitter is used to decode the track data *not* the 680x0. This makes
|> >is very fast. Far more versatile than the outdated WD1771 could evedr be.
|> >You can have the best of both worlds - MFM and GCR.
|>
|>
|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
|> the disk drive on the 4000, it runs at 150 rpm.....
|>
|> No one in the right mind uses Sum Checks on valuable data, but then do
|> Amigaoids have right minds......

This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in existance.

On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per track, how outdated can you be?

Chris Brown

1364. re: 130-xe cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 22:38:44 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9305052237.AA09225@brachot.jct.ac.il>
Source record: 107123

```
ATV DOES list Archon as a CARTRIDGE for $12.50
and, indeed, Start-raiders cart for $5.

-------------------------------------------------
Itay Chamiel (Pronounce CH as in 'loch-ness')
bruck@brachot.jct.ac.il
- - - - - - - - - - - - - - - - - - - - - - - - -
You can fool all of the people some of the
time, and some of the people all of the time, but
you can't fool MOM! -Murphy
-------------------------------------------------
```

1365. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-05 22:41:35 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993May5.224135.15353@infodev.cam.ac.uk>
Source record: 107124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu>, billiksh@carson.u.washington.edu (Shoshana Billik) writes:
|> If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
|> without a Mac drive?
|>

Ummm, maybe because, although the blitter is pretty good, it can't do THAT much about the speed of the disk drive? (For those that don't know, the Mac has (had?) a variable-speed disk drive, something like that used for CDs...)

Robert Brown.

1366. For sale Atari 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 00:01:54 UTC
From: dhm2@ns1.cc.lehigh.edu
Message-ID: <1993May6.000154.119114@ns1.cc.lehigh.edu>
Source record: 107126

Yeah,

I have an Atari 130 xe, with a 1050 drive, along with a 300 baud modem, an
that old 1010 tape recorder, and a Taxan color monitor. I am interested in
selling these items for what I can get for them. Everything is working in a
great condition, my brothers still play games on them. I am going to school
in Bethlehem, PA and live in north NJ. So, if your interested make me an
offer.

Email address:

dhm2@lehigh.edu

--
Dave Meadowsm dhm2@lehigh.edu
a.k. Meads
758-1269

1367. modem for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 00:09:28 UTC
From: ae453@yfn.ysu.edu
Message-ID: <1s9kvo$1n6@news.ysu.edu>
Source record: 107125

Does anyone have a modem that would work with an ATARI 800XL that they would be willing to sell?

Thank You,
-- Brian
--
Brian John Roberts e-mail: bjr@po.cwru.edu
Case Western Reserve University
Department of Mechanical and Aerospace Engineering
home: 3658 Shields Road, Canfield, Ohio 44406-9504 (216) 792-9844

1368. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 01:35:49 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <eau43B2w165w@TheRat.Kludge.COM>
Source record: 107135

ScottM@cup.portal.com (Scott - Maxwell) writes:

> Is Mac/65 a good macro assembler? I have the Editor/assembler cartridge but
> would like something a little more advanced.
> Thanks
>
> /==\
> |Scott Maxwell * Don't listen to me, |
> |scottm@cup.portal.com * I never do. - The Doctor |

It is some what dependant on how you program. If you're the type of guy who maintians a data base of all your relatives birthdays, have all your canceled checks going back to the middle ages, & own a closet organiser, the The Big Mac's for you! The main reason for using a macro assembler is because you have all your routines defined as macros & keep them on a disk as a file to be included when you program. You can define macros like: GRAPHICS 8 that will assemble to M/L so your source programs end up looking equivalent to BASIC. IMO: If you don't use the macro ability, it's pretty much a waste of money because of what you loose in the memory map (i.e. bottom of page 6, etc)

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1369. TT-touch?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 03:53:54 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9305060352.AA20916@brachot.jct.ac.il>
Source record: 107127

```
Is there anybody out there who has felt a keyboard of a 130-XE, which has
been upgraded with Best Electronics' TT-Touch?
How is it? Is it like a real TT keyboard?
Can you recommend it?

-------------------------------------------------
Itay Chamiel (Pronounce CH as in 'loch-ness')
bruck@brachot.jct.ac.il
- - - - - - - - - - - - - - - - - - - - - - - - -
You can fool all of the people some of the
time, and some of the people all of the time, but
you can't fool MOM! -Murphy
-------------------------------------------------
```

1370. Syncromesh

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 03:56:58 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9305060355.AA20963@brachot.jct.ac.il>
Source record: 107128

The April issue of Atari Classics (yeah, I got it) has a little article on
Synchromesh, the ability to make the Indus GT go real fast.
I have the Indus GT, and it's not fast. How can I make Synchromesh work?
Can anybody send me the required file(s) if they're PD?
I have DOS XL, but it seems to be an old version.

____
Itay Chamiel (Pronounce CH as in 'loch-ness')
bruck@brachot.jct.ac.il
- -
You can fool all of the people some of the
time, and some of the people all of the time, but
you can't fool MOM! -Murphy

1371. Complete 1200xl System to BO

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 07:18:07 UTC
From: fritsky@remus.rutgers.edu
Message-ID: <May.6.03.18.06.1993.28082@remus.rutgers.edu>
Source record: 107067

```
COMPLETE ATARI 1200xl SYSTEM TO Best Offer
includes:
ATARI 1200xl
2 1050 5 1/4 Disk Drives
OKIDATA COLOR PRINTER
Tape Drive (broken)
A dozen cartridges: BASIC, Pilot, Galaxia, Centipede, and more
Dozens of games and programs on disks
Flight Simulator, Space Shuttle Simulator, Spy vs. Spy, many more with original
boxes and manuals.
All cables and manuals included.

Name your price. SERIOUS INQUIRES ONLY!!!!
+s/h

mail to fritsky@remus.rutgers.edu
```

1372. Re: TOP9302B demo (side two of TOP 93 demo at archive)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 09:18:18 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.1.736679898@ibm3090.rz.uni-karlsruhe.de>
Source record: 107129

In article <7460@blue.cis.pitt.edu> wbdst+@pitt.edu (William B
Dwinnell) writes:

>Bill Kendrick: You mentioned in your message having a "60mhz NTSC"
>system- maybe THAT is the problem? :) (It should be 60kHz!)

Well, 60kHz would be nice :-)
Unfortunately NTSC sticks with 60Hz and PAL with the even more
flickery 50 Hz.

Marek

uj1g@dkaun2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

1373. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 09:19:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sal7mINN96h@golem.wcc.govt.nz>
Source record: 107132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>|>
>|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
>|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
>|> the disk drive on the 4000, it runs at 150 rpm.....
>|>
>|> No one in the right mind uses Sum Checks on valuable data, but then do
>|> Amigaoids have right minds......
>
>This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
>existance.

I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID DATA, so I don't think you know what you are on about..

>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>track, how outdated can you be?

NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga has PLUS CRC data checking...beat that ..

Plus we can Format 10/11 sector disk with external programs..

Facts man just facts..

>Chris Brown

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1374. Re: Alternate Reality The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 09:37:18 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.1.736681037@ibm3090.rz.uni-karlsruhe.de>
Source record: 107130

In article <402T3B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>Perhaps an IBM programmer!? ;) .... Was AR release for any other system
>than Atari?

At least in my docs for AR-The City you can find instructions for different
systems like Apple II, IBM PC, C=64 and maybe some more.

Marek

uj1g@dkaun2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

1375. Re: Macro Assembler for Carlos Richter

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 12:52:31 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1993May6.125231.26323@tolten.puc.cl>
Source record: 107133

Dean John Garraghty (djg0@aber.ac.uk) wrote:
>I just cannot get email to damn Chile!!!!!
>
>OK, This is for Carlos Richter:
>
>I have reserved a copy of Macro Assembler for you. There is not problem with
>TV output.
>
>Dean Garraghty. djg0@aber.ac.uk
>
Say, what address are you sending mail to? If raurzua@isluga.puc.cl
doesn't want to work, maybe you should try Isluga's IP# -- that is
146.155.1.6 -- hope this helps you.
--
MIGUEL FARAH // (cita del .sig no funciona - por favor espere)
mbfarah@isluga.puc.cl // (.sig's quote is down - please wait)
#include <disclaimer.h> // (howl howl argle .sig ahowl howl argle argle)

1376. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 14:00:21 UTC
From: njale@dhhalden.no
Message-ID: <njale.89.736696821@dhhalden.no>
Source record: 107134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>>track, how outdated can you be?
>
>
>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>has PLUS CRC data checking...beat that ..
>
>Plus we can Format 10/11 sector disk with external programs..
>
>Facts man just facts..
>
>
How can a system that only handles one disk-format (IBM) be superior to a
system that handles numerous (including IBM) ?

What so great about CRC when it doesn't prevent write-errors?
Just wondering.

NjE

1377. Re: Wanted Atari 800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 14:27:50 UTC
From: jeep@tc.fluke.COM
Message-ID: <1993May6.142750.1214@tc.fluke.COM>
Source record: 107136

kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

>From article <80809@cup.portal.com>, by (Scott - Maxwell):
>> Does anyone have a copy of Miner 2049'er they would be willing to part with?
>> I can't find this game anywehre.

>I have a copy, but I won't part with it. The real question is does anyone
>have a copy of 'Bounty Bob Strikes Back' that they are willing to part with?
>I'll buy that one! It is a lot harder to find. I think the problem is that
>anyone that has a copy that they would be willing to part with no longer uses
>their Atari 8bit and won't be reading this newsgroup. Good Luck...

>Kit Kimes
>AT&T Resource Link (under contract to NCR)
>Naperville, IL
>...!att!iwcs!kimes (kimes@iwcs.att.com)

Wrong, I have an extra copy of Bounty Bob. Scott, I will sell it to you for $5
plus shipping (prepaid). Yes you have to trust me. I read this news group to
find people selling cartridges. I have bought about 6 so far.
--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/|__. P.O. Box 9090, M/S 273G
'o"""o` Everett, WA 98206 USA

1378. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 14:51:24 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May06.145124.183414@zeus.calpoly.edu>
Source record: 107137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <njale.89.736696821@dhhalden.no> njale@dhhalden.no (NJAL EIDE) writes:
>In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>
>>>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>>>track, how outdated can you be?
>>
>>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>>has PLUS CRC data checking...beat that ..
>>
>>Plus we can Format 10/11 sector disk with external programs..
>>
>>Facts man just facts..
>>
>How can a system that only handles one disk-format (IBM) be superior to a
>system that handles numerous (including IBM) ?

My ST can fromat from 360K to 1.66MB per floppy, depending on the
Tracks/Sector combinations... IBM can't read 'em all... ;)
However, most people will agree that the IBM is almost the standard in
disk format (I mean most programs/data are written on them!) WHY would
you want a different format unless you were planning on living under a
rock and not exploring the world! (My friend uses my ST to sector-edit
his IBM files and games).

Besides, one format makes life easier for Software Developers and
programmers alike.

>
>What so great about CRC when it doesn't prevent write-errors?
>Just wondering.
>
>NjE
>

1379. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 15:03:50 UTC
From: bjgrier@bnr.ca
Message-ID: <C6M1uE.9BL@news.rich.bnr.ca>
Source record: 107138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown)
writes:
|> In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> |> In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-)
writes:
|> |> >In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak)
writes:
|> |> >
|> |> >>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
|> |> >a lot faster than scanning the entire disk. Only 512 bytes of data is stored
|> |> >for each filename unless it is a massive file. Traversing this is very quick
|> |>
|> |>
|> |> ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
|> |> Disks..??
|> |>
|>
|> Look at it this way, if you loose a directory block on an AmigaDOS disk, you can
|> loose 1 file. How many files do you loose on an ST disk if a directory block gets
|> corrupted?
|>
|> |>
|> |> >
|> |> >Also the blitter is used to decode the track data *not* the 680x0. This makes
|> |> >is very fast. Far more versatile than the outdated WD1771 could evedr be.
|> |> >You can have the best of both worlds - MFM and GCR.
|> |>
|> |>
|> |> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
|> |> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
|> |> the disk drive on the 4000, it runs at 150 rpm.....
|> |>
|> |> No one in the right mind uses Sum Checks on valuable data, but then do
|> |> Amigaoids have right minds......
|>
|> This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
|> existance.
|>
|> On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
|> track, how outdated can you be?
|>
|> Chris Brown
```

Every once in a while we do swap information with people that own clones, and in that area you must have 9 sectors per 720k disk and 18 sectors per 1.44meg disk. But I normally format my disks with more than the standard number of sectors and tracks. This nicely provides security from an IBM user taking stuff snooping around my collection of disks at work. :)

I can read all of his 3.5" disks but the same is not true.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1380. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 15:43:27 UTC
From: bjgrier@bnr.ca
Message-ID: <C6M3oG.9yI@news.rich.bnr.ca>
Source record: 107139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <njale.89.736696821@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
|> In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
|> >
|> >>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
|> >>track, how outdated can you be?

The same reason you waste .5k per file, you have to store the directory
information someplace. Granted the Amiga method is more efficient for floppies
with few files on it, but it is not interchangable with other micro processors
platforms.

|> >
|> >
|> >NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
|> >has PLUS CRC data checking...beat that ..
|> >
|> >Plus we can Format 10/11 sector disk with external programs..
|> >
|> >Facts man just facts..
|> >
|> >
|> How can a system that only handles one disk-format (IBM) be superior to a
|> system that handles numerous (including IBM) ?

Please define numerous. Are you referring to MFM and GCR, which is two
physical formats. Are you referring to the ability to handle more than
IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.

How about the following:
Capacity Sides Tracks Sectors
360k 2 40 9
364k 1 81 9
368k 1 82 9
360k 1 80 9
400k 1 80 10
404k 1 81 10
409k 1 82 10
440k 1 80 11
444k 1 81 11
449k 1 82 11
720k 2 80 9
728k 2 81 9
736k 2 82 9
800k 2 80 10

808k 2 81 10
816k 2 82 10
880k 2 80 11
888k 2 81 11
896k 2 82 11
1440k 2 80 18
1449k 2 81 18
1458k 2 82 18
1520k 2 80 19
1529k 2 81 19
1538k 2 82 19
1600k 2 80 20
1609k 2 81 20
1618k 2 82 20

Now if you consider all these as formats, then Atari's support a lot more than 1 disk format under TOS-2.06. TOS 1.xx does not support the HD drives without add-on software. If you do not consider all these as formats that is your perogative, but please be a little more specific in the future.

With the add-on hardware of Spectre GCR all GCR coded disks are available, though no one has bothered to write a driver to decode Amiga disks. (The corallary to the old law of supply and demand: if there is no demand why bother to supply)

|>
|> What so great about CRC when it doesn't prevent write-errors?
|> Just wondering.
|>
|> NjE
|>

It will let you know that when you wrote to the disk that there was a media error and you can change disks and rewrite your file, so you do not have bad backups. It will also let you know if your disk has been corrupted since you wrote it. Typically I believe it is good to know that you have a problem with your media. Though you can disable write verify on your floppies I do not recommend it.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1381. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 16:39:11 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May6.163911.4001@ultb.isc.rit.edu>
Source record: 107140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article sheppard_r@kosmos.wcc.govt.nz writes:
>In article cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID
>DATA, so I don't think you know what you are on about..
>
>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>has PLUS CRC data checking...beat that ..

oooooo...I'm so impressed. Eleven character filenames, ooooooo! :-)
Standard IBM format is NOT better than anything the Amiga has... time to
use your Comp. Eng. knowledge to find out about it. OFS, FFS, DCFS...
any meaning to you?

>Plus we can Format 10/11 sector disk with external programs..

Yuk,yuk,yuk snort! :-)

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

1382. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 18:29:36 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May6.182936.11401@ugle.unit.no>
Source record: 107141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6M3oG.9yI@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier) writes:
> In article <njale.89.736696821@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
> |> In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> |> >
> |> >>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
> |> >>track, how outdated can you be?
>
> The same reason you waste .5k per file, you have to store the directory
> information someplace. Granted the Amiga method is more efficient for floppies
> with few files on it, but it is not interchangable with other micro processors
> platforms.

No, but the Amiga can format, read and write MS-DOS (and, of course, ST) disks.

> |> >NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
> |> >has PLUS CRC data checking...beat that ..
> |> >
> |> >Plus we can Format 10/11 sector disk with external programs..
> |> >
> |> >Facts man just facts..
> |> >
> |> >
> |> How can a system that only handles one disk-format (IBM) be superior to a
> |> system that handles numerous (including IBM) ?
>
> Please define numerous. Are you referring to MFM and GCR, which is two
> physical formats. Are you referring to the ability to handle more than
> IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.

He's referring to the ability of reading PC, ST and native Amiga disks (DD and
HD). Plus of programming your own sectors/track, tracks/disk *yawn*

[...]

> Now if you consider all these as formats, then Atari's support a lot more
> than 1 disk format under TOS-2.06. TOS 1.xx does not support the HD drives
> without add-on software. If you do not consider all these as formats that
> is your perogative, but please be a little more specific in the future.

Sure, but the Amiga can be programmed to read more/fewer tracks/sectors as
necessary, simply by adding a new device handler. I'd assume it can read all the
formats you mention (since they don't rely on variable-speed drives, and are all
MFM-encoded). Plus, of course GCR blah blah blah.

> With the add-on hardware of Spectre GCR all GCR coded disks are
> available, though no one has bothered to write a driver to decode Amiga
> disks. (The corallary to the old law of supply and demand: if there is no
> demand why bother to supply)

Amiga disks are MFM coded. And, of course, since the Amiga reads and writes ST
disks very simply, why would you want to have some complex hack to allow the ST
to read/write Amiga disks?

> |> What so great about CRC when it doesn't prevent write-errors?
> |> Just wondering.

> It will let you know that when you wrote to the disk that there was a
> media error and you can change disks and rewrite your file, so you do
> not have bad backups. It will also let you know if your disk has been
> corrupted since you wrote it. Typically I believe it is good to know
> that you have a problem with your media. Though you can disable write
> verify on your floppies I do not recommend it.

shrug again, I've never had a problem with lost files; I did have a screwed-up
disk once (no-name cheep one... Never bought those again :), and the OS returned
a "Disk screwed. Waste it" message. So what's the big deal?

> Brian, WS1S (ST/TT User/Developer)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1383. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 19:24:43 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C6MDx7.D6r@ecf.toronto.edu>
Source record: 107142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
> 400k 1 80 10
> 404k 1 81 10
> 409k 1 82 10
> 440k 1 80 11
> 444k 1 81 11
> 449k 1 82 11
> 720k 2 80 9
> 728k 2 81 9
> 736k 2 82 9
> 800k 2 80 10
> 808k 2 81 10
> 816k 2 82 10
> 880k 2 80 11
> 888k 2 81 11
> 896k 2 82 11
```

Hey! You missed the 12 sector/track formats!! :)
I usually (if I reeeelly need the space) format to about 912 k...
(82 tracks, 12 sectors)!

Vaya con Dios,
AcEzE.

.sig deleted by admin!

1384. Re: Syncromesh

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 19:53:04 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <1sbqb0$i1q@uxa.ecn.bgu.edu>
Source record: 107143

The latest version of the SpartaDos X cartridge is supposed to be able
to use the Syncromesh speed. The latest version of DOS XL uses it as
well. I had the address and phone number for getting the updated DOS XL
a long time ago. I would have to look them up again.

Later,

Olivo Contreras
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

1385. Re: Syncromesh

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 20:23:55 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93126.152355JJMCWILL@MTUS5.BITNET>
Source record: 107151

Itay,

You need the new version of DOS XL, and the GTSYNC.COM or some
similarly named file to get synchromesh working.

Jeff McWilliams
** always send mail to jjmcwill@mathlab.mtu.edu

1386. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 20:52:48 UTC
From: barth@wam.umd.edu
Message-ID: <1sbtr0$fnp@cville-srv.wam.umd.edu>
Source record: 107144
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1993May4.050602.28227@cs.tulane.edu>
snyder10@convex1.tcs.tulane.edu.tulane.edu (sherry snyder) writes:
>In article <1993May1.123029.28192@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino)
writes:
>>Raphael Espino
>>
>>I just LOVE being a TURTLE!!!!!!!
>>
>
>
>You know, If you were in Louisiana I'd have to bye you a drink. : >
>
>Take Care
>
>Mike (Turtle, class of 69)

I somehow suspect that you got the wrong turtle there, pal...

Kevin Barth
barth@wam.umd.edu

Turtle? You betcher ass.....

1387. Re: Atari Emulator: What About The Rights?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 22:59:11 UTC
From: malak@grebyn.com
Message-ID: <C6Mnuo.H10@grebyn.com>
Source record: 107146
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1993May5.125345.14356@hellgate.utah.edu> galt%peruvian.cs.utah.edu@cs.utah.edu (Greg Alt) writes:
>In article <1993May5.115746.17662@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>>In article <1993May4.102056.22855@hellgate.utah.edu>, galt%peruvian.cs.utah.edu@cs.utah.edu (Greg Alt) writes:
>>> It is perfectly legal to copy a game that you own onto your PC to play on
>>> an emulator, as long as you just use the physical cartridges as backups.
>>
>>I don't want to start a huge copyright debate, but we've been discussing
>>copyright law in my Music Ed classes. It is illegal to make copies of music
>>and use the copies instead of the originals. (Assuming you're making only 1
>>to 1 copies, not extras.) My interpretation of this would be that backup
>>copies of software are also illegal, unless the publisher allows it.
>
>If someone happens to have a copy of the "Fair use clause", please post it.
>I do know that backups are 100% legal, as long as you don't allow the use of
>both at the same time. (e.g. "I keep all my backups on my friend's harddrive,
>yeah... that's the ticket...")

Yes, you can make unlimited backups for personal use. However, and I
bring this up only because it is coincindetally relavant here, it is
questionable whether or not a company can make a transient copy -- even
in RAM -- for the purpose of commercial gain.

This came up in Sega v. Accolade. Accolade wanted to make cartridges
for the Genesis without having to pay for the "Sega Seal of Approval".
So they had to reverse engineer a Genesis cartridge by disassembling the
machine code. The courts originally ruled that this transient copy (the
disassembly!) constituted a copyright violation. It was thankfully
overturned recently.

For a better discussion, see issues of IEEE Computer for the past year.

>
>>Atari is kinda anal on the use of their software, even if the equipment is
>>discontinued. (Just ask Darek Michoka (Sorry for the misspelling) about his
>>8-bit emulator on the ST. Even though the translator disk was released into
>>PD, Atari had a fit with Darek distributing the OS with his emulator.)
>
>That is definitely a copyright violation... He should have asked permission
>first, and if he didn't get permission, he should have tried some kind of
>disclaimer saying "don't use this unless you have an atari 8-bit in your
>closet." And that wouldn't really save him either. Another way is to distribute

>it without the OS and tell people how to get the OS out of the 8-bit and into
>their ST.

As the original poster said, the translator disk was released to the
public. It was distributed freely through BBSs. Atari assumed that it
would be useless without an Atari 8-bit computer, and there was no
license that the downloader had to agree to before downloading (as there
is when downloading Amiga OS patches from CompuServe). So if a BBS
can distribute the Translator disk, why can't Derek?

1388. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-06 23:15:13 UTC
From: snyder10@convex1.tcs.tulane.edu.tulane.edu
Message-ID: <1993May6.231513.26729@cs.tulane.edu>
Source record: 107145
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <1sbtr0$fnp@cville-srv.wam.umd.edu> barth@wam.umd.edu (Kevin J. Barth) writes:
>In article <1993May4.050602.28227@cs.tulane.edu>
snyder10@convex1.tcs.tulane.edu.tulane.edu (sherry snyder) writes:
>>In article <1993May1.123029.28192@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino)
writes:
>>>Raphael Espino
>>>
>>>I just LOVE being a TURTLE!!!!!!!

>I somehow suspect that you got the wrong turtle there, pal...
>
>Kevin Barth
>barth@wam.umd.edu
>
>Turtle? You betcher ass.....

No..., I just passed my test in 69... a few years ago. My cards kinda
beatup now... Don't really hit the bars much any more.

Mike

1389. dammit

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 00:45:05 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <uLm63B5w165w@cyberden.sf.ca.us>
Source record: 107152

how does one run an action! program from an Action! program?

i used the

XIO(1,0,39,4,0,"FILENAME") XIO call ... 39 = run in MyDOS, at least.

I can get one program to run another, but I cant get back to the original progra,!

heeelp1

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
It's my birthday and I'll whine if I want to! ;)

1390. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 00:50:45 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <aVm63B9w165w@cyberden.sf.ca.us>
Source record: 107153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

COmp.sys.atari.advocacy?

hmmm

also, re 100 sprites on 7800..

wellllllllllll :) Ever see the ou5soft demo?

counting up colored sprites, there are only 10, but counting TRUE
"sprites", there are 29 .. at least! :)

that aint too bad for a computer that actually only has >5!<

and NO, they arent all seperated vertically on the screen! 8 of them!
(the 8 3-colored ones = 24 true plaer/missles!) are all bouncing around
in the same location on the screen!

RIGHT SMACK DAB IN THE MIDDLE of >3< graphics modes per scanline!

wowowowoowoww1!!!!!! id like to see some of those games developed by
our5oft..

that reminds me, i still need to write them! :)

>>> phbill@cyberden.sf.ca.us <<<

1391. Re: Mule transfer programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 00:55:40 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <H4m63B10w165w@cyberden.sf.ca.us>
Source record: 107154
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

JUST WHAT I NEED!!

I7ve been slavishly copying files from my teacher's old 800 and 1050 to IBMs via my sx212 1200bps modem to a bbs then from that bbs via an IBM and its ZOOM 14.4k modem and THEN using Apple File exchange on his Mac to get the files from the ibm disk onto his mac!

WHEW!

what a MEsS! :(

I'm sending for this NOW!

>>> phbill@cyberden.sf.ca.us <<<

1392. Re: Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 00:58:29 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <78m63B12w165w@cyberden.sf.ca.us>
Source record: 107058

APAC mode is an 80 x 96 x 256 (Horiz. by Vert. by colors) mode which uses the Atari 800, XL, XE (MOST 800's, that is) GTIA chip which has an 80 x 192 x 16 grey mode as well as the same but in color .. it then alters the mode of each line down the screen to give you what is really 80 x 192 x 32, because every other line is the first mode, then the second, then the first, etc... but when blended (it vibrates the screen to blend) it looks like (actually, to the TV and your EYE it IS) an 80 x 96 x 256 mode.

THEN there's APAC Interlaced, which is 80 x 192 x 256 and it uses the same blending.

THEN there's Pryzm, which is 80 x 192 x 256 and it uses page flipping.. so all it really is is strobing the screen between the two modes... full screen swapping... sorta ugly..

THEN there's APAC 2 which is really APAC, but I redesigned the display list such that drawing on the screen is a cinch.. all you do is (from BASIC, for example..)

```
COLOR color
PLOT X,Y
DRAWTO X2,Y2
COLOR brightness
PLOT X,Y+96
DRAWTO X2,Y2+96
```

otherwise it's hell!

THEN there's ColorView9 mode, which is sorta like APAC but rather than blending a color screen with a brightness screen, it blends a red screen with a blue screen with a green screen (sorta like the TV does!) to give you a whopping 80 x 192 x 4096!!!

THEN there's ColorView15 mode which is the same as 9 except it uses Graphics mode 15 (aka "7.5" or "7+" from the good old days).. .it uses 160 x 192 x 4 screens blended together to give you 160 x 192 x 64 colors ... rather than 3 80 x 192 x 16 screens giving you 80 x 192 x 4096..

(4^3=64, 16^3=4096)

whew1

>>> phbill@cyberden.sf.ca.us <<<

1393. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 01:04:09 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <mHN63B13w165w@cyberden.sf.ca.us>
Source record: 107059

WOW! you can actually SEE something with your genesis switchbox!?

Genesis (as well as NinBlender Boring System) switchboxes (the ones that come with them) dont have switches... you dont select TV / Computer or TV / Game... >IT< does... it finds a signal from the Game Console and says "ooh! it's on! switch to Game!" or if its missing (which my 1200xl happens to do) it says "oops! its off! back to TV!"

I suggest getting
a radio shmuck old fashioned Switchbox
a montior cable if your TV has Vid/Aud inputs
" " " " " " " " " VCR has " " " " " "

:)

>>> phbill@cyberden.sf.ca.us <<<

1394. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 01:07:20 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <XmN63B14w165w@cyberden.sf.ca.us>
Source record: 107055

"Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

> Get the Macroassembler from Thorsten Karwoth, it makes use of expanded
> RAM and it's shareware (I think). At least you can get it for
> about 20DM. (devide through 1.7 and you'll have the price in $s)
>

What about ATMAS II??? I've heard (from scrollers in demos supposedly
written using it hehe) that it's excellent. I know best or b&c have
ATMAS but whats with ATMAS II?

>>> phbill@cyberden.sf.ca.us <<<

1395. Re: I'm interested in buying 130xe Carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 01:15:20 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <0ZN63B16w165w@cyberden.sf.ca.us>
Source record: 107056

FLAME!? my GOD! Archon (I've only played 2 however) and Star Raiders
are GEMS!

I mean, I COULD go and get any old 1200xl motherboard I want, but I kept
>MINE< because it's been >MINE< for 10 years!

I'd probably part with it for quite a sum....as would I part with MY Star
Raiders for quite a SUM! :)

>>> phbill@cyberden.sf.ca.us <<<

1396. wow

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 01:16:40 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <H3N63B17w165w@cyberden.sf.ca.us>
Source record: 107057

56 messages were new when i logged on here, and I'd only not been on for about 2 days.

>>> phbill@cyberden.sf.ca.us <<<

1397. IBM to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 02:25:19 UTC
From: bbs-uelise@jwt.oau.org
Message-ID: <w9q63B1w164w@jwt.oau.org>
Source record: 107062

Is there a program that will allow me to format and copy information to
disks readable by my Atari 1050 using my IBM?

Help!

* S. Patrick ******** UCF, where undergrads don't get internet accounts *
* the TONi Clark band - the world's finest underground music - box 1921 *
*** oviedo fl, 32765 *

1398. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 02:44:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1scidlINNdjb@golem.wcc.govt.nz>
Source record: 107148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
] >per track, how outdated can you be?

PC's use 9-sectors, they are hardly outdated!

I can quite happily format 1 to 11 sectors per track (inclusive)
1 to 82 tracks per disk (inclusive)
1 or 2 sides per disk!

So, I can easilly format my disks to over 900K!

] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)

Not without additional software though!

1399. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 03:07:01 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1993May7.030701.13283@thunder.mcrcim.mcgill.edu>
Source record: 107149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

This was quite funny at first, but now I think it's just gone plain stupid.

In article <1993May6.182936.11401@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>No, but the Amiga can format, read and write MS-DOS (and, of course, ST) disks.
>

Next time you log on, please remember to plug your brain in. You (and other Amigoids) seem to make a whole point about how you have an OS that does it all for you ... well, I'll tell you what : It stinks !!
You can read ST/DOS disks ? well so can *ANY* computer that can read a floppy. Just because those who wrote the OS thought of a specific way of representign the data, does not mean the entire computer must work with that. If I knew what the disk format was on the Amiga, I could write the driver myself. Sure, it'll be slower because I won't be using specific hardware, but it'll work just the same.
The fact that the OS does everything goes to show how incompetent you guys are in writing software. If commodore didn't put it in, then no one will !
What a strange way of thinking ...
And disk formats isn't the only thing like that. Just take the 4096 colors you guys always brag about. Well, if on my ST (Which allows only 16 colors out of 512) I can display 512 colors anyways, why don't you try having those 4000 colors without using what's provided to you. go into the lower modes, and try to write something that will allow you to have more colors and/or lines. Could YOU write an overscan for the amiga, or is setting your video controler to that pre-chewed mode the only thing you can do ?

So please, if your computer does more, it's not because it's better. It's just because others have thought it out so your poor mushy brain won't have to. Hardly anything to be proud about.

>Sure, but the Amiga can be programmed to read more/fewer tracks/sectors as
>necessary, simply by adding a new device handler. I'd assume it can read all the
>formats you mention (since they don't rely on variable-speed drives, and are all
>MFM-encoded). Plus, of course GCR blah blah blah.

wow ! what an achievement ! getting a controlleer that can access X sectors to read less than that ! Gee, you sound like a genius ! Care to tell us how to obtain such greatness ?

>Amiga disks are MFM coded. And, of course, since the Amiga reads and writes ST
>disks very simply, why would you want to have some complex hack to allow the ST
>to read/write Amiga disks?

Again, why do you think it can read them ? because the "complex hack" has
been dne by people who knew you'd be incapable of doing it yourself.

>*shrug* again, I've never had a problem with lost files; I did have a screwed-up
>disk once (no-name cheep one... Never bought those again :), and the OS returned
>a "Disk screwed. Waste it" message. So what's the big deal?
>

Never did I. But maybe if you had the check, then you could have known
before the entire disk was good for the trash bin, and saved everything
except the last one written (The one that screwed things up).

Patrick.

1400. Re: Joystick Port Setup for Output

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 03:07:29 UTC
From: generic@rahul.net
Message-ID: <C6MzCI.MBs@rahul.net>
Source record: 107150

As you know, the joystick ports are actually Parallel I/O chips. They have been configured by the operating system to read only. The address of Joystick ports as mentioned in a previous message is $D300. This address serves two registers actually. When bit 2 of PACTL ($D302) is 0 it points to a "direction control register". Each bit in the "direction control register" corresponds to a bit in the joystick ports. When a bit is set to 0 the computer can read values from that bit (normal case of a joystick. When the bit is set to 1 the computer can write values to that bit. The normal case is all zeros. Since you only want to use one joystick port then you will be limited to four bits individually configurable to input or output. In summary:

1) Set bit2 of PACTL($D302) to 0
2) Set bits 4-7 of PORTA($D300) to 0 for input and 1 for output
3) Set bit2 of PACTL($D302) to 1
4) Perform input and or output

generic@rahul.net

--
Chris Rosenthal <generic@rahul.net>

1401. Macophiles And Amigoids,

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 05:54:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <736581621.AA05500@tdkt.kksys.com>
Source record: 107070

Quoting from EYVIND BERNHARDSEN to (CROSSPOST 1) ALL

> (Steve Wells) writes:
> >] I don't find Amiga disks slow... And, of course, with FFS they're even
f
> >] (:P to anyone still running 1.3 ;)
> >
> > Amiga disks not slow? You've obviously not used an IBM-floppy drive!
>
> Yeah, I have, actually. I'm a comp.sci student, and PCs are hard to avoid.
That's a good question. I guess when you first release a machine
using parts that are off the shelf and easily cloned, you've probably
got the most popular machine in the world, esp. if your name at the time
was IBM. "Hey, I think this thing can be used for business..."

*I just graduate recently too and I couldn't avoid the machine!

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Back Up My Hard Drive? I Can't Find The Reverse Switch!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1402. Electric circuit's

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 07:22:26 UTC
From: bcballi@cs.vu.nl
Message-ID: <C6nB5F.1By@cs.vu.nl>
Source record: 107060

Hello,

A friend of mine is looking for the following ATARI-electric
circuit scheme's:

The drawings of the 600 xl
The drawings of the daisywheel printer (1027 i believe)
and any additional scheme's which are available.

I was wondering if they were online somewhere (ftp). Or he can get
them some other way.

Any help would be appreciated,

Gerco Ballintijn (bcballi@cs.vu.nl)

PS: Please Email responses.

1403. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 08:39:39 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C6nEq4.I60@mentor.cc.purdue.edu>
Source record: 107061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
>This was quite funny at first, but now I think it's just gone plain stupid.

>Next time you log on, please remember to plug your brain in. You (and other
>Amigoids) seem to make a whole point about how you have an OS that does it
>all for you ... well, I'll tell you what : It stinks !!

First, I think this topic has gone too far. I personally feel that
it does not belong here. Please take it to the .advocacy group.

Secondly, I personally do own an Commodore A4000/040 as well and I
find your generalization of "Amigoids" as people who takes prides
in havind "OS that does it all for you ..." as being rude. Maybe another
Commodore user had started the whole argument, but who knows by now.

As I said before, I think this topic should move on to
the .advocacy group COMPLETELY now.

-TKH '93

1404. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 13:28:46 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6ns42.Cs0@cck.coventry.ac.uk>
Source record: 107080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu> billiksh@carson.u.washington.edu (Shoshana Billik) writes:
>If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
>without a Mac drive?

I may not be right on this one (so no flames please), but i belive that Mac disk drives spin at different speeds depending on where the disk head is (ala CD-ROM).

If it was MFM or GCR the Amiga would be able to read it.

-Steve,

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

1405. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 14:18:41 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>
Source record: 107065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Well, I think I should apologize for my previous post. I was not quite
aware of the kind of people I was refering to.
After many hours of wondering why they even bother posting here, I decided
to make a little trip down to their place : comp.sys.amiga.advocacy.
It was, how should I say ? weird. Yes, just plain weird. There were a number
of threads (Not too many). The main one was debating between the Amiga and
PC's, almost along the same lines as here. Another was criticizing the QUERTY
keyboard, and others were comparing "old technology" with the new one
(Like the PET and C64 !!). Others were wondering who in their midst will be
the last one to post on their group. One even posted an article (Subject :
Amiga is #1) and says quite frankly that he posted it so it'll start a new
flame thread, and behold ! It's working !!
But one thing that *really* shocked me, was to see that there was no thread
on the ST! Sure, it may be that during a Amiga-PC debate, one would go "Oh,
and the ST sucks by the way" out of nothingness, but there were no major
attacks. So, we just happen to have amongst us those frustrated ones who
feels they cannot let a platform untouched by them.

I'm sure not all Amiga owners are like that. I know some who are very aware
of what the different systems can and cannot do, including their own. I
think we're just unlucky. I mean, here they are, posting in our group about
how their new A1200 (Which came out when ? less than a year ago ?) with
our 520ST (First released back in '85, so the design is even older).
They might as well be comparing the ZX81 with the latest from SUN. Has
anyone noticed that they *never* flame about the TT, just because they know
it's more powerful than the ST, and thus they can't say much bad about it?

And I will reiterate my previous post saying that the power of a computer
is not the same as that of the OS it has. I totally agree the ST's desktop
sucks real bad, but there are alternatives. If your Amiga OS allows you to
read all disk formats, then good. Ours doesn't simply because we never needed
it, and so no one ever wrote anything to do so. Generally speaking, the
ST does not have as much as the Amiga when you buy it, but it doesn't
mean you *can't* have it, just that you're not forced to pay for something
if you're never going to use it. How many Amiga users run their WP in full
4096 color mode ? OK, maybe they will use it for games, but that's about it.
And if you don't want to play games, you bought an expensive piece of
hardware for no reason whatsoever.
Sure, you'll say "But if we want to use something, we don't have to go
anywhere, because it's already in there". I agree. But on the ST, if you
wanted it from the start, you would have bought the required hardware
along with the machine. And what you don't need, you don't pay for.

I've had my ST for 6 years now, and I still like it a lot. It seems, however, that most Amiga owners feel they have to buy the newest release everytime. Many of you say you've had (And probably still have) the 500, 3000 and now the 1200, plus all the others whose number I don't remember (Why can't Amiga get those number to grow, and not jump up and down randomly).
If the computer had indeed been well made, you wouldn't have to change it every year. No one with an ST (At least no one with a sane mind) would have sold it to get the STe. Not enough difference. Buying a TT or Falcon is another matter. They're way more powerful than the STfm, and thus are good reasons for changing.

Anyways, I'm sick of those wars. They're stupid, pointless, and make it look like all Amiga owners are nerds, when that really isn't the case. Just a couple of them (There are Atari nerds I'm sure, but they keep silent)

Patrick.

1406. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 14:26:16 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.142616.24673@ugle.unit.no>
Source record: 107063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
> This was quite funny at first, but now I think it's just gone plain stupid.

Congratulations. This post has got to be THE most incredibly brain-dead drivel I have EVER read. I just hope to God Dr. Kevorkian drops by your wing of the asylum.

> So please, if your computer does more, it's not because it's better. It's
> just because others have thought it out so your poor mushy brain won't
> have to. Hardly anything to be proud about.

I think this sums you up fairly well. What are you doing with an ST? I mean, it has BUILT-IN routines, right? I mean, you wouldn't be caught DEAD calling an AES routine, now would you? No, I guess you'd rather program the 68000 in microcode, using a 5v power supply and pencil and paper (wel HELL what do you want memory chips for?)

> Again, why do you think it can read them ? because the "complex hack" has
> been dne by people who knew you'd be incapable of doing it yourself.

I assume, of course, that when your ST boots up, it uses your own disk loading routine, hand-fed in at boot time by you setting individual bits of memory.

> >*shrug* again, I've never had a problem with lost files; I did have a screwed-up
> >disk once (no-name cheep one... Never bought those again :), and the OS returned
> >a "Disk screwed. Waste it" message. So what's the big deal?
>
> Never did I. But maybe if you had the check, then you could have known
> before the entire disk was good for the trash bin, and saved everything
> except the last one written (The one that screwed things up).

Actually, that's what happened. I didn't lose any data; I just saved to another disk, and that was that.

> Patrick.

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1407. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 14:29:39 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.142939.24793@ugle.unit.no>
Source record: 107064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <C6nEq4.I60@mentor.cc.purdue.edu>, thwang@mentor.cc.purdue.edu (Tommy Hwang) writes:

> As I said before, I think this topic should move on to
> the .advocacy group COMPLETELY now.

Yes, I'd like to apologise for occasionally cross-posting this thread here... The original post was to all three groups, and (in the heat of flame), I occasionally forgot to set the Newsgroups: line. Of course, I speak only for myself ;)

> -TKH '93

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1408. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 14:40:54 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.144054.25129@ugle.unit.no>
Source record: 107066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993May7.142939.24793@ugle.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

> Yes, I'd like to apologise for occasionally cross-posting this thread here... The
> original post was to all three groups, and (in the heat of flame), I occasionally
> forgot to set the Newsgroups: line. Of course, I speak only for myself ;)

And I see I did it about two minutes before writing this post. *sigh* sorry!

> \X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

(Quoting myself... Surreal ;)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1409. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 15:41:45 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May7.154145.19223@cs.nott.ac.uk>
Source record: 107068

> BTW, ever noticed that if your long range is destroyed that your computer
>will *never* get destroyed as well? Only damaged. The same thing applies in
>reverse too; If your computer is shot, your long range will only get damaged.
>Guess they were being nice in letting us track enemies through some sadistic
>means... =) =) =) =)

Are you 100% sure of that? I seem to remember a long time ago (I never get
shot up realy badly nowdays :-) that I lost both my shields and long range,
so to dock I had to keep on warping into the sector until I caught
a glimpse of the star base shoot by on the screen, and then head in that
general direction. I even remember once having to abort the game because I
just couldn't find the base. This was a long time ago however, and it has not
happened to me since. Maybe it happened on a lower level (i.e. not Commander
level). Has this happened to anybody else, or do I just have a dicky memory.

Raphael Espino
rje@cs.nott.ac.uk

Maybe I should have said:
I just LOVE being a TORTOISE!!!!!

1410. Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 15:59:56 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May7.155956.23972@cs.nott.ac.uk>
Source record: 107069

How do you get Megablast I to play in a 1 player mode? I can only seem to play in a 2 player mode. I can't find anyway of switching it, not even on the 'cheat' menu.

Thanks in advance

Raphael Espino, rje@cs.nott.ac.uk
LDA #$77 PHA LDA #$E4 PHA RTS ---- arrrrgggggggghhhhhh

1411. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 17:53:07 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May7.175307.23878@ultb.isc.rit.edu>
Source record: 107071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
>This was quite funny at first, but now I think it's just gone plain stupid.

As advoacy threads are prone to do. :-)

>In article <1993May6.182936.11401@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>>
>Next time you log on, please remember to plug your brain in. You (and other
>Amigoids) seem to make a whole point about how you have an OS that does it
>all for you ... well, I'll tell you what : It stinks !!

No it doesn't, its professional, supported software. Something you're
not used to on the Atari? :-) :-) :-)

>You can read ST/DOS disks ? well so can *ANY* computer that can read a
>floppy. Just because those who wrote the OS thought of a specific way of
>representign the data, does not mean the entire computer must work with
>that. If I knew what the disk format was on the Amiga, I could write the
>driver myself. Sure, it'll be slower because I won't be using specific
>hardware, but it'll work just the same.

No it won't.. does TOS have replaceable disk drivers? Probably not.
I seriously can't believe that ANY Atari user thinks like you do,
who WOULDN'T want the OS to automatically support these features?

>The fact that the OS does everything goes to show how incompetent you guys
>are in writing software. If commodore didn't put it in, then no one will !
>What a strange way of thinking ...

Actually, it shows how ignorant you are. Like MultiDOS for the
falcon, many of the OS enhancements though the years have been sparked
by third party products. Arexx, CrossDOS, arp.library, etc, etc...

>And disk formats isn't the only thing like that. Just take the 4096 colors
>you guys always brag about. Well, if on my ST (Which allows only 16 colors
>out of 512) I can display 512 colors anyways, why don't you try having
>those 4000 colors without using what's provided to you. go into the
>lower modes, and try to write something that will allow you to have more
>colors and/or lines. Could YOU write an overscan for the amiga, or is
>setting your video controler to that pre-chewed mode the only thing you
>can do ?

You REALLY need an education. Dynamic hires, SHAM, PCHG, and assorted other display tricks. GO back to your 512 color atari and enjoy your ignorance. If you really think doing everything yourself is such an advantage, why dont you throw out your 1040 or whatever and get an atari 2600... you dont need a keyboard of course, just use the joystick buttons... only incompetent people need a keyboard. duh.

>So please, if your computer does more, it's not because it's better. It's
>just because others have thought it out so your poor mushy brain won't
>have to. Hardly anything to be proud about.

Whatever dude.

>wow ! what an achievement ! getting a controlleer that can access X sectors
>to read less than that ! Gee, you sound like a genius ! Care to tell us
>how to obtain such greatness ?

Easy, GET A CLUE. Do you know anything about the Amiga's floppy disk system? With all your bragging, I bet you couldn't even write an Amiga MFM disk loader.

>Again, why do you think it can read them ? because the "complex hack" has
>been dne by people who knew you'd be incapable of doing it yourself.

This incompentent tint again. Why do you use TOS? Why not write your own OS, since otherwise you'd be "incompetent".

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

1412. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 19:09:28 UTC
From: Werenfried Spit <SPIT@EVALUN11.BITNET>
Message-ID: <93127.140928SPIT@EVALUN11.BITNET>
Source record: 107076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) says:
>
>] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
>] >per track, how outdated can you be?
>
>PC's use 9-sectors, they are hardly outdated!
PC's are outdated since their introduction. If you want to defend an ST by pointing out its similarities to a PC you're a long way from home.

1413. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 21:25:09 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May7.212509.2210@infodev.cam.ac.uk>
Source record: 107072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
|>] >per track, how outdated can you be?
|>
|> PC's use 9-sectors, they are hardly outdated!

I disagree. PC's are extremely outdated IMHO.

|>
|> I can quite happily format 1 to 11 sectors per track (inclusive)
|> 1 to 82 tracks per disk (inclusive)
|> 1 or 2 sides per disk!
|>
|> So, I can easilly format my disks to over 900K!
|>
|>] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
^^^^^^
|>
|> Not without additional software though!

Not true, unless AmigaDOS counts as 'additional software' :-)

Chris Brown

1414. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 21:40:30 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May7.214030.2845@infodev.cam.ac.uk>
Source record: 107073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
|> Well, I think I should apologize for my previous post. I was not quite
|> aware of the kind of people I was refering to.
|> After many hours of wondering why they even bother posting here, I decided
|> to make a little trip down to their place : comp.sys.amiga.advocacy.
|> It was, how should I say ? weird. Yes, just plain weird. There were a number
|> of threads (Not too many). The main one was debating between the Amiga and
|> PC's, almost along the same lines as here. Another was criticizing the QUERTY
|> keyboard, and others were comparing "old technology" with the new one
|> (Like the PET and C64 !!). Others were wondering who in their midst will be
|> the last one to post on their group. One even posted an article (Subject :
|> Amiga is #1) and says quite frankly that he posted it so it'll start a new
|> flame thread, and behold ! It's working !!
|> But one thing that *really* shocked me, was to see that there was no thread
|> on the ST! Sure, it may be that during a Amiga-PC debate, one would go "Oh,
|> and the ST sucks by the way" out of nothingness, but there were no major
|> attacks. So, we just happen to have amongst us those frustrated ones who
|> feels they cannot let a platform untouched by them.

Not really, I just read this group to see what's happening as regards different computer systems. Of course, if I see an inacuraccy posted about the Amiga, I'm likely to say something :-)

|>
|> I'm sure not all Amiga owners are like that. I know some who are very aware
|> of what the different systems can and cannot do, including their own. I
|> think we're just unlucky. I mean, here they are, posting in our group about
|> how their new A1200 (Which came out when ? less than a year ago ?) with
|> our 520ST (First released back in '85, so the design is even older).
|> They might as well be comparing the ZX81 with the latest from SUN. Has
|> anyone noticed that they *never* flame about the TT, just because they know
|> it's more powerful than the ST, and thus they can't say much bad about it?
|>
|> And I will reiterate my previous post saying that the power of a computer
|> is not the same as that of the OS it has. I totally agree the ST's desktop
|> sucks real bad, but there are alternatives. If your Amiga OS allows you to
|> read all disk formats, then good. Ours doesn't simply because we never needed
|> it, and so no one ever wrote anything to do so. Generally speaking, the
|> ST does not have as much as the Amiga when you buy it, but it doesn't
|> mean you *can't* have it, just that you're not forced to pay for something
|> if you're never going to use it. How many Amiga users run their WP in full
|> 4096 color mode ? OK, maybe they will use it for games, but that's about it.
^^^^^^^^^^^^^^^

None, HAM is for graphics work, and it's very good at it. (Now does 262144 colours.)

|> And if you don't want to play games, you bought an expensive piece of
|> hardware for no reason whatsoever.

I use mine for wordprocessing, programming, graphics and just because I enjoy using it. I very rarely play games. I don't consider this to be no reason whatsoever.

|> Sure, you'll say "But if we want to use something, we don't have to go
|> anywhere, because it's already in there". I agree. But on the ST, if you
|> wanted it from the start, you would have bought the required hardware
|> along with the machine. And what you don't need, you don't pay for.
|>
|> I've had my ST for 6 years now, and I still like it a lot. It seems, however,
|> that most Amiga owners feel they have to buy the newest release everytime.
|> Many of you say you've had (And probably still have) the 500, 3000 and now
|> the 1200, plus all the others whose number I don't remember (Why can't
|> Amiga get those number to grow, and not jump up and down randomly).
|> If the computer had indeed been well made, you wouldn't have to change it
|> every year. No one with an ST (At least no one with a sane mind) would have
|> sold it to get the STe. Not enough difference. Buying a TT or Falcon is

And there was not enough difference between the 500 and 600, or the 500 and 2000, or the 1200 and 4000 to upgrage. Of course, going from an A500 to an A1200 is another matter. They're way more powerful than the A500 :-)

|> another matter. They're way more powerful than the STfm, and thus are good
|> reasons for changing.
|>
|> Anyways, I'm sick of those wars. They're stupid, pointless, and make it look
|> like all Amiga owners are nerds, when that really isn't the case. Just a
|> couple of them (There are Atari nerds I'm sure, but they keep silent)

Oh I don't know. I have met one or two who are fairly vocal. Of course some Amiga owners make stupid statements, but you'll get that in pretty much any group of people.

|>
|> Patrick.

Chris Brown

1415. Re: wow

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 23:20:59 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <oDD83B6w165w@cyberden.sf.ca.us>
Source record: 107074

anyone@cyberden.sf.ca.us writes:

> 56 messages were new when i logged on here, and I'd only not been on for
> about 2 days.
>

WOW! And another 26 in less than 24 hours! This place is ACTIVE!
<cheering!>

UNfortunately a bunch of those previous 56 were Amiga/ST waring.

ik!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
It's my birthday and I'll whine if I want to! ;)

1416. MULE - the 1050 <> IBM program

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-07 23:33:00 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <PXD83B7w165w@cyberden.sf.ca.us>
Source record: 107075

Alright? WHere is it? It's not under "8bit/New/" as any of the
following!

mule.com
mule.exe
Mule.com
Mule.exe
mule.arc or
mule.zip !!!!?

>>> phbill@cyberden.sf.ca.us <<<

1417. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-08 02:01:22 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May8.020122.604@ultb.isc.rit.edu>
Source record: 107078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

[he dicovers the ORIGINAL csa.advocacy] . :-)

>I'm sure not all Amiga owners are like that. I know some who are very aware
>of what the different systems can and cannot do, including their own. I
>think we're just unlucky. I mean, here they are, posting in our group about
>how their new A1200 (Which came out when ? less than a year ago ?) with
>our 520ST (First released back in '85, so the design is even older).
>They might as well be comparing the ZX81 with the latest from SUN. Has
>anyone noticed that they *never* flame about the TT, just because they know
>it's more powerful than the ST, and thus they can't say much bad about it?

Actually, some post because of drivel like YOU posted in your last
message.

>And I will reiterate my previous post saying that the power of a computer
>is not the same as that of the OS it has. I totally agree the ST's desktop
>sucks real bad, but there are alternatives. If your Amiga OS allows you to
>read all disk formats, then good. Ours doesn't simply because we never needed
>it, and so no one ever wrote anything to do so. Generally speaking, the
>ST does not have as much as the Amiga when you buy it, but it doesn't
>mean you *can't* have it, just that you're not forced to pay for something
>if you're never going to use it. How many Amiga users run their WP in full
>4096 color mode ? OK, maybe they will use it for games, but that's about it.
>And if you don't want to play games, you bought an expensive piece of
>hardware for no reason whatsoever.
>Sure, you'll say "But if we want to use something, we don't have to go
>anywhere, because it's already in there". I agree. But on the ST, if you
>wanted it from the start, you would have bought the required hardware
>along with the machine. And what you don't need, you don't pay for.

Ok, whatever.. but your previous post was full of drivel about Amiga
programmers or whatever being inferior because they can't write MFM
disk loaders. What kind of nonsense is that?

>I've had my ST for 6 years now, and I still like it a lot. It seems, however,
>that most Amiga owners feel they have to buy the newest release everytime.
>Many of you say you've had (And probably still have) the 500, 3000 and now
>the 1200, plus all the others whose number I don't remember (Why can't
>Amiga get those number to grow, and not jump up and down randomly).
>If the computer had indeed been well made, you wouldn't have to change it
>every year. No one with an ST (At least no one with a sane mind) would have
>sold it to get the STe. Not enough difference. Buying a TT or Falcon is

>another matter. They're way more powerful than the STfm, and thus are good
>reasons for changing.

Exactly why people upgraded from the 500->3000->(4000/1200). I'm sure
there are many atari users who went from 520ST->TT->Falcon, or will go
that route.. no difference.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

1418. Percom dual DSDD drive-unit availible

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-08 06:52:39 UTC
From: smw@carson.u.washington.edu
Message-ID: <1sflbnINN6p1@news.u.washington.edu>
Source record: 107079

I have a percom dual (2 drive unit) Double sided, double density
drive-unit that I wish to sell. It has some funky edgeboard connector
on the back that allows one to hook a hard-drive to it (or so I was
told when I bought it)

I would like to sell it but dont know what its worth, send an offer.

The model number is RFD44-S2

** SEND ALL INQUIRIES TO: mweath@atl.com
** do not reply to this account, please! **

*

1419. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-08 07:09:48 UTC
From: winston@merk.com
Message-ID: <C6p58C.Eo0@merk.com>
Source record: 107089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Um... why am I reading this drivel about ATARI ST drive access in:

COMP.SYS.ATARI.8BIT ?

Please use a "Newsgroups" heading of:

--> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

...in the future. Thank you. (It is bad enough that I am reading about
pending Alaskan U.S. drug legislation in "ALT.BBS"....)

1420. 2600 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-08 13:57:40 UTC
From: nin15b0b@merrimack.edu
Message-ID: <1993May8.135740.3151@merrimack.edu>
Source record: 107081
Cross-posted to: comp.sys.atari.8bit,alt.games.lynx

2600 Carts For Sale:

Grand Prix Activision
Video Pinball
Warlords
Championship Soccer
sky Diver
Dodge Em
Basic Programming
ET
Kool Aid Man (might not work)
Combat
Space War
Missile Command
Asteroids
Kaboom Activision
Mouse TRap Coleco
blackjack (might not work)

& 2600 console (no powersupply or joysticks)

Best Offer for everything (include shipping in your offer)

--
David E. Sheafer

internet: nin15b0b@merrimack.edu or uucp: samsung!hubdub!nin15b0b

GEnie: D.SHEAFER Cleveland Freenet: ap345

1421. Re: wow

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-08 19:55:38 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <May08.195538.97942@yuma.ACNS.ColoState.EDU>
Source record: 107082

In article <oDD83B6w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>anyone@cyberden.sf.ca.us writes:
>
>> 56 messages were new when i logged on here, and I'd only not been on for
>> about 2 days.
>>
>
>WOW! And another 26 in less than 24 hours! This place is ACTIVE!
><cheering!>
>
>UNfortunately a bunch of those previous 56 were Amiga/ST waring.

I already deposited the subject in my kill file... That way I get the real
number of ATARI articles....

I don't like the fact that a war has broken out here on the group... I guess
it was bound to happen.

Sam

Sam Patton -=> spatton@lamar.colostate.edu	Buying/Trading for:
	1993 Topps
Trading for 1984 Topps Cards to finish set	Colorado Rockies Cards

1422. Re: IBM to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 01:06:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FXc03B2w165w@cyberden.sf.ca.us>
Source record: 107084

Try the new program MULE if you have a stock 1050 (Enhanced Density: 127k per side) or try one of the many other programs that do upgraded 1050 (Double density: 188k per side (?)).

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1423. Re: Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 01:10:33 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <a5c03B4w165w@cyberden.sf.ca.us>
Source record: 107085

CHEAT MENU!??

Sheesh

alright.. If you LOOK it'll say "TAB" changes the selection!

Maybe read a little more CAREFULLY! ;)

(that could be said of me as well! what "cheat menu"?!?!?!?!)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1424. New CC65 routine libraries uploaded

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 01:14:48 UTC
From: jjmcwill@next5
Message-ID: <1993May9.011448.26030@mtu.edu>
Source record: 107083

The following are libraries of routines for CC65, that have been FTPed to atari.archive.umich.edu and will hopefully appear in the Cc65\ directory soon. These were taken from GEnie 2 years ago, I just have recently found a good way to upload them and FTP them to the archive. Inside the first three are all sorts of goodies. Enjoy.

cgrp1.arc
cgrp2.arc
cgrp3.arc
doscmd.arc
float.arc
gets.arc
scanf.arc
stuff.upl
xio.arc

1425. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 07:07:13 UTC
From: winston@merk.com
Message-ID: <C6qzs2.3Iv@merk.com>
Source record: 107092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Thursday, May 6, 1993 at 09:19:50 GMT,
sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard), writes:

RS> "I am a Computer Eng[ineer] and for one thing...."

... your being a Computer Engineer should mean that you have the
capability of addressing a Newsgroup heading properly:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59196
comp.sys.atari.8bit:11042
""""""""""""""""""""
comp.sys.atari.advocacy:220

RS> "...so I don't think you know what you are on about...."

Exactly so! Please point out what this discussion has to do with the
6502 based ATARI 8-bit computer. (If it has anything to do with the 6502
8-bit ATARI computer, then I apologize in advance.)

RS> "...how outdated can you be?"

No comment.

1426. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 07:35:55 UTC
From: winston@merk.com
Message-ID: <C6r13v.3qM@merk.com>
Source record: 107091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Thursday, May 6, 1993 at 16:39:11 GMT,
eas3714@ultb.isc.rit.edu (E.A. Story), writes:

ES> "oooooo... I'm so impressed. Eleven character filenames, ooooooo! :-)"
ES> "Standard IBM format is NOT better than anything the Amiga has... time"
ES> "to use your Comp. Eng. knowledge to find out about it. OFS, FFS,"
ES> "DCFS.... any meaning to you?"

oooooo... I'm so impressed. Time to use your Rochester Institute of
Technology knowledge to find out how to address a message posted to a
Newsgroup.

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59223
comp.sys.atari.8bit:11049
""""""""""""""""""""
comp.sys.atari.advocacy:224

COMP.SYS.ATARI.8BIT ... any meaning to you?

Yuk, yuk, yuk, snort! :-)

1427. Re: Star Raiders (was Re: Atari 8bit games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 07:58:02 UTC
From: andrewh@panix.com
Message-ID: <C6r24r.7rw@panix.com>
Source record: 107087
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <jjungC6C1C5.AA1@netcom.com> jjung@netcom.com (John Jung) writes:
>In article <HgPs3B4w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:
>:S shields.. id turn'em on if i were you!
>
> Naah...If you want a really good shot at getting Star Commander Class 1, you
>should turn them off... =) =) (It's not as hard as it sounds.)
>

I've had no problems with keeping my shields up, unless you're in a starbase
sector - it would be a waste of energy then. (and energy usage counts...)

>:if youre close enuf (hit "9" and "0" to start up and stop... to sort of
>:inch your way closer)

Use "6" instead, it is more efficient, and easier to dock on the first try.

>
> The way I figured it was close enough to dock was to look for when three
>"windows" were visible on the base.
>
>:a little guy'll fly up and fix you... itll say
>:"orbit established"... dont move... or itll abort (docking aborted) and
>:the little man will just float around :)
>
> I remember hearing a rumor way back when that you could destroy the robot,
>but I haven't been able to do it myself. Is it possible?

Besides shooting it, you can also chase it after it has finished docking!
Apparently, it goes right through the starbase and beyond.

>
>:P-photons/phasers/whatever
>[...]
>:R-radio (updates map, tells you when a starbase is surrounded or
>:destroyed, etc..
>
> Everything else in the game is expendable except for these two, seriously. If
>either of these becomes destroyed, you better dock, otherwise you keep going.
>(If you *really* want Star Commander Class 1, that is =)

You *REALLY* need that radio in the beginning. Once you've annihilated most
of the enemy fleet, however, it becomes less important.
Engines become more important if you need to chase after space cruisers (the
upside-down v's) because they tend to move around a lot. If you're computer
tracking and sector scans are destroyed/damaged and your engines are gone

AND the you have to deal with a space cruiser, it is best to dock and chase them later than wasting time and fuel pursuing them in that condition, unless it is an emergency.

>
> BTW getting SCC1 was so *hard* that if you docked more than three times, you
>couldn't get that rank. That game *really* made you work for it.
>

Depends on what you consider hard. On commander level, I got it better than 50% of the time. The way they kill you most often is a shot that damages/ destroys the shields quickly followed by a shot which hits you while unshielded (poof!).

1428. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 08:12:40 UTC
From: winston@merk.com
Message-ID: <C6r2t4.401@merk.com>
Source record: 107090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1sal7mINN96h@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz writes:

SR> On a related note, Why do ST's waste 160K per DD disk?
SR> I mean, 9 sectors per track, how outdated can you be?

On Thursday, May 6, 1993 at 15:43:27 GMT
grier@bnr.ca (Brian Grier), writes:

BG> The same reason you waste .5k per file...

...not to mention the space that is wasted by posting these messages
to every COMP.SYS.ATARI.8BIT Newsgroup around the world:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59224
comp.sys.atari.8bit:11050
""""""""""""""""""""
comp.sys.atari.advocacy:225

I should expect a univeristy student to mess up a Newsgroup posting,
but a subsidiary of Bell Corporation !?!! :

Organization: Bell Northern Research

...what is the world coming to?

1429. Re: Atari Hardware, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 10:32:47 UTC
From: wbdst+@pitt.edu
Message-ID: <11213@blue.cis.pitt.edu>
Source record: 107086

Dave Redfern: Could you post the price you finally settle on for the Happy Drives? I am not in the market now, but will be in about 4 months, and would just like a reference price... also, what does a Monkey Wrench Cartridge do?

1430. Re: 8-Bit C Packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 14:30:36 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May9.143036.38045@austin.onu.edu>
Source record: 107088

Wouldn't it be great to have something close to ANSI C available for the 8bits?
I agree, support should be rallied for this cartridge.
I originally learned how to program in ANSI C, so this would be a great help.
It would also be nice to have a language available that is as portable as
C is supposed to be(just in case you ever want to write and IBM program on
your 8bit)

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1431. wow

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 16:52:43 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gdi@abcd.houghton.mi.us>
Source record: 107093

SP> >UNfortunately a bunch of those previous 56 were Amiga/ST waring.
SP>
SP> I already deposited the subject in my kill file... That way I get the real
SP> number of ATARI articles....
SP>
SP> I don't like the fact that a war has broken out here on the group... I gues
SP> it was bound to happen.
SP>
SP> Sam

Sam,

Actually those postings have nothing to do with comp.sys.atari.8bit
This is an ST/Amiga flame war and doesn't really involve the 8 bit at all.
I've gotten pretty tired of seeing this stuff cross-posted, so I've
started sending e-mail to everyone who's continually cross posting to c.s.a.8
to have us removed from their Newsgroups: line so that we can have a little
peace and quiet. One of the things I like so much about c.s.a.8. is that
we've managed to avoid flame wars, and I hope we can keep things that way.
With a little luck we'll see people either quit cross posting to our group,
or the flame war will die out all together.
Keep your fingers crossed.

Jeff McWilliams
---
* PabQwk 1.1 *

-- Via DlgQWK v0.71a

1432. Alright... i have mule.com. Whats the filename for exe?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 20:59:33 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <y6Va4B2w165w@cyberden.sf.ca.us>
Source record: 107094
Body handling: HTML body converted to readable text

I need the correct name, directory, and case-spelling (mule, Mule, MULE, etc..) for the file "mule.exe" ... or if it's zipped "mule.zip" or whatever

I got mule.com from Jeff L and got it decoded and ready for download to the Atari ... but I'd REALLY like mule.exe so I can get it downloaded to the IBMs on Monday the 10th! (tomorrow!)

Any help would be MUCH appreciated... I dont wanna call AtariBase long distance just to get it.

Hell, I dont wanna call ANYWHERE long distance to get it if it's on the archive! ;)

thanx!

>>> phbill@cyberden.sf.ca.us <<<

1433. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-09 23:17:32 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1sk3ec$fnm@news.ysu.edu>
Source record: 107095

All this bragging about ST's and Amigas is making me sick...I use
my computer for a tool not a status symbol.
Don't be sending this garbage down to comp.sys.atari.8bit...
We get alone quite well here.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1434. Re: 8-Bit C Packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 04:00:39 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0geu@abcd.houghton.mi.us>
Source record: 107096

Lance,

Well, I support the effort, but I am skeptical about its success. To my knowledge, Chuck Steinman dropped off the face of the earth as we 8 bitters know it more than a year ago, and hasn't been heard from since. Contradicting rumours have been circulated as to just how complete Chuck's C Language project had gone before he abandoned it. I've heard that it is complete, AND that he gave up after having great difficulty implementing structs and unions and stuff due to the 6502's limited address space, stack space, and code relocatability.

Jeff McWilliams
E-mail to jjmcwill@mathlab.mtu.edu
---
* PabQwk 1.1 *

-- Via DlgQWK v0.71a

1435. Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 05:13:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <737032116.AA06417@tdkt.kksys.com>
Source record: 107101

On <07 May, 16:59>, Raphael J Espino wrote to All :

RJE> How do you get Megablast I to play in a 1 player mode? I can only seem
RJE> to
RJE> play in a 2 player mode. I can't find anyway of switching it, not even
RJE> on
RJE> the 'cheat' menu.

Really, it is on the 'cheat' menu. It is a CTRL command, but offhand,
I too cannot remember it without booting up the game. But it is there and
should work. You can set it up for the computer to play itself.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1436. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 05:17:56 UTC
From: andrewh@panix.com
Message-ID: <C6spDw.Hpt@panix.com>
Source record: 107097
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6GoEK.G8n@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
>From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):
>
[stuff deleted]
>
>In 1979, Atari responded to the success of the Apple II and Radio
>Shack TRS-80 computers by releasing the Atari 400 and 800 home
>computers. Originally sold with just 8K and 16K of memory,
>respectively, and a cassette tape storage system, the two computers
>were based on the 6502 microprocessor, the same chip as used in the
>Apple and Commodore 64 machines. But the Atari computers were designed
>to use enhanced graphics, including 256 colors, by use of a separate
>graphics processor.

Actually, the 800 (apparently) also started with 8K RAM. It was also packaged with the 410 cassette recorder and the Atari Educational System Master Cartridge. They later took away the latter 2 items and added 8K more memory. I know this because of a notice in my Atari Manual mentioning the change.

>
[...]

>Both the 400 and 800 had cartridge slots for running cartridge- based
>software, although these carts were different from and incompatible
>with the 2600 game machines and subsequent game machines. In addition,
>the 800 had a second "right-hand" cartridge slot for future
>development, although few -- if any -- applications for it were ever
>released. Both computers could also use the 2600 joysticks, and had
>four joystick ports as on the game machines.

Wasn't "Monkey Wrench" a right-hand cartridge? Plus another cartridge that included a battery-backed clock, if I remember.

Also, what did happen to the STacy (the laptop computer, if I remember)? Last I heard it was being sold to music stores and such and that it actually gained a certain amount of popularity.

1437. wow

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 05:25:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <737032116.AA06418@tdkt.kksys.com>
Source record: 107102

On <07 May, 17:20>, phbill wrote to All :

p> anyone@cyberden.sf.ca.us writes:
p>
p> > 56 messages were new when i logged on here, and I'd only not been on for
p> > about 2 days.
p> >
p>
p> WOW! And another 26 in less than 24 hours! This place is ACTIVE!
p> <cheering!>
p>
p> UNfortunately a bunch of those previous 56 were Amiga/ST waring.
p>
p> ik!

Anytime they want to take it to the advocacy group, will be a good time.
Come on, get on subject!!!

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1438. Re: Mule transfer programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 05:33:32 UTC
From: andrewh@panix.com
Message-ID: <C6sq3w.IGt@panix.com>
Source record: 107098
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

How does Mule accomplish this? I thought the disk controller on the 1050 won't permit read/write of true double density disks.

1439. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 11:56:38 UTC
From: uj1g@ibm3090.rz.uni-karlsruhe.de
Message-ID: <uj1g.35.737034998@ibm3090.rz.uni-karlsruhe.de>
Source record: 107099

In article <XmN63B14w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:

>What about ATMAS II??? I've heard (from scrollers in demos supposedly
>written using it hehe) that it's excellent. I know best or b&c have
>ATMAS but whats with ATMAS II?

Personally I like ATMAS II very well, but there are some people who dislike
it. The main drawback of ATMAS II is that you can't keep more than some 17K
of source-text in memory. The price of ATMAS II is about 49DM I think.

Marek

uj1g@dkaun2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

1440. Clearance software - updated list 05MAY93

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 12:24:24 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May10.122424.28267@aber.ac.uk>
Source record: 106963

***** MEGA DEALS *****

Call me crazy if you want, but I have a lot of old stock items I really must clear out of the way NOW! This stuff is all brand new stock, and is boxed&sealed where applicable. The following prices include shipment costs to the US!

BALLBLAZER: *** SOLD OUT ***

POLE POSITION on ROM cartridge. Brand new, boxed and sealed. I have 3 of these to clear ar just $10 each, which includes shipment to the US! (UK price: 4pounds).

ATARI MACRO ASSEMBLER DISK. Brand new, boxed and sealed. Disk and 2 manuals. I have 8 of these to clear at a stupid $12 each, including shipping to the US (and the boxes are big and heavy!!).NOTE: This $12 only covers surface mail charges. If you want it sending by Air Mail then the price is $20. UK price: 6pounds.

DIGI-STUDIO packages 1 and 1.5 sets. These are the old versions of Digi-Studio, the digitized sounds and music utility. This pack will get you the keyboard player (to play tunes using the keyboard with digitized sounds) and a tune player to play music in digitized sounds. Loads of samples and tunes are included. You also get a utility to play the tunes in your own programs and a utility to edit samples. Great fun! These used to sell at $20 the set, but now the new full version of Digi-Studio is available I have to clear 10 sets of the old versions. You will get 2 DS disks and 2 typeset booklet style manuals for a silly price of just $5 which includes shipping to the US! UK price: 2pounds. THIS IS A BARGAIN!

EASY PROGRAMMING FOR THE ATARI MICRO book. A highly regarded British book covering many aspects of the Atari and computing in general. Still in publication, and usually sells at 6pounds in the UK. I have about 7 of these left and you can have them for just $7 each, including shipping to the US! (books are heavy, so shipping costs more!). UK price: 2.15pounds.

THE 600XL PROGRAM BOOK. Another good British book full of good type-in programs for all Atari 8bit machines. Usually costs 5pounds in the UK, but I have 5 to clear at just $6 each, including shipping to the US! UK price: 2pounds.

NOTE: The prices for the books only cover surface mail charges. For Air Mail please add $5 to each book.

HOW TO ORDER:
This is easy! I accept payment in cash in US$. Just send the cash with your name/address and order to me at:

DEAN GARRAGHTY up until June 6th, please send orders to:
62 THOMSON AVE 23 YSTWYTH CLOSE
BALBY PENPARCAU
DONCASTER ABERYSTWYTH
DN4 0NU SY23 3RU
ENGLAND WALES, U.K.

IF you are sending a large amount of cash, you may like to pay for international insurance on your letter when you send it. I can't be held responsible if your cash goes missing!

Please Email me first to reserve stock: djg0@aber.ac.uk.

1441. Halle Project / Demo on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 12:47:37 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1slit9$agj@nz12.rz.uni-karlsruhe.de>
Source record: 107100

I know that some of you enjoy watching demos. This time you should
really get the following files from atari.archive.umich.edu
(8bit/Demos directory):

halle93a.dcm
halle93b.dcm
halle93c.dcm

These are 3 sides of this year's 'The Halle Project' demo.
Halle-demo is the continuation of the Hobbytronic series.

I'd like you especially to see the 'plasma-demo' or 'whiggle-demo'
on side 'a'. I bet you haven't seen this effect on your XL/XE before!
I hope you'll be able to run it on NTSC machines as well.

Somewhere else on the demo disks you'll be able to see some digitized
photos showing a bunch of skilled programmers responsible for
these disks. Watch out for other 8bit celebrities as well!!!

The rest of the demo is nothing really revolutionary but still
pretty awesome.

have fun!

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1442. Re: 8-Bit C Packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 12:52:52 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C6tAGA.8ux@cbnewsc.cb.att.com>
Source record: 107103

From article <Jeff_Mcwilliams.0geu@abcd.houghton.mi.us>, by (Jeff Mcwilliams):
>
> Well, I support the effort, but I am skeptical about its success. To my
> knowledge, Chuck Steinman dropped off the face of the earth as we 8 bitters
> know it more than a year ago, and hasn't been heard from since.

Yes, unfortunately. Chuck came on the scene all gung ho for the 8bit
computers knowing that there wasn't a very large market. At the time that
was OK with him because he was really making his money on other projects
and just wanted to support the Atari 8bit, not use it to make a living.
Apparently he found that it would take a lot more time than he was willing
to invest. I used to have his CompuServe address and emailed him a couple
of times but never got a reply.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1443. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 15:39:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May10.153917.12256@exu.ericsson.se>
Source record: 107005

Rick Cortese writes:
>
>> Is Mac/65 a good macro assembler? I have the Editor/assembler cartridge but
>> would like something a little more advanced.
>> Thanks
>
>It is some what dependant on how you program. If you're the type of guy
>who maintians a data base of all your relatives birthdays, have all your
>canceled checks going back to the middle ages, & own a closet organiser,
>the The Big Mac's for you! The main reason for using a macro assembler is
>because you have all your routines defined as macros & keep them on a
>disk as a file to be included when you program. You can define macros
>like: GRAPHICS 8 that will assemble to M/L so your source programs end up
>looking equivalent to BASIC. IMO: If you don't use the macro ability,
>it's pretty much a waste of money because of what you loose in the memory
>map (i.e. bottom of page 6, etc)

The main reason for using Mac/65 over the Editor/Assembler is speed (IMO).
The latter is amazingly slow; I'm at a complete loss to figure out
exactly what it is doing. Assembly times seem to grow exponentially as
the size of your program increases. Even Atari admits this in the back
of the manual (something to the effect of "only use this assembler for
small programs").

Mac/65 also has other niceties besides macros: textual error messages
(instead of numbers), more operators and directives, nicer automatic
formatting in the line editor, etc. Minor enhancements, I suppose.
The only big addition is the debugger; it's smart enough to
automatically save and restore some interrupt vectors and shadow
registers, plus lets you break out of a running program with a
keystroke.

Come to think of it, I don't think I ever wrote a single Mac/65
macro...

1444. Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 18:32:28 UTC
From: pochron@picard.cs.wisc.edu
Message-ID: <1993May10.183228.19633@cs.wisc.edu>
Source record: 107104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
>
>Not without additional software though!

Hel-lo??? MS-DOS file reading/writing is *included* with the operating system!!! Do you know what you are talking about?

Anyway, this is all a moot subject. First of all, people (and supposed engineers, no less) are using a very generic term - "disk format" - and are using it in not quite its true meaning. What people have actually been talking about when discussing sectors per track, etc, is more like *DRIVE GEOMETRY* - there are a finite # of drive geometries, and are all hardware dependent. This is what is so baffling. The ST and Amiga use the same #$@#%#$ kind of disk drives, so how can there be any argument here??? Amiga and ST drives at the hardware level read and write exactly the same (MFM) and at the same speed! Okay, so that's settled.

Now, we have the other part of what is all under the generic term of "disk format" and that's the filesystem. Here the two are very different. Each has it's advantages and disadvantages.
Here's what bother's me though: The ST users are trying to defend the fact that they are locked into one filesystem, namely an MS-DOS type filesystem. Why has no one on either the ST or PC ever come out with a new filesystem that allows longer filenames and whatever other nice features you might desire? What is do difficult of writing a new filesystem that reads both the new disks and the old 11-character filename disks? (Beats me.)

Now, for those who love the safety and compatibility of your MS-DOS-type filesystem, there can be no argument against the Amiga since you can easily mount the MS-DOS filesystem on all your HD partitions, all your floppy drives, etc. and you can go on your merry way using MS-DOS filenames for all your files and programs. What seems to be the problem here? How can you criticize the fact that the Amiga allows BOTH filesystems to be mounted on any # of devices simultaneously and will recognize what disk is inserted automatically? If you hate the Amiga FS, just boot it and use the MS-DOS filesystem! No big deal....And you'll *Still* be able to read your friends' Amiga disks with no problems.

Now, I realize the concept of inserting a disk and having the machine automatically figure out what disk is inserted is a foreign concept to ST and PC users (Mac, NeXT, Amiga, and some workstation users are quite blessed with such technology) but that's not my problem, is it?

Case closed.

1445. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 20:22:58 UTC
From: wbdst+@pitt.edu
Message-ID: <11291@blue.cis.pitt.edu>
Source record: 107006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Could anyone explain what any of this Amiga file capability stuff has to
do with Atari 8-bit computers?

1446. Stereoxl.arc sent to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 21:03:54 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1smfvq$he4@news.ysu.edu>
Source record: 107008

```
**********************************
Name: STEREOXL.ARC
Author: Chuck Steinman Date: 891216
Approximate # of bytes: 12600
Stereo upgrade for 8bits
This a text file in Atascii code which describes how to add a
second POKEY device with minimal parts count. It will allow
you to access 4 extra voices, which the output of the old and new
pokeys are conditioned for driving an AUX input of a stereo.
Test file is 80 columns wide and uses only text characters, so
it can be sent to a text printer. Make sure to keep the filename
the same, as there may be a followup upgrade. MAKES 8 CHANNELL 8BIT VOICES
OR 4 CHANNELLS OF 16BIT VOICES.
sent to archive to be in the 8bit/Sound dir soon.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

1447. Gumby.arc sent to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 21:05:45 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1smg39$hea@news.ysu.edu>
Source record: 107007

```
GUMBY.ARC
Description:
This file when combined with the STEREOXL.TXT upgrade here in the
same directory will allow you to play existing PokeyPlayer files in
true stereo on your >=48k Atari 8-bit computer.
This file sent to archive and will be in 8bit/Sound dir. soon.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

1448. Actstreo.arc sent to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 21:20:41 UTC
From: xx140@yfn.ysu.edu
Message-ID: <1smgv9$hrn@news.ysu.edu>
Source record: 107009

```
**********
ACTSTREO.ARC
Author: MARTY.A Date: 891225
Approximate # of bytes: 3780
This ARC'd file contains several Action! routines that will allow Action!
programmers to access the new POKEY chip and its 4 voices that are added
by the "Gumby" upgrade found in the file STEREOXL in the same directory
here.
Complete documentaion is included in this file.
Feel free to distributed these routines far and wide, but PLEASE
keep the doc file with them so that others will know how to use them!
This file sent to archive and soon to appear in 8bit/Sound dir.
--
**********
YSU Freenet Atari SIG Sysops
Internet: xx140@yfn.ysu.edu
**********
```

1449. Theplayr.arc sent to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 21:22:28 UTC
From: xx140@yfn.ysu.edu
Message-ID: <1smh2k$hsj@news.ysu.edu>
Source record: 107010

```
**********
THEPLAYR.ARC
Author: DAN.KNAUF Date: 900704
Approximate # of bytes: 8820
Description: AMS & AMSII Stereo player
The Music Player plays AMS I or AMS II tunes. If you have a 2nd pokey
installed it will play in 16-bit stereo, 8-bit stereo, or 8-bit mono.
Otherwise you are stuck with 8-bit mono. Up to 69 files can be seen on
the screen. Autoplay, Tag, Untag, and Play Tagged are some of the
options. You can switch modes (16-bit S, 8-bit S, or 8-bit M) while
a tune is playing. The name of the song being played is displayed on the
piano screen.
This is a GOOD AMS player. If you haven't done Chuck's Gumby upgrade yet,
this should give you a reason to. If you are short on AMS tunes, check out
the files in this directory. They should give you plenty of tunes to
play with for a while. Download this file! Docs are included.
This file sent to archive soon to appear in 8bit/Sound dir.
--
**********
YSU Freenet Atari SIG Sysops
Internet: xx140@yfn.ysu.edu
**********
```

1450. AMS and AMSII tunes

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-10 21:34:05 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1smhod$i6j@news.ysu.edu>
Source record: 107011

I noticed that no AMS music was in the archive...I have 1.3 megs
of ARCed AMS music..if anyone cares I will upload it to the archive
but if I don't get any email replys then I'll know you have enough
music files.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1451. ANSI-C (was Re: 8-Bit C Packages)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 00:05:49 UTC
From: tribe831@snake.cs.uidaho.edu
Message-ID: <1smqktINNht@owl.csrv.uidaho.edu>
Source record: 107012

I too was waiting for the release of the TC8 cartridge. I was more than happy to pay the $50 (or maybe even more) for a complete, fast ANSI-C compliler for the Classic Atari.

But, when it didn't materialize, I decided to write one myself. I've written compilers before (with YACC) and have examined the source of serveral others, so I am fairly confident that I can do it. I even have some pretty good ideas for how to implement it efficiently. But, my current design relies on the user having 128K compatable with the Atari 130XE (yes, I'm bootstrapping from my XE-Bank routines and CC65...)

VAPORWARE ALERT: I'm making NO promises of any kind. I'm writing from scratch, and am only up to recognizing valid ANSI C input. No code generation, no relocateable assembler, no linker. Yet.

Also, this is very likely my last week online before the summer, so I'll be incommunicato for three months or more. If I get something useable (hopefully saleable) I'll try to announce it in Atari Classics magazine.

--
Duane Tribe, tribe@ted.cs.uidaho.edu

1452. Re: Syncromesh

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 02:38:57 UTC
From: ScottM@cup.portal.com
Message-ID: <81199@cup.portal.com>
Source record: 107013

```
>Itay,
>
>You need the new version of DOS XL, and the GTSYNC.COM or some
>similarly named file to get synchromesh working.
>
>Jeff McWilliams
>** always send mail to jjmcwill@mathlab.mtu.edu
>
What exactly is DOS XL?

/============================================================\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, //* ====================================|
|1200, 800XL, 130XE\X/ * "With a potato?" (with fuse) |
|Pet 2001, VIC, 64, 128* "No, bomb de terre" - Corsican Bros. |
\============================================================/
```

1453. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 03:30:18 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.737091018@bruny>
Source record: 107014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

malak@grebyn.com (Michael Malak) writes:

>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>disks. As you probably know, to read a single disk sector the Amiga
>must read the entire track of _raw_ data, then the 680x0 decodes the MFM
>encoding. Coupled with the fact that the directory structure is a
>linked list, practically the entire disk has to be read every time you
>want a directory.

So... you sit there doing dir all day? File opens and other useful operations
are orders of magnitudes faster under AmigaDOS than most file systems.

Also whats wrong with using Directory cached floppy disks?

1454. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 03:32:39 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.737091159@bruny>
Source record: 107015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] I don't find Amiga disks slow... And, of course, with FFS they're even f
>] (:P to anyone still running 1.3 ;)

>Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Dream on idiot. Both machines using DD disks have the same raw transfer rate.

1455. Digi-Studio -- price slashed in half!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 10:46:28 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May11.104628.10112@aber.ac.uk>
Source record: 106961

As you may know, I am the programmer and developer of Digi-Studio -- the digitized sounds and music utility.

At the start of this year I managed to get a distributor in the US, and thus make it easily available. However, the price has had to remain high to cover initial costs. Unfortunately, we have had no luck at all in selling copies in the US. We believe this is because of the high price.

To show that we are not just in this for the money, and to show our commitment to producing new software for the Atari 8-bit community, we have decided to take vertually no royalties on Digi-Studio, and as such we have managed to lower the price down to just $15, including shipping.

This price will get you the 44 page manual and 2 SD/DS disks. You get all the usual programs included: tune player, keyboard player, sample editor, tune to Basic compiler, and the LIDS language compiler v1.2.

At this stage I need definate advance orders. If you are finally persuaded to buy Digi-Studio at the new low price, then please email me and say so. If I manage to get just 10 pledges for orders I will continue to sell Digi-Studio in the US. Send no money now. I will let you know when we are ready to sell at the new price.

Dean Garraghty. Email: djg0@aber.ac.uk.

1456. Re: ANSI-C (was Re: 8-Bit C Packages)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 10:47:21 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1so07p$cp9@nz12.rz.uni-karlsruhe.de>
Source record: 107016

tribe831@snake.cs.uidaho.edu (Duane Tribe) writes:
{..} an
> But, when it didn't materialize, I decided to write one myself. I've written
> compilers before (with YACC) and have examined the source of serveral others,
> so I am fairly confident that I can do it. I even have some pretty good ideas
> for how to implement it efficiently. But, my current design relies on the
> user having 128K compatable with the Atari 130XE (yes, I'm bootstrapping from
> my XE-Bank routines and CC65...)

Duane,

I'd like to encourage you in your effort. It would definitely increase
the value of our beloved computers if we had an ANSI-C compiler
available. Since a lot of 8-bit Ataris have extented memory nowadays,
128K as a minimum wouldn't be too much of a limit.

good luck!

Marek
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1457. News-Disk 12 competition deadline extended!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 10:55:34 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May11.105534.11187@aber.ac.uk>
Source record: 106960

As you may know, I am running a competition on issue 12 of my News-Disk. The closing date was 7th May. However, I had problems posting it to the archive, so some people may not have had a chance to enter. I am extending the competition deadline to 21 May. It's easy to enter. All you need are all 12 issues of the News-Disk which are in the Djg directory at the archive. You can email me your answers and details. Lots of very nice software available as prizes! Enter today!!

A question: I downloaded the HALLE93 files from the archive. How do you get these things to boot? I tried them on my 130XE with Happy 1050 and the things just gave a black screen with lots of squalking noises!

Dean Garraghty. Email: djg0@aber.ac.uk.

1458. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 12:30:00 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May11.123000.745@iplmail.orl.mmc.com>
Source record: 107017

In article <jmccoull.737091159@bruny>, jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
|> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>
|> >] I don't find Amiga disks slow... And, of course, with FFS they're even f
|> >] (:P to anyone still running 1.3 ;)
|>
|> >Amiga disks not slow? You've obviously not used an IBM-floppy drive!
|>
|> Dream on idiot. Both machines using DD disks have the same raw transfer rate.
|> ^^^^^^^^^^^^^^^

Hmmmm. Let's see... your still posting messages about the Amiga in the Atari 8-bit section. And you were calling someone else an idiot???

Larry Richardson
richards@elmer.orl.mmc.com

1459. Re: ANSI-C (was Re: 8-Bit C Packages)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 14:25:32 UTC
From: jjmcwill@next5
Message-ID: <1993May11.142532.29625@mtu.edu>
Source record: 107018

Duane,

Don't worry about the 128K memory requirement. In this day and age,
I strongly feel that 128K is the minimum an 8 bit user should have if
he expects to use the latest and greatest software. Hope to see you
at the end of the summer!

Jeff

1460. Re: Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 14:26:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <sa4D4B5w165w@cyberden.sf.ca.us>
Source record: 107019

Whoa! A cheat menu? A CTRL command? Strange. THe MegaBlast I that I
have uses [TAB] to change # players and it's obvious right on the screen.
THe only command that still confuses me is the [^L] ightning command.
And where is this cheat menu?! How do you get to it!?

Are there 2 vers. of MegaBlast I floating around!?!??!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1461. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 15:42:25 UTC
From: monroe1@muvms6.wvnet.edu
Message-ID: <1993May11.104225.80@muvms6.wvnet.edu>
Source record: 106969
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

> About that article on Star Raiders mentioned in another posting:
>
> Yes please, grovel, grovel, grovel, do

I agree.

Does it tell how they programmed the galaxy starfield?
I don't remember the exact name or anything, it's been 5 years since
I've even seen the game, but I remember one screen where you
could see the overhead view of the galaxy as a circular starfield
which you could rotate around the yaw and pitch axes at the same
time, that always blew me away, I still wouldn't know how to
program such a display even on my amiga.

Alan

1462. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 16:06:48 UTC
From: brett@visix.com
Message-ID: <C6vE3D.H2G@visix.com>
Source record: 107020

In article <1993May10.153917.12256@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
> The main reason for using Mac/65 over the Editor/Assembler is speed (IMO).
> The latter is amazingly slow; I'm at a complete loss to figure out
> exactly what it is doing. Assembly times seem to grow exponentially as
> the size of your program increases. Even Atari admits this in the back
> of the manual (something to the effect of "only use this assembler for
> small programs").

Yes, I started with the Assembler/Editor cart to do my programming (routines to be called from BASIC), but then moved on...

> Mac/65 also has other niceties besides macros: textual error messages
> (instead of numbers), more operators and directives, nicer automatic
> formatting in the line editor, etc. Minor enhancements, I suppose.
> The only big addition is the debugger; it's smart enough to
> automatically save and restore some interrupt vectors and shadow
> registers, plus lets you break out of a running program with a
> keystroke.

This is all true, but I would really focus on the macros and the directives and operators. They made doing tedious jobs easy (high bit set text strings, etc.). As for macros, for writing large programs, they are indespensible (IMHO). I wrote many LARGE games in Macro Assembly (though, not Mac/65) and macros made the difference of 2 or 4 floppy disks for the source.

> Come to think of it, I don't think I ever wrote a single Mac/65
> macro...

Not me, I wrote a whole structured set of macros to allow me to do things like:

```
%LOOP
..code..
..code..
%BNE
```

and

```
%IF NE
..code..
..code..
%ELSE
..code..
%END
```

all with complete nesting. Trust me, macros come in handy.

-- __
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
brett@visix.com \/ / __)/ /\ Reston, Virginia 22091
..uupsi!visix!brett Software Inc 703.758.8230

1463. DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 17:11:57 UTC
From: jjmcwill@next5
Message-ID: <1993May11.171157.13646@mtu.edu>
Source record: 107022

DOS XL was a DOS put out by OSS way back when. I think OS/A+ was its predecessor, and that SpartaDOS was based much on DOS XL.
It had a command line like SpartaDOS or IBM's PC DOS does, but unlike SpartaDOS which uses a custom disk format to support subdirectories and time/date stamping, DOS XL worked with standard ATARIDOS formatted disks. All its utilities were located in .COM files instead of being part of the DUP.SYS menu line on Ataridos.

Jeff

1464. Need Atari emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 18:34:28 UTC
From: lcmaggi@ing.puc.cl
Message-ID: <1993May11.183428.559@tolten.puc.cl>
Source record: 107021

[No readable article body recovered]

1465. Replacement Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 19:57:17 UTC
From: lmcraho@noah.ericsson.se
Message-ID: <1993May11.195717.20070@exu.ericsson.se>
Source record: 107024

The spacebar on the keyboard of my old Atari 800 is gone. I opened it up to see that the metal pin had broken off. Is there any way I can get a replacement keyboard for it?

Also - my 1050 drive has a bad habit of overheating, and when it does it shuts down refuses to read/write. Can I do anything about this?

Ralph Hoflich
lmcraho@noah.lmc.ericsson.se

- We're all individuals.
- I'm not!

1466. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 20:44:53 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May11.204453.29135@ugle.unit.no>
Source record: 107023

In article <1993May11.171157.13646@mtu.edu>, jjmcwill@next5 (Jeffrey J. McWilliams) writes:
> DOS XL was a DOS put out by OSS way back when. I think OS/A+ was its
^^^^^
I thought the OS/A name was killed due to legal problems from DRI... I think DOS XL was just the new name. Read this in some old Antic (or something :)

> Jeff

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

1467. Re: 8-Bit C Packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 21:15:45 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993May11.211545.3744@ge-dab.GE.COM>
Source record: 107025

In article <Jeff_Mcwilliams.0geu@abcd.houghton.mi.us>, Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
|> Lance,
|>
|> Well, I support the effort, but I am skeptical about its success. To my
|> knowledge, Chuck Steinman dropped off the face of the earth as we 8 bitters
|> know it more than a year ago, and hasn't been heard from since.

Chuck has been showing up on GEnie, as recently as last week, answering questions on this and other 8-bit matters. He strongly stated there that he did *not* have the C language package finished, and in cartridge form. It is still a cross-compiling language (using a PC) as I understand it.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1468. Re: Syncromesh

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 22:07:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1sp834$860@usenet.INS.CWRU.Edu>
Source record: 107026

In a previous article, ScottM@cup.portal.com (Scott - Maxwell) says:

>What exactly is DOS XL?

DOS XL was a command line DOS developed by the same people that developed
Atari DOS 2.0S, Optimized Systems Software, or OSS. The intermediate
product, also by OSS, was OS/A+. When ICD took over OSS, DOS XL died as a
commercial product in favor of ICD's SpartaDOS.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1469. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 22:15:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1sp8i7$8rb@usenet.INS.CWRU.Edu>
Source record: 107027

In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:

>DOS XL was a DOS put out by OSS way back when. I think OS/A+ was its
>predecessor, and that SpartaDOS was based much on DOS XL.

That's not correct, as for a time both OSS's DOS XL and ICD's SpartaDOS
were on the market at the same time. As I just posted before I read your
message (you changed subjects on me!), when ICD took over the OSS product
line DOS XL was dropped in favor of SpartaDOS.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1470. Hey RICK! MULE WORKED! :)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 22:31:19 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <wqPe4B2w165w@cyberden.sf.ca.us>
Source record: 107028

I used DOS 5.0, an IBM 486 clone with A: (3.5"), B: (5.25") and C: & D:
(HD) and even F:, Y: and Z: (network) drives!! along with an Atari 800,
stock 1050, and MyDOS 4.53/4.

Mule worked like a charm. Unfortunately I was stuck using one drive on
the Atari (one 1050 on the 800). I'd prefer to use a RAMdisk, but NOOO!
I forgot that my RF-TV port on my 1200xl with 256K doesn't WORK any more!
(the channel switch has been taken for the OS mode switch..)

Anyways... even though A: drive was the 3.5", I was told that using the
DOS command SUBST (substitute) could fix it, and it DID! I made drive B:
pretend to be drive A: (any calls to A: would be redirected to B:)

Pretty cool..

all I actually got transfered was a 32-byte file I copied from E:ditor as
a test ;) but it DID it!

all I need to do now is to make an IBm program in C or BASIC that
translates all ATASCII [RETURN]s to 13's (155=cent sign in IBM ASCII)

anyways ... pretty trippy!

>>> phbill@cyberden.sf.ca.us <<<

1471. HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-11 22:35:05 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <7wPe4B3w165w@cyberden.sf.ca.us>
Source record: 107029

Wow, speak of the devil. Im looking over an old VHS tape on which I taped a bunch of junk over a recording of that >3< hour long Scroller that was on the Big Demo (I FAST FORWARDED AS I WATChED! ;)) Anyways.. right now Im looking over it, and guess what they're talking about!?

ATMAS II!!

they say:

"Have you ever heard of atmas? no? well, if you are familiar with machine code, or you want to leaarn it, then try to get atmass ii macro-assembler. why atmas ii?, you'll probably think. i'll try to explain. there is a monitor with atmass ii and because atmass assembles to the memory, you can test your program very often, without having to load something in. if you use e.g. mac 65, and want to test your program, you first have to save the source-code, then assemble your program to disk, then load dos, then load your program. when you have seen your program, then youll have to load mac 65 again, and then the source code, before you can make some changes. this maybe doesnt look much, but if you have to do that 20 times, then it isnt so though to make the right choice, isnt it? at first, youll feel a little uncomfortable, since atmass works like a text editor, but after about 2 hours, you realize that you have just taken a great step in your histroy as an xl-freak."

the end :)

>>> phbill@cyberden.sf.ca.us <<<

1472. Rescue on Fractulus

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 03:47:27 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1cjd@amiganet.chi.il.us>
Source record: 107038

I would like to obtain a cartridge version of this game. Will tradeor buy.
Thanks, Bill

1473. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 05:46:24 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gij@abcd.houghton.mi.us>
Source record: 107030

Eyvind,

You may be right about the OS/A+ being renamed to DOS XL.
I really couldn't tell you, I used DOS XL but never OS/A+ and quite
frankly don't know much about its history.

Jeff

-- Via DLG Pro v0.995

1474. Re: 8-Bit C Packages

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 05:52:40 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gil@abcd.houghton.mi.us>
Source record: 107031

Jeff,

Oh really? Soooo, what is Chuck up to? Anything worthy of note?

He dropped off the face of the earth quite a while ago.
For a little while back about a year or maybe 18 months ago he was
writing stuff for AtariUser in the 8 bit section, but then even that
stopped. About a year ago Ron Riche announced that he would finish
up Version 5 of Textpro real quick, and from the on Chuck was gonna
take over support for the program. That was almost a worst nightmare
come true. Chuck bought up the Transkey and went NOWHERE with it.
When Michael St. Pierre owned it, I got no less than three ROM revisions.
There are still some things that could be added/fixed, but Chuck just
ignored them and idly sat by reaping what profits there were to be had
from the sale of Transkey boards. I figured that Textpro 5 was doomed
to the same fate. Well, it doesn't really matter, Ron Riche still
hasn't officially finished Version 5, and who knows if he ever will (sigh).

Jeff McWilliams
e-mail to jjmcwill@mathlab.mtu.edu ... as the usefulness of some of these
accounts fade.. or they cease to exist altogether....

-- Via DLG Pro v0.995

1475. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 05:56:02 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gin@abcd.houghton.mi.us>
Source record: 107032

Michael,

Thanks for clearing that up. I wrongly assumed, based on equivalent
COMTAB locations, and that Sparta was a command line DOS like DOS XL
and OS/A+, that ICD based, maybe copycatted is a better word, alot
of the "look and feel" of SpartaDOS upon OSS's work. Gee, had that been
Apple instead of OSS, ICD might have been sued long ago!
Okay, so maybe that joke wasn't THAT funny.

Jeff

-- Via DLG Pro v0.995

1476. Re: Need Atari emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 06:20:03 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1993May12.062003.8235@samba.oit.unc.edu>
Source record: 107033

If you're looking for an Atari 8-bit emulator, there isn't one. There are one or two programs that enable a PC to read Atari 8-bit disks. If you want an emulator for Atari ST programs, I've heard of one called the "Gemulator". You could find out more about that in comp.sys.atari.st. And you might be able to use Gemulator to run Transformer (an Atari 8-bit emulator that runs on the ST.)

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1477. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 13:37:32 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May12.133732.8192@exu.ericsson.se>
Source record: 107037

In article 7wPe4B3w165w@cyberden.sf.ca.us, anyone@cyberden.sf.ca.us () writes:
>
>they say:
>
>"Have you ever heard of atmas? no? well, if you are familiar with
>machine code, or you want to leaarn it, then try to get atmass ii
>macro-assembler. why atmas ii?, you'll probably think. i'll try to
>explain. there is a monitor with atmass ii and because atmass assembles
>to the memory, you can test your program very often, without having to
>load something in. if you use e.g. mac 65, and want to test your program,
>you first have to save the source-code, then assemble your program to
>disk, then load dos, then load your program. when you have seen your
>program, then youll have to load mac 65 again, and then the source code,
>before you can make some changes.

These comments about Mac/65 are not true. It has always been able to
assemble from source code in memory directly to memory. Plus the source
is kept in a tokenized format (a la BASIC) so it requires less space.

--
James Hague
exuhag@exu.ericsson.se

1478. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 13:42:34 UTC
From: jjmcwill@next6
Message-ID: <1993May12.134234.14207@mtu.edu>
Source record: 107035

Bill,

Have you ever heard of DDT? It's a debugger built into MAC/65.
Lets you do the same thing you just described with AtMAS II.

Jeff

1479. Disk format wars

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 15:09:46 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305121418.AA19506@smithkline.com>
Source record: 107034

Ummmm.... I've been outta touch the past couple weeks, having been preoccupied with getting the AC June Software Disk into production & also just finished editing the June issue of AC. My email here went totally berserk the past couple weeks, so many people started sending me stuff all of a sudden that my allocation choked & I was forced to dump several issues of the Digest in order to preserve space for critical magazine communications.

Now I'm again beginning to settle down into some semblance of normalcy, pop back into the Digest & find a roaring flame war going on involving Amiga/ST & MS-DOS drives, etc. Obviously I've missed something.

Was there some cataclysmic eryuption during my brief absence? I mean, is this still the 8-bit newsgroup? (The header & everything else looks the same.) I don't recognize the names of the people involved in this discourse, it is all very strange to me of a sudden. Or has the Internet address changed, & now this Newsgroup is devoted to the Twilight Zone instead of Atari 8-bits??? Someone, please tell me where the 8-bit Newsgroup is?

In the off chance that one of the many flame wars between the ST/Amiga community has spilled over into our Newsgroup, we should not allow ourselves to be drawn into it. These people need to be gently ushered out, back into their advocacy newsgroup or wherever they came from, without our taking a position on their arguments one way or another within this forum.

I think us 8-bitters have enough business of our own to conduct, let's stick to the topics to which this Newsgroup is committed. We are a small & Faith-ful Few, & one of the hallmarks of this group is its remarkable absence of the idiocy that seems so prevalent in other groups. The folks who enjoy these dogfights can always go to those other groups to fight their battles. But let's not have them here, it goes against the grain.

I'm still looking for the CSA8-IA8 I used to know: the one full of posts by dedicated 8-bitters, flavored with occasional weirdness & humor...

Hey... WHO DAT? Rod Serling! Wow, man, I didn't know yoo wuz an 8-bitter, too! Totally outta sight, man......

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

1480. Re: Hey RICK! MULE WORKED! :)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 15:37:48 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1sr5kc$mkf@nz12.rz.uni-karlsruhe.de>
Source record: 107036

Bill,

> all I need to do now is to make an IBm program in C or BASIC that
> translates all ATASCII [RETURN]s to 13's (155=cent sign in IBM ASCII)

actually I'm using a small program on the IBM's called 'show'
which does exactly this.

It's a replacement for the MS-DOS 'type' command.
You just type 'show whatever.txt' and voila, your ATASCII text is
displayed on the screen.

I think if you type

show atascii.txt ascii.txt

you'll get a translated copy of your text.

If you or anybody is interested in this .EXE file for MS-DOS then
just drop me a line and I'll email an uuencoded version of it.

Marek
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1481. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 17:21:37 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <q36F4B2w165w@TheRat.Kludge.COM>
Source record: 107042

The speed advantage is because of the tokenizing, but that IMO, created a lot of stored programs that are in the tokenized format & as we just saw, Bill for instance wanted to look at some source & didn't have the cart or the utility to convert them to ATASCII. Personally, I save all my stuff in Listed format just in case someone wants to look at my code (rare <grin>). I also have a tend to write longer streaches of code with fewer compiles in between then most people, I hear you about how slow it is, but when I do compile it gives me a chance to get a coke & see what's on TV. Segmented files? OK, there's a utility to unify them, but still, I wish the MAC wouldn't create them in the first place. All that tokenizing/debuging code takes up almost all of page zero & the entire bottom half of page six. Jeesh! That's where I live! I've found I end up doing a lot of "ASM,,#D9:TEST.OBJ", exiting to DOS & trying the code because of this. It ends up like I'm using a disk based assembler. The other thing is cost. I paid $5 for my ASM/EDIT cart at San Jose Computer, the MAC was $72. Unless you do a lot of coding, let's say it cost you $10/hour to sit there waiting for your program to compile, you'd have to wait through 7 hours of longer compiles before the MAC makes sense.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1482. Re: ANSI-C (was Re: 8-Bit C Packages)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 22:22:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <o1Jg4B5w165w@cyberden.sf.ca.us>
Source record: 107039

"Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

> > user having 128K compatable with the Atari 130XE (yes, I'm bootstrapping fr
> > my XE-Bank routines and CC65...)
>
> Duane,
>
> I'd like to encourage you in your effort. It would definitely increase
> the value of our beloved computers if we had an ANSI-C compiler
> available. Since a lot of 8-bit Ataris have extented memory nowadays,
> 128K as a minimum wouldn't be too much of a limit.
>
> good luck!
> \ ATARI 8-BIT
> --| \ the
> Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
> BITNET: uj1g@dkauni2 | / equipment
> FREENET: bn137 | /
> --| / for the 21st century
> /

DItto!

HOWEVER... be careful when planning your 130xe RAM access.. I HATE it
when programs like Quick redo your RAM disk. I have 256k so I have a
192k RAM disk, but Quick only recognizes 64k of it! Since I use MyDOS I
don't have any RAMDISK init'ers a COM files and always use the menu one.
(Actually, my DOS.SYS is set up for 192k and all I do on boot is init it
and copy DUP.SYS to it and whatever else I need at that sitting).
Anyways.. I WOULD set up my RAM disk, the copy the Quick files to it and
run off of there TOTALLY (NOT using Quick's use of MEM.SAV (I NEVER use
MEM.SAV!!!) or any other RAM disk set up it uses), BUT... Quick doesn't
work with MyDOS, which is a total downer for me :(...

Then again, neither does Draper Pascal.. :(

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--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1483. ScotchDOS ... ok NOW I'm getting somewhere

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-12 22:26:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B7Jg4B6w165w@cyberden.sf.ca.us>
Source record: 107040

Well, after talking with a few people ... esp. Glenn Saunders, who seems the MOST interested in this project (maybe even moreso that >I<!), I have decided a few things.

ScotchDOS is JUST going to be a CLI .. it's not going to act like SpartaDOS and do all of the SpartaDOS things... I've been suggested to implement some sort of "<" access like SpartaDOS does...

ie, you're file is in:

D1:COMPUTER:STUFF:GAMES

and you are in

D1:COMPUTER:JUNK

to access the file, you could either type the WHOLE path! or just

<JUNK>GAMES>file

Sure, that's great and all, but that's a DOS thing! NOT a DUP thing!

The DUP things which ScotchDOS will add to your system are:

batch file processing_
interpeter style commands (ie, math, strings, all sortsa goodies)
GOOD path access ... no [R] command for changing directories.. this will be a REAL Sparta / MS - DOS type command .. good ol' "CD"!!!!
File -> File parameter passing... VERY nifty stuff ..uses page 4 RAM (cassette buffer)

that's about it .. as general as you can get.

I DON'T think I'll try to implement MEM.SAV, as >I< never use it and I'm pretty much saying that "IT IS BEST TO RUN SCOTCHDOS WITH A RAMDISK OR HARD DRIVE!"

Once again: ScotchDOS will >>NOT<< be a MyDOS >>DOS.SYS<< change!!!

YOU WILL STILL BE USING MYDOS!!!!!

It's comparable to BobTerm's DOS commands... it's JUST A WAY oF GETTING THINGS DONE!

And it should be GOOD, too! ;)

thanx to all who've shown interest...

guess what tho! I've started OVER AgAIN!

I'm programming like I've been preaching lately...

USE COMMON CALLS!!!!!

Ren, Del, Lock, UnLock, etc.. all use the same Proc'edure in the program.. they just have different parameters.... (ie, Del FORCES you to answer "y"es/"n"/o, and calls XIO 33, while Ren DOESN'T ask questions and calls XIO 32)

Also, just as with plain old MyDOS, the internal command switches will be available... hell, even DIR will have some "oddities" (wide, dirs only, etc... actually, as I thought of this, I began wishing plain MyDOS (the DOS.SYS) had the ability to list, say, all the Locked files... like this maybe:

OPEN #channel , 6 , type , mask$

like OPEN #1,6,3,"D:*.*" would show all directories in the current place..

)

Another DOS.SYS thing I miss (which I'm not touching either!) is drive 0 ... IS there such a thing as Drive 0!?!?!?

ie, say I was in "D2:BOBTERM:VER122:PHNUMS:" and wanted to simply see "D2:*.*"... i could call "D0:*.*" (Robert Puff, ya listening!? ;))

or, say I didn't know WHERE I was (say it's some program in which the dis could be in any drive (d1, d2, d8, d9, whatever)), and wanted to see the root or access it... a D0: call would be VERY helpful.

Actually, I think BobTerm does this..

interesting that one of the current authors (supporters) of MyDOS is also the author of BobTerm...

;)

hehe

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or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1484. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 01:20:11 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1ss7ob$9nu@usenet.INS.CWRU.Edu>
Source record: 107041

I bought an Indus GT when they first came oout primarily because it was double density, but also because of the promised Synchromesh high speed data transfer. Synchromesh was supposed to be sent as a free upgrade, but I ended up having to pay $10 to get it. It works great, but only with DOS XL. Synchromesh II supports the optional 64K RAM buffer in the Indus. It's weird to be retrieving files from the disk when the drive is not even spinning! With the 64K RAM card installed, you can also run CP/M using the Z80 in the drive. Pretty neat, but it would have been a lot more useful if they had released it earlier.

I was surprised to find that no one had hacked the GTSYNC file so it would work with SpartaDos. I used SpartaDos regularly and felt deprived that I couldn't take advantage of the Indus high speed mode. Kyle Dain worked on doing this at one time, but we never completed it. The GTSYNC file actually transfers Z80 code into 2K RAM in the drive to set it up for high speed data transfer. There was something at the end of that process that SpartaDos didn't like. If there's anyone out there who like to take a shot at this, please let me know!

1485. WANTED: BolderDash and Other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 03:57:15 UTC
From: mat@unh.edu
Message-ID: <MAT.93May13035715@metro.unh.edu>
Source record: 106916

I would like to get both BoulderDash and The BoulderDash with
the Level Editor for my 800.

Also, with my system I got MAC/65 but I have no docs. I'm not
sure but I think I remember something about it not working on
an 800 with only 32k. Anybody know?

Which brings me to my next question, I would like to get some
additional ram or info on how to hack some in. ???

Other than adding ram, would anyone have a 1200xl (I'm assuming
this one had or was able to have more ram PLUS a built in disk
drive??) for sale?

Thanks, Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1486. Deep Blue C

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 04:04:32 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9305130404.AA02730@forest.egr.msu.edu>
Source record: 107045

It's been a while, but as I recall, Ace C, CC8, DVC, etc all originally evolved from the Deep Blue C compiler originally available through APX. Deep Blue C was itself originally written in Deep Blue C. I'm interested in this original C source.

If you have a line on it, drop me a note, and thanks in advance.

Terry Conklin
conklin@theclub.mi.org (517) 372-3131 The Club
(517) 484-2824 voice (313) 334-8877 The Club II <- 8bit files

1487. ATARI CLASSICS adv. rates

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 04:25:00 UTC
From: r.scholar@genie.geis.com
Message-ID: <9305130426.AA15296@relay1.geis.com>
Source record: 107051

. The Editors and staff of ATARI CLASSICS solicits your help. The
following announcement should be posted on as many BBS's (or etc.) as
possible; and as soon as possible! Thanx in advance!
. Bob Scholar (Advertising Editor).

ANNOUNCEMENT:-

ATARI CLASSICS (the 8-Bit Magazine) has slashed its advtg. rates.
Beginning with the August issue, advertisements will be:-

Full page $100 Half page $ 50
1/4 page $ 25 1/8 page $ 20

Multiple insertion discount: - 10% when paid in advance.
A template of ad sizes is available upon request.
Copy deadlines for 1993: June 5 (for Aug. Issue)
August 5 (for October Issue)
October 5 (for December Issue).

Payment must accompany all ad copy. Please make checks payable
to "Atari Classics".

Please send ad copy and payment to:
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ATTN: Advertising Editor

Advertisers will receive gratis copies of ATARI CLASSICS,
showing their ads.

1488. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 06:03:29 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gjj@abcd.houghton.mi.us>
Source record: 107044

Wow, you actually had the 64K card in the Indus? Neat-o! I always
drueled at that thing in the flyers Indus and later Future systems
sent me. Must be pretty cool. Did you ever run the demo
that made the Track indicator display LEDS go in circles and stuff?
That was pretty neat.

Jeff

-- Via DLG Pro v0.995

1489. Re: Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 07:13:37 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993May13.071337.13802@ifi.informatik.uni-stuttgart.de>
Source record: 107043

In <sa4D4B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>Whoa! A cheat menu? A CTRL command? Strange. THe MegaBlast I that I
>have uses [TAB] to change # players and it's obvious right on the screen.
> THe only command that still confuses me is the [^L] ightning command.
>And where is this cheat menu?! How do you get to it!?

>Are there 2 vers. of MegaBlast I floating around!?!??!

>Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
>PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
> or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
>--
>"With friends like you, who needs hallucinations?" Buddy, Night Court

Only type 'HAVE FUN' (including the space between HAVE and FUN'
in the titlescreen, then you'l get in a option screen, where you
can control some additonal features.

Peter
---
straif@minnie.informatik.uni-stuttgart.de

1490. Clearance sale -- where has the money got to?!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 11:28:53 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May13.112853.4946@aber.ac.uk>
Source record: 106962

If you have reserved stock from my clearance sale by email and have not yet sent me the money, then could you please send the money now. I have to have this stuff cleared in about 2 weeks time. Thanks.

Dean Garraghty.
djg0@aber.ac.uk

1491. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 13:42:53 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May13.134253.6389@exu.ericsson.se>
Source record: 107047

Jeffrey J. McWilliams writes:
>
>Have you ever heard of DDT? It's a debugger built into MAC/65.
>Lets you do the same thing you just described with AtMAS II.

The DDT in Mac/65 is a scaled down version of the original Dunion's Debugging Tool sold through the APX. Having never used the original, the most obvious difference is that the Mac/65 version uses a much smaller screen. I think there were also fewer breakpoints. Are there any original DDT users out there with more info?

--
James Hague
exuhag@exu.ericsson.se

1492. Re: Need Atari emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 14:39:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <D9sH4B3w165w@cyberden.sf.ca.us>
Source record: 107048

lcmaggi@ing.puc.cl (Administrador SPECTROSOFT) writes:

>

Well, by the title, Im guessing you want an Atari emulator for an IBM ;)

The only thing like this I've heard of is the XEC130 which Atari didn't allow (it was a 3rd party project from not too long ago).

Heck with 640 x 400 and 4 of these (they were cards) you could run 4 programs seperately. I wonder if any sharing was ever thought of ... ie, point, click some text, press something (maybe a menu bar with the extra 16 scanlines out of the 400 up at the top) and then pointing to another "computer"'s screen and pasting to it! (some sort of Ghost-Typer forced data entry thing or something! hehe)

interesting idea.... unfortunately, as I said, Atari didn't allow it because you'd HAVE to use Atari chips (CPU, POKEY, ANTIC, etc.)

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or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1493. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 15:10:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1stocm$rto@usenet.INS.CWRU.Edu>
Source record: 107046

Have you ever run an Indus GT with SpartaDOS X? Man, it FLIES! It's
faster than the XF551 at high speed. Doesn't this mean that SDX
supports the Indus GT's Synchromesh mode?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1494. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 17:08:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May13.170817.12371@exu.ericsson.se>
Source record: 107052

Hey, to each his own! I really would like to know what the Assembler/
Editor cartridge is doing, though. It's small and reliable, but--great
grains!--the abysmal speed is something else. Is Lord Quest still around?
Maybe he's got some insight.

As for page zero and six usage, that's a definite drawback of Mac/65.
I always used "normal" memory for development and then switched to page
zero (a single line change) for the final assembly. Worked pretty well
and it didn't matter when writing USR routines for BASIC since you
had to assemble to disk anyway.

Did anyone ever use the more exotic assemblers such as SynAssem
from Synapse? I assume that's what all the Synapse games and apps
were written in.

--
James Hague
exuhag@exu.ericsson.se

1495. Re: Deep Blue C

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 18:31:54 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May13.183154.14443@exu.ericsson.se>
Source record: 107053

In article AA02730@forest.egr.msu.edu, theclub!conklin@egr.msu.edu () writes:
>
>It's been a while, but as I recall, Ace C, CC8, DVC, etc all originally
>evolved from the Deep Blue C compiler originally available through APX.
>Deep Blue C was itself originally written in Deep Blue C. I'm interested in
>this original C source.
>
>If you have a line on it, drop me a note, and thanks in advance.

The Deep Blue C author is definitely alive and reachable via
email. Whether or not he has the source or remembers anything
about it is unknown (to me at least), as he doesn't seem to
be involved in the Atari world any more (a Mac enthisiast, I
believe). Maybe I'll try to give him a gentle prod toward
this newsgroup, but I don't want to hassle the poor guy about
ancient history. (Or heck, maybe he's just lurking.)

BTW, it is likely that Deep Blue C is based on James Hendrix's
Small C, the source to which was published in a book with "Small C"
in the title by the same author.

--
James Hague
exuhag@exu.ericsson.se

1496. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 19:58:54 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <93133.145854JJMCWILL@MTUS5.BITNET>
Source record: 107049

James,

I have the Extended DDT, which is pretty nice. It's sort of a symbolic debugger. On one side of the screen is a place to constantly watch a set of arbitrary memory locations, which can also have names assigned to them. THis way you can watch variables change as you step through code and stuff. Unfortunately, it's a bit of a memory pig so I usually stick to Omnimon XL built into the OSNXL chip.

Jeff McWilliams jjmcwill@mathlab.mtu.edu

1497. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 20:01:56 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <93133.150156JJMCWILL@MTUS5.BITNET>
Source record: 107050

Michael

No, I've not tried an Indus with SpartaDOS X, but yes, there is an INDUS.SYS in the cartridge that I guess enables this high speed on an indus drive.

jeff

1498. Wanted cartridges:

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-13 22:33:08 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1ctu@amiganet.chi.il.us>
Source record: 106959

I only have a few common 8 bit cartridges and would like to get a few more.
Please tell me what you have and what you want for them. Thanks, Bill

1499. halleproject demos

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 00:56:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5RLi4B2w165w@cyberden.sf.ca.us>
Source record: 106957

damn marek.. you said "these arent that mindboggling" or something

HELL THEY ARENT! :)

I've so far got most of C (damned file is only 54k at the place I transfered it to.. instead of the correct 86k!) and all of part B (altho it dies at the end, and when I hit [Reset] it starts over)

Anyways... part B ispretty awesome! Cant wait to impress the VGA-owning IBM freaks at my school ;) .... the first demo on part B ... crystal hammer.. damn, that's rude! Is that 100% digi? 100% synth? 1/2 & 1/2? How'd they do it? Is it a digiplayer much like Torsten Karwoth's?? Btw- what's Torsten's handle, if any...? (I'm wondering if he's on the graphics greetinx. ... havent looked at it all tho, but most names are by handle..)

Anyways... as for the vector demo.. sure, seen one in one of the HobbyTronic demos, but this one is rude because it displays the image on TOP of another image... i noticed something about "slow but good" (cant see much of the scroll line on my TV :( ) ..anyways. ... are these Vector demos (Halle and HTronic) done by screen unpacking? I recall a High Tech Team demo with that on it... "HTT GIGA UNPACKER - slow but good" ... it was on the Expo 91 disk methinx..

anyways... wish I knew german ;)

wish I had PAL tho, too .. does this Graphics screen (3rd demo, disk B) actually DO anything other than display 256colors?

hmmm...

thanx

thanx for uploading 'em Marek (it WAS you, wasn't it?)

Great to see new stuff (esp. demos) from Europe!! 8^]

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1500. Re: Need Atari emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 02:06:53 UTC
From: darekm@microsoft.com
Message-ID: <1993May14.020653.26688@microsoft.com>
Source record: 106956

In article <1993May11.183428.559@tolten.puc.cl> lcmaggi@ing.puc.cl (Administrador SPECTROSOFT) writes:
>

A new version of Gemulator about to be released does allow you to run
the Atari 8-bit emulator (ST Xformer) on it, thus allowing you to run
both Atari 8-bit and Atari ST software on the PC. Send me email for more
info. It is currently in beta testing. The Xformer Cable is NOT supported
however loading and saving files directly to the PC's floppy and hard disks
IS supported.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

1501. BESTAMS1.ARC sent to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 03:35:46 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1sv42i$9n0@news.ysu.edu>
Source record: 107054

```
Some of the best AMS and AMS2 music was sent to the archive and
will appear soon in the 8bit/Sound dir
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

1502. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 04:20:25 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May14.042025.26588@cs.tulane.edu>
Source record: 106955

In article <93133.150156JJMCWILL@MTUS5.BITNET> Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
writes:
>
>No, I've not tried an Indus with SpartaDOS X, but yes, there is an
>INDUS.SYS in the cartridge that I guess enables this high speed on
>an indus drive.

It does in fact work great! The SDX loads the Indus.sys into the Indus itself,
taking up no memory in the Atari. The speed is equal to that of the US doubler.

Too bad my SDX died today...I just got an Indus and was really happy withit...
Ah well, there's got to be a few SDX carts left somewhere...

Mike
Atari Archive Project
Louisiana

DA** I hate the power company sometimes....

1503. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 06:47:01 UTC
From: huots00@tohi
Message-ID: <huots00.737362021@tohi>
Source record: 106958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

-> If your Amiga OS allows you to read all disk formats, then good. Ours
-> doesn't simply because we never needed it, and so no one ever wrote
-> anything to do so.

YARK!! Atari world is so closed that nobody needs to exchange with
other platforms ??

Today, it's impossible to live in such closed world ...

... if you just play games, ok, no problem !!!

But, if you want to print on a laser printer service running on a PC, or
you need to include an EPSF drawing from your friend that have a Mac, in
your word processor ... if you can't , big troubles !!!

And, such things are very very frequent !!!

Just a simple example :

When i am doing FTP, i ALWAYS copy files directly form the Sun's floppy to
a MS-DOS Disk, and i read them directly with my Amiga ...

I think that all people that needs to do many normal things with their computer
AVOID to buy a ATARI ST/STE/TT/FALCONVAPORHARDWARE 'cause they know that
computers can't ...

... other that buy ATARI don't care what others do, they don't know frequently
what AMIGA/MAC/PC do !!!

-> How many Amiga users run their WP in full 4096 color mode ? OK, maybe
-> they will use it for games, but that's about it. And if you don't want
-> to play games, you bought an expensive piece of hardware for no reason
-> whatsoever.

Very ridiculous !!! ;-)

The coprocessors of Amiga aren't so expensive ...

... and, see what xVGA do, and look prices. Look also WHO HAVE a VGA on PC.
Almost anybody ...

i didn't think that Amigas will be less expensive if you eliminate the
4096 modes ! ;-)

That's a very good idea to C= for have place such possibilities in ALL
AMIGAs. The software makers didn't ask them "will i use these modes" ?
THEY USE-IT !!!

And, in opposition to ATARI computers, all these colors on AMIGA have
professionnal applications and using. I think you know well DESKTOP VIDEO
and MULTIMEDIA.

-> But on the ST, if you wanted it from the start, you would have bought
-> the required hardware along with the machine. And what you don't need,
-> you don't pay for.

HEY! ;-) 4096, and now 16 million of colors ar NORMAL configurations today!!!

Perhaps not on ATARI, but on ALL other platforms you need only some peanuts
to get thems ... ;-)

I did not think that computers will be very less expensive without it.
The difference isn't so big to not get these colors ...

... and on ATARI, if you get these card ... how many softs support them??

-> I've had my ST for 6 years now, and I still like it a lot.

I have an Amiga since 1986, and i have choose it considering also ATARI.
But it was definitely CLEAR to me that ATARI ST offers ALWAYS less than
Amiga computers, on Hardware AND on OS.

When you try an Amiga ... you didn't want to exchange it with a PC, a MAC
or a ST! ;-)

You get many things unavailable on others computers, and you won't loose them.

-> If the computer had indeed been well made, you wouldn't have to change
-> it every year.

Very stupid! ;-) NO COMPUTER IS PERFECT (don't try to say me that your ATARI
is perfect ... i can go with an AVALANCHE of cheap things on it), and all
users have many advantages to upgrade their systems !!!

Seriously, that's very very alarming for ATARI users to see that ATARi isn't
able to release his computers ... it's for when the FALCON ??

And, nobody change is Amiga at every year ....

... i have change mine this year, form an A500 that i've owned since 3 years, toan A1200
that i will surely keep 2-3 years.

All new features, as AGA graphics processors on A1200 and A4000 are very
attractive to many users, and it's normal for them to want buying one! ;-)

-> Buying a TT or Falcon is another matter.

TT have technologies of yesterday ... not interesting at all !!

(YARK !!! What a PIZZA BOX !!!!!)

Falcon, can you buy one PRESENTLY ???

Falcon is technology of tomorrow for after-tomorrow ... with promises to
be relaesed yesterday!!!

The important thing is to be satisfied with youe computer, same as you said!

But, try seriously an Amiga 1200, and i sincerely think that you will never
want your ATARI again.

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

1504. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 08:53:29 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <1svmm9$3lb@tuegate.tue.nl>
Source record: 106964

>As for page zero and six usage, that's a definite drawback of Mac/65.
>I always used "normal" memory for development and then switched to page
>zero (a single line change) for the final assembly. Worked pretty well

I wish less programs would use page zero. I have this 1050 turbo module
from Germany (gives me high speed and 180k) and it puts some code in
page zero or six (can be choosen at boot up).
It very frustrating to see how that that code gets overwritten by another
program. I then can still read up to 180k but the drive works even slower
than a normal 1050.

By the way, are there more people that have this 1050 turbo module, and what
are their experiences with it ?

==
Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Technology
The Netherlands
==

1505. Re: halleproject demos

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 10:47:25 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1svtbt$gm0@nz12.rz.uni-karlsruhe.de>
Source record: 106966

Bill writes:
> Anyways... part B ispretty awesome! Cant wait to impress the VGA-owning
> IBM freaks at my school ;) .... the first demo on part B ... crystal
> hammer.. damn, that's rude! Is that 100% digi? 100% synth? 1/2 & 1/2?
> How'd they do it? Is it a digiplayer much like Torsten Karwoth's?? Btw-
> what's Torsten's handle, if any...? (I'm wondering if he's on the
> graphics greetinx. ... havent looked at it all tho, but most names are by
> handle..)

crystal hammer is digi sound. This part comes from W.A.F which means
'Wuerzburger Atari Front'. It's one of the regional groups of ABBUC.
On the fair I asked those W.A.F guys how they did it. They didn't
wanted going into details. All they told me was that the graphics were
done entirely of player shapes. I don't know the English expression
for this. All I mean is that you turn off all DMA, turn off the
screen, turn off everything; everything you want to display you
poke into this particular location where it changes the shape
of players. Don't remember the address...

Isn't Torsten's nickname the "ARC Angel" ?

> Anyways... as for the vector demo.. sure, seen one in one of the
> HobbyTronic demos, but this one is rude because it displays the image on
> TOP of another image... i noticed something about "slow but good" (cant
> see much of the scroll line on my TV :( ) ..anyways. ... are these
> Vector demos (Halle and HTronic) done by screen unpacking? I recall a
> High Tech Team demo with that on it... "HTT GIGA UNPACKER - slow but
> good" ... it was on the Expo 91 disk methinx..

No idea, I think we'll talk about it on our next ABBUC meeting.

> wish I had PAL tho, too .. does this Graphics screen (3rd demo, disk B)
> actually DO anything other than display 256colors?

Don't know exactly which demo it is. Maybe it's this where you can
play around by pressing some keys? (Q W A S Z X keys I think)

> thanx for uploading 'em Marek (it WAS you, wasn't it?)

Yep.

> Great to see new stuff (esp. demos) from Europe!! 8^]

You should get disk A, then you'll say: Great Stuff.

Marek

uj1g@dkauni2.bitnet

1506. Re: News-Disk 12 competition deadline extended!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 10:47:28 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1svtc0$gm6@nz12.rz.uni-karlsruhe.de>
Source record: 106965

djg0@aber.ac.uk (Dean John Garraghty) writes:
> A question: I downloaded the HALLE93 files from the archive. How do you
> get these things to boot? I tried them on my 130XE with Happy 1050 and the
> things just gave a black screen with lots of squalking noises!

Oh, I think the problem is your Happy. On our last ARGS (ABBUC) - meeting
somebody have had some problems with his Happy too.
I'm not familiar with Happies, but can't you switch off the upgrade
to act as an ordinary 1050?

BTW: The demo will lock up when you reboot the disk by pressing RESET.
Actually you have to turn the computer off and then on in order
to boot the way it is supposed to boot.

Marek
uj1g@dkauni2.bitnet

1507. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 10:47:29 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1svtc1$gmc@nz12.rz.uni-karlsruhe.de>
Source record: 106967

wijdeven@es.ele.tue.nl (Jos Wijdeven) writes:
> By the way, are there more people that have this 1050 turbo module, and what
> are their experiences with it ?

Jos,

I've got one since 1988 (?). My experiences are very similar to yours.
It's especially annoying to me that high speed doesn't work with
Turbo Basic XL once you've pressed RESET. I know there's a hack for
this, but I can't find it anymore.

Which version of the backup program do you have? I think my version
is III and it still can't handle other formats than single(!) density.

BTW: The backup program failed to produce a working copy of the
game 'Cities of Gold' from EA. There's a track on disk that has
to be corrupted. The game checks for this bad track and wouldn't
run without it. I've tried to make a bad track by hand using
inverse characters within the 'Magic Formatter' and it's not
the same kind of bad track that EA uses.
That way I have to play with my original disk, without any backups.

Do you happen to know other ways to produce bad sectors/tracks
with the 'Magic Formatter' than inverse upper case and lower case
characters?

Did you ever try to disassemble the EPROM in the turbo module
in order to improve the software?

Marek Tomczyk

uj1g@dkauni2.bitnet
or
uj1g@ibm3090.rz.uni-karlsruhe.de

1508. DOS 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 11:24:32 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May14.112432.10074@cs.nott.ac.uk>
Source record: 106968

Whenever I do a binary save from DOS 2.0S I invariably end up with either an 8 or 20 sector file on the disk irrespective of the size of the chunk of memory I'm trying to save.

Does anybody know if there is is a bug in the DOS 2.0S binary save feature that causes this or if I just have a bad copy of this DOS?

If it is a bug, then is there a fix for it?

PLEASE, PLEASE, PLEASE don't tell me to use another DOS, O.K.?
I realy do need to know if there is a problem with DOS 2.0S

Any help is much appreciated.

Raphael Espino
rje@cs.nott.ac.uk
"Beam me up Snotty!"

1509. Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 16:51:16 UTC
From: mat@unh.edu
Message-ID: <MAT.93May14165116@metro.unh.edu>
Source record: 106906

I just got a full 800 system with 810,850 etc and I don't have any
information for the 850 and I need to build a cable so I can transfer
software to my Atari... So I need the pin outs for the 4 serial ports
on the 850...

Other than that does anyone know another way to transfer software from
my Amiga to my Atari 800???

Thanks, Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1510. WANTED: BoulderDash and Super BoulderDash

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 16:52:16 UTC
From: mat@unh.edu
Message-ID: <MAT.93May14165216@metro.unh.edu>
Source record: 106907

I would like to purchase these for my Atari 800, does anyone know
where I could get these?

Thanks, Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1511. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 18:12:48 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <93134.131248JJMCWILL@MTUS5.BITNET>
Source record: 106970

Mike

From what I understand, you may still be able to get ICD to fix your SD-X cartridge. It's my understanding that although they no longer sell their 8 bit products, they still provide support similar to what you need. If that proves unsuccessful, somebody with an EPROM burner and a good cartridge might be able to burn you a new set of ROMS for the cartridge. That is the only thing that could go bad, except the gate chips...

Jeff

1512. AC Offers New Lower Commercial Ad Rates

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 20:22:30 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305142014.AA10324@smithkline.com>
Source record: 106971

From: INET::"r.scholar@genie.geis.com" 13-MAY-1993 00:27:20.27
To: 71450.1050@compuserve.com, comp-sys-atari-8bit@cs.utexas.edu,
kamaro_kid@delphi.com, phvax::poehland
CC:
Subj: ATARI CLASSICS adv. rates

. The Editors and staff of ATARI CLASSICS solicits your help. The
following announcement should be posted on as many BBS's (or etc.) as
possible; and as soon as possible! Thanx in advance!
. Bob Scholar (Advertising Editor).

ANNOUNCEMENT:-

ATARI CLASSICS (the 8-Bit Magazine) has slashed its advtg. rates.
Beginning with the August issue, advertisements will be:-

Full page $100 Half page $ 50
1/4 page $ 25 1/8 page $ 20

Multiple insertion discount: - 10% when paid in advance.
A template of ad sizes is available upon request.
Copy deadlines for 1993: June 5 (for Aug. Issue)
August 5 (for October Issue)
October 5 (for December Issue).

Payment must accompany all ad copy. Please make checks payable
to "Atari Classics".

Please send ad copy and payment to:
ATARI CLASSICS Magazine
179 Sproul Road/Rt. 352
Frazer, PA 19355
ATTN: Advertising Editor

Advertisers will receive gratis copies of ATARI CLASSICS,
showing their ads.

1513. DOS-XL vs. OS/A+

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 21:56:30 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305142131.AA10878@smithkline.com>
Source record: 106972

At the risk of inserting foot in mouth I'll offer the opinion that OS/A+ & DOS-XL aren't the same. I have them them both, but never used them much. (I have trouble getting excited about all these DOS's we have for the 8bit, I long ago settled on using one or 2 & simplified my life.)

It seems to me OS/A+ was promoted heavily by Percom, it may even have been sold as part of the drive package at one time. Anybody...?

Whereas DOS-XL was promoted by Indus as part of their drive package, along with Synchromesh & a few crummy software programs- some kind of database & I think a primitive wordprocessor or such. Anybody...?

Both products were from Bill Wilkinson's OSS. When ICD took over OSS, they continued to produce DOS-XL but not OS/A+. Probably because by that time Percom was totally dead but Indus drives were still selling (Indus died out around 1987).

At least one program from XLent- their database I think- required DOS-XL or had that DOS built into it. I didn't like it. It wasted a lot of time at bootup telling me my 1050 drives weren't Indus (big surprise). After much fiddling, I somehow got it to run under Sparta 2.3e, but DOS-XL was still there too, like DOS-XL was running under Sparta (????). It was very cumbersome. I gave up on the XLent database, needless to say, & sold it at at a fest. The whole thing was very weird, an exercise in frustration.

- BEN POEHLAND
The 8-Bit Alchemist

****

1514. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 23:36:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May14.233635.20843@cs.tulane.edu>
Source record: 106973

In article <93134.131248JJMCWILL@MTUS5.BITNET> JJMCWILL@MTUS5.BITNET (Jeff McWilliams) writes:
>
>From what I understand, you may still be able to get ICD to fix your
>SD-X cartridge. It's my understanding that although they no longer sell
>their 8 bit products, they still provide support similar to what you need.

I just spoke to the good folks it ICD, they can and will in fact fix the cart. I spoke to them for about half and hour, and they indicated that the repair side of the 8bit biz was doing good. When I pointed out to them that were in fact two companies getting ready to produce RT8 clones they started talking pos about the 8bit. When I tried to press the issue, they said that while there is some interest, there is just not enough there to make them think about reproducing 8bit products.

Mike

BTW their product line is still for sale...production seems to be a requirment of the sale though...

1515. Re: Deep Blue C

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-14 23:53:44 UTC
From: paulc@mri.com
Message-ID: <1993May14.235344.18053@mri.com>
Source record: 106974

In article AA02730@forest.egr.msu.edu, theclub!conklin@egr.msu.edu () writes:
>
>It's been a while, but as I recall, Ace C, CC8, DVC, etc all originally
>evolved from the Deep Blue C compiler originally available through APX.
>Deep Blue C was itself originally written in Deep Blue C. I'm interested in
>this original C source.
>
>If you have a line on it, drop me a note, and thanks in advance.

I believe you can get the source by buying a floppy called
"Deep Blue Secrets", which sells for $15 or so at B&C
ComputerVisions (408-986-9960). I'm pretty sure I saw this
floppy last weekend and the notes on the back indicated that it
contained the sources for Deep Blue C. Of course, you should
verify that before you buy it.

Paul Carroll
paulc@mri.com

1516. Re: Need Atari emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 02:38:08 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <06kk4B1w165w@cyberden.sf.ca.us>
Source record: 106977

How compatible to the Atari 8bits is the ST's 8-bit emulator? Has anyone
run Gemulator and that 8bit one together like you suggest?

That'd be nifty.

All hardware, eh?

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1517. Where in the HECK

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 02:39:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <99kk4B2w165w@cyberden.sf.ca.us>
Source record: 106980

WHere exactly does MyDOS store the pointer to it's "current directory" string? I know that upon [RESET] it USUALLY gets smashed back to the root, even though the actual "D:" call points to the proper place. ALso, I know that the cur.dir. string is POINTED to because it MOVES! (from what I've seen)

Unfortunately it aint documented in the MyDOS docs. Are there any better, more technical docs. out there? Btw- I DO have the Tech. half of the docs, but it's only about 3/4's there ... the ARC died or something.

SOMEbody had a noisey line when they uploaded it ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1518. Re: Disk format wars

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 02:43:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2eLk4B3w165w@cyberden.sf.ca.us>
Source record: 106979

poehland%phvax.dnet@smithkline.com writes:

>
> Hey... WHO DAT? Rod Serling! Wow, man, I didn't know yoo wuz an 8-bitter,
> too! Totally outta sight, man......
>

Hmmm .... did I miss something? or are you justing going crazy
yourself?

So... who here has looked at that Halle93 demo?

I WANT A MOD PLAYEr!!!! NOOOWW!

I've actually been asked by a few IBM'ers if I'd like C-source to a MOD
player (or was it something else?) and definitely the format of MOD
files... I said "YES!" ... sure, I'm not exactly ... well.. ANY sort of
C programmer, but perhaps if I do get C source, I'll post it around if
ANY of you C hackers are interested..

I'd like to see one. I've already heard a while ago that there were two
out. and the crystal hammer demo on the Halle93b disk says SOMETHING
about that there's not an actual MOD player out (or something like
that... I dont know German).. maybe more to the fact that "the code used
to produce this demo isn't out in a general MOD player program ...YET".

maybe I'm dreaming

anyways... anOTHER demo ... the one with the cool "disco" lights (as some
have described it) and that flickers on NTSC screens ... explains that 1)
the title was made with WinWord on a PC (hehahhahah slaving IBMs to the
8bits once AGAIN!) and that the music was xlated from MOD to Benjy
SoundMonitor.

Damn... where does one GET all this COOL stuff!?!?! I have ABSOLUTELY NO
GOOOOOD sound program. I have the BASIC program Sound-Master (I think?),
as well as some French demo/composer and some other things.. including
some LAME BASIC composers (they are PATHETIC) (but I made them years ago,
so it's an excuse) that I wrote. :)

Anyways... so Ben? You seen any of this cool stuff???? :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1519. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 02:48:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4NLk4B5w165w@cyberden.sf.ca.us>
Source record: 106978

jjmcwill@next6 (Jeffrey J. McWilliams) writes:

> Bill,
>
> Have you ever heard of DDT? It's a debugger built into MAC/65.
> Lets you do the same thing you just described with AtMAS II.
>
> Jeff
>

Have I heard of Mac/65!?!? NO!!!!

No, just kidding. Jeff... I hate to tell you this... but....well...

I'm not an assembly programmer..

and DAMN I wish I were!!! :)

<growl>

I'd like to get my hands on:
that ANSI C cart
Mac/65 cart or AtMAS II disk
Action! cart ... oh wait I already have it
and a TUrboBASIC XL cart ... oh wait, there is no such a thing
anyone wanna burn me an EPROM? ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1520. Re: Hey RICK! MULE WORKED! :)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 02:50:41 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <7qLk4B6w165w@cyberden.sf.ca.us>
Source record: 106981

Guess who wants a copy!? ;) Does it actually show graphics or nay?

THAT would be neat

I just LOVE AtASCII and control-characters ;)

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or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1521. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 02:51:42 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VsLk4B7w165w@cyberden.sf.ca.us>
Source record: 106982

exuhag@exu.ericsson.se (James Hague) writes:

> These comments about Mac/65 are not true. It has always been able to
> assemble from source code in memory directly to memory. Plus the source
> is kept in a tokenized format (a la BASIC) so it requires less space.
>

My Econ teacher would be dissappointed.

ALways use at least >2< resources when finding out information

<frown>

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

1522. Anyone care to trade for Dig Dug?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 03:35:52 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <93May15.033552.29087@acs.ucalgary.ca>
Source record: 106935

Would anyone be interested in trading something for Dig Dug for
the 8 bit? I have the box and manual for it as well. I also have
Joust, just the cartridge. The only other game I have is River
Raid, so offers of just about anything will be considered.
--
[.SIG ALERT]

dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

1523. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 06:49:21 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gmp@abcd.houghton.mi.us>
Source record: 106976

Mike,

TWO companies making RT8 clones? Hmmm, I know of BEST Electronics,
who's the other?

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1524. Re: DOS-XL vs. OS/A+

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 08:06:38 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May15.080638.25747@cs.tulane.edu>
Source record: 106975

In article <9305142131.AA10878@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>
>Whereas DOS-XL was promoted by Indus as part of their drive package, along
>with Synchromesh & a few crummy software programs- some kind of database & I
>think a primitive wordprocessor or such. Anybody...?
>

This is true, the Indus shipped with Dos-XL and GTSYNC.com (Synchromech) but
included three additional programs; 1) GT Estate Wordprocessor and GT Speller,
2) GT Albert E. Spreadsheet and 3) GT Data Manager. While minimal at best,
provide a new user with something to start with.

Mike
Atari Archive Project
Louisiana

Thanks JRD!

1525. Re: Deep Blue C

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 15:19:50 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C72qL4.20L@cbnewse.cb.att.com>
Source record: 106983

In article <1993May14.235344.18053@mri.com> paulc@mri.com (Paul Carroll) writes:
>In article AA02730@forest.egr.msu.edu, theclub!conklin@egr.msu.edu () writes:
>>
>>It's been a while, but as I recall, Ace C, CC8, DVC, etc all originally
>>evolved from the Deep Blue C compiler originally available through APX.
>>Deep Blue C was itself originally written in Deep Blue C. I'm
>>interested in this original C source.
... deleted part
> I believe you can get the source by buying a floppy called
> "Deep Blue Secrets", which sells for $15 or so at B&C
> ComputerVisions (408-986-9960). I'm pretty sure I saw this
> floppy last weekend and the notes on the back indicated that it
> contained the sources for Deep Blue C. Of course, you should
> verify that before you buy it.
... rest deleted
Deep Blue Secrets is the source for Deep Blue C.
Wayne Booth

1526. Re: Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 15:27:04 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993May15.152704.20999@dcc.uchile.cl>
Source record: 106985

Hi.

Where can I find Megablast I??? Is PD???
What is atari/8bit/Demos/mblastxe.dcm @ archive.umich.edu ???
Runs in unmodified/unexpanded 800XL computers???

Thanks... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1527. MYDOS CGS

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 16:01:00 UTC
From: G44@delphi.com
Message-ID: <01GY7C8J425291WCHL@delphi.com>
Source record: 106984

Has anyone successfully gotten CGS to work with MYDOS?
I tried with 091, the one that is supposed to work, and it kinda did but still locked up or screwed up a lot.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

1528. Re: Deep Blue C

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 17:24:01 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May15.172401.4764@exu.ericsson.se>
Source record: 106986

In article 18053@mri.com, paulc@mri.com (Paul Carroll) writes:
>
> I believe you can get the source by buying a floppy called
> "Deep Blue Secrets", which sells for $15 or so at B&C
> ComputerVisions (408-986-9960). I'm pretty sure I saw this
> floppy last weekend and the notes on the back indicated that it
> contained the sources for Deep Blue C. Of course, you should
> verify that before you buy it.

I forgot all about that! "Deep Blue Secrets" was another APX product
and it did indeed contain the source for Deep Blue C. Kind of
interesting that you could purchase the source for a commercial product.
(APX also sold the source for Chris Crawford's "Eastern Front," BTW.)

--
James Hague
exuhag@exu.ericsson.se

1529. Mydos at Atari.Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 18:11:52 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.737489512@dtek.chalmers.se>
Source record: 106987

Well, where could I get version 4.51/3/4 of Mydos?
the only one at the Archive is 4.50
Could someone please upload it?
Also along with doc's because the so called tech. manual at Atari.Archive
isn't really tech, so to speak.

I'd like to see an 'Insight to Mydos', well maybe that would violate
atari copyright?

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
Contact me about "Droppin Knowledge"/"Shut em Down" 12"!!!! DOL-EP-1

~~~~~~~~~~~~~~~~

1530. Re: halleproject demos

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 19:27:43 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wwVL4B2w165w@cyberden.sf.ca.us>
Source record: 107002

"Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

> You should get disk A, then you'll say: Great Stuff.
>

Well, I got A all I need is C :) ... I LOVE the music at the beginning of A. Unfortunately it seems at least two parts (at the end) of A don't load... and 1 at the end of B doesnt. I've seen the beginning of part C... pretty trippy soundwaves! :)

I think I figured out the 2nd part of part A, too... the one with the BIG LONG scroller and the HALLEPROJECT logo with the tiles swinging back and forth... at first I thought "WOW! Cool blitter-style animation", thinking it was block-moving the graphics around.. then I noticed it isn't SMOOOOTH smooth and figured: IRG FONTS! or font and then multiple screens.

Also, the one with the WINWORD'd title and MOD->Benjy Soundmonitor music and the "disco lights" was pretty neat... I made my own disco lights in TurboBASIC XL ;) ... fun stuff..

If I knew assembly or Quick or even Action! quite a bit better, I could probably hack away some nifty demos myself! ;)

and I'll try the keys with that 256-color "do nothing" demo...

thanx!

is there a scroller on that screen? there's TONS of room for one, but I dont see it!

oh yeah, who here doesn't understand how they did that 256-color square..? I do! And no, it isn't just graphics 9 and a multiple-DLI ... look closely... or try it yourself. After I looked I was a little more impressed with it ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1531. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 20:13:57 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May15.201357.3556@cs.tulane.edu>
Source record: 106988

In article <Jeff_Mcwilliams.0gmp@abcd.houghton.mi.us> Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
>
>TWO companies making RT8 clones? Hmmm, I know of BEST Electronics,
>who's the other?

It came up last week on the GEnie RT, CSS is said to be close as well to putting out an R-Time 8 clone. I've not talked to Bob about it, and its not in the new catalog I just got, but it was somthing the people at ICD seemed to know about already. Talked to the folks at Best, the programing job has been sent to Poland, seems the programer in England got better paying job. They're hoping to have their R-Time 8 clone out soon, and hope to sell it for about $40 +-. It could come in one of two forms, a cart type or an under the hood type, it sounded as if they were still a little iffie on that one. We'll have to drop Chris Free???? (I cant remember the name) a note, I know he's here on the Internet, and ask him about the CSS RT8 clone.

Take care.

Mike
Atari Archive Project
Louisiana

1532. Re: Disk format wars

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 20:22:19 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May15.202219.7520@cs.tulane.edu>
Source record: 106989

Hay Bill, I got a copy of the German SoundMonitor... really strange, not real docs to speak of. I got it from the CSS Bbs a few months back... if you don't already have this one, let me know and i'll either post it to the archives or send you a copy.

Mike
Atari Archive Project
Louisiana

1533. Re: Macro Assembler to

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 20:28:09 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <mPyL4B2w165w@cyberden.sf.ca.us>
Source record: 106991

Re: MAC/65 loving to use page 0 and page 6

I think I've been having the same
(oops)

problem with Action! ... it seems to store some of it's toggle flags
(those "O"ptions) in page 4... very annoying.

Im not even TOUCHING page 6... its sort of a double edged sword.. it's
not used by the system, so it's a nice free place for ML

problem is ... its NOT used by the system...

it's just used by EVERYONE ELSE! ;)

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PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1534. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 20:35:37 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <32yL4B5w165w@cyberden.sf.ca.us>
Source record: 106992
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

monroe1@muvms6.wvnet.edu writes:

> which you could rotate around the yaw and pitch axes at the same
> time, that always blew me away, I still wouldn't know how to
> program such a display even on my amiga.
>

Well, that's all just probably using some SIN/COS function (a table, for speed, I suppose). I'm not at ALL good with 3d rotating, but 2d, EASY PEASY! :)

I have yet to make a good screen rotater though. A vector spinner, sure, but to rotate the screen and not get holes all over it ;) ... not uet

then again, been quite a while since I tried..

I DID make a program that "flushed" graphics nine screens... it sorta rotated.. the picture would end up sorta like a frame from the beginning of Liquid Television ;)
ehhehehe

i should post the source (TBXL sorry eheh)

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or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1535. Re: Megablast I

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 20:38:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <V7yL4B7w165w@cyberden.sf.ca.us>
Source record: 106993

straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:

> Only type 'HAVE FUN' (including the space between HAVE and FUN'
> in the titlescreen, then you'l get in a option screen, where you
> can control some additonal features.

WHOW! I aM IN THE OPTION ScREEN!

cooooolnesss! i like it!!! WOW!
thanx!

where did you people hear about this though!??!?!?!??

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--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1536. I don't think so...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 21:21:00 UTC
From: JACS!Dr._Jolts@mast.citadel.moundst.mn.org
Message-ID: <2605941@mast.citadel>
Source record: 107004

Phaedrus, I
don't think the gateway will allow messages to be passed into the internet from the Citadel side. I've tried from here and then sent e-mail to the same person and they replied that they never saw the message posted in the internet. BTW, the e-mail was sent from a different bbs that allows me e-mail, but again NO posting to csa8, csaST and csa.st.tech.
Maybe there is something that can be done at MAST to remedy this situation. I'd really love to be able to reply to the folks in c.s.a.8bit. At least we can discuss stuff among the Citadel boards on the topics from csa8. Can you ask Tacook to check on the gateway for Cit<=>i-net two way messaging? I'd also like to find out about 2-way e-mail from the Citanet<=> the internet. It would make life much easier.

=>Dr. Jolts<=---------*
You've had the power all along! Atari Computers-Real Business!

1537. Re: HTT BIG DEMO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 21:55:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <81445@cup.portal.com>
Source record: 106990

The remarks about ATMAS II having advantages over MAC/65 in that it has a built-in monitor, and that it avoids the need to "load in" MAC/65, lead me to wonder if perhaps the writer of that (Scroll?)text was using the original DISK-based version of MAC/65, rather than the cartridge. That's the way _I_ first encountered MAC/65. And the debugger was another, separately-loaded, command-line-driven, thing called BUG/65, not the DDT that supplanted it in the cartridge...

Personally, I preferred BUG/65 over DDT, 'cause I had more control over it: you could tell it where to load into memory, save versions of it that loaded into any arbitrary address you wanted rather than relocating like the original, etc. etc. etc... I still have it, but now can't find the manual...

Chris
Chris_F_Chiesa@cup.portal.com

1538. de re atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-15 23:53:09 UTC
From: ScottM@cup.portal.com
Message-ID: <81452@cup.portal.com>
Source record: 106994

Could whoever sent me the message about the store in California that carries De Re Atari please re-send the phone number. I lost the file that contained it.
Thanks,
Scott

Scott Maxwell -------
scottm@cup.portal.com

1539. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 03:41:39 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gn3@abcd.houghton.mi.us>
Source record: 106998

Mike,

I think that is Chris Freemesser. Hope I got the spelling right.
An under the hood RTIME 8 would be great, I really tire of having
BASIC XL, on top of Sparta-X, on top of RTIME8. Actually, I got a
DS1216 smartsocket, which could theoretically reside between the
motherboard and the OS ROM, and you could read the time date from that.
I've never been able to get any code working with it though.

Jeff

-- Via DLG Pro v0.995

1540. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 04:27:53 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1t4fs9$i2c@news.ysu.edu>
Source record: 106995

Yes ICD will still fix their products but they charge $50 per
hour to do it...I was going to send my r-time-8 in (4 the 5th
time!) and if they take 2 hours it will be more than the purchace
price.....the clock from BEST electronics is still bugged and will
not be on the market til these are out.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1541. Re: MYDOS CGSL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 04:46:33 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1t4gv9$if3@news.ysu.edu>
Source record: 106996

```
The last version on CGS was 093...the docs tell you what its
compatible with.
--
Joe Sabatino-->ab588@yfn.ysu.edu
```

1542. Re: Replacement Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 05:17:08 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May16.051708.84756@austin.onu.edu>
Source record: 106997

Ralph Hoflich (lmcraho@noah.ericsson.se) wrote:
: The spacebar on the keyboard of my old Atari 800 is gone. I opened it up to see that
: the metal pin had broken off. Is there any way I can get a replacement keyboard for it?

: Also - my 1050 drive has a bad habit of overheating, and when it does it shuts down
: refuses to read/write. Can I do anything about this?

: ---
: Ralph Hoflich

I am no real sure about the keyboard (although I know they used to be sold)
but the job I do here at school often required me to fix IBM space bars that
went bad. With a little music wire and some way to bend it, you can easily
make your own repair (if that is the only key broken).

Concerning the 1050, I have a similar problem with my 130XE. Exact same
symptoms and everything. I don't know what causes it, but I took an old
IBM power supply fan and wired it across the power switch of my XE.
Although the fan is 12V and the Atari runs on 5V, the fan makes enough
air flow to keep it cool (as far as I can tell).

Hope it helps,
Lance "Ate_bit" Murdock
l-murdock@onu.edu

1543. 8-bit/ST Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 14:18:17 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1t5if9$p9i@usenet.INS.CWRU.Edu>
Source record: 106999

THIS IS A POST FOR A FRIEND THAT DOES NOT HAVE USENET ACCESS. PLEASE DO NOT

REPLY TO IT, AS IT IS NOT MY STUFF. PLEASE SEND MAIL TO BryEdewaard@Delphi.Com.

Thanks!

8-BIT SOFTWARE

WARGAMES PACK: Carrier Force, Panzer Grenadier, Battle Cruiser, Midway Campaign,

Gulf Strike, Batallion Commander, Wargame Construction Set

.....ALL SEVEN FOR $25

DEVELOPER PACK: Atari Assembler/Editor Cartridge, Lightspeed C, Diamond GOS

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Starbase (Tracker), King's Quest, Hardball, TV Sports Football, RBI II Baseball,

Sundog, Hippo Backgammon, Speedball, Wayne Gretzky Hocket, Revolver, Obliterator

....ALL ELEVEN FOR $50

Software must be sold as a packaged set please.

8-BIT HARDWARE

Atari 400.....$10

Atari 410.....5

Atari 1010.....5

Atari 800XL.....30

Atari 850 Interface...30

ST HARDWARE

Forget Me Clock II (cartridge)....$15

Golden Image Mouse.................25

Prices do not include shipping.

PLEASE DO NOT SEND ME EMAIL ABOUT THIS STUFF. PLEASE REPLY TO

BryEdewaard@Delphi.Com

Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

1544. 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 14:55:46 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May16.145546.99909@austin.onu.edu>
Source record: 107000

Here's the deal. I just bought an 850 interface, and after reading through the entire vague and unclear manual, I still have no clue what is wrong. The manual is the original version of the manual, and the only thing they discuss hooking up to the interface is the 825 Printer and 830 Modem.
Question 1.) Are there any updates/revisions to the manual that are a little more clear (I assume there has to be)?
Question 2.) Could somebody tell me how they have their interface configured?

As far as I can tell, it appears that the port must be configured using a BASIC program everytime you want to use the thing. Also the ROM based driver has many bugs, so I downloaded ATARISRS.232 from the archive and it works fine. But now I can't have BobTerm or any other programs AUTORUN. Right now I have to load ATARISRS.232 from DOS, then go to BASIC, run my Configuration program, go back to DOS, then load my Communications Software. And it still doesn't work! Sound screwy or what? I didn't think it would be this hard. By the way, if you haven't seen this manual I have, trust me you don't want to. I am a junior Electrical Engineering student, and I have a very hard time understanding what they are trying to get across. Any help would be greatly appreciated. Thanks in advance.

Lance "Ate_bit" Murdock
email to l-murdock@onu.edu

1545. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 17:06:02 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May16.170602.9130@cs.tulane.edu>
Source record: 107001

In article <1t4fs9$i2c@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>Yes ICD will still fix their products but they charge $50 per
>hour to do it...I was going to send my r-time-8 in (4 the 5th

Hmmmm... Interesting, they're not charging me anywhere near that amount, what I got was a flat fee to fix/re-burn/re-place and ship. Now, I do know that there is a minimum charge to inspect and repair and MIO, but that charge is applied to the cost of repair... one of the members had his one meg'er fixed by ICD not all that long ago. If I remember right, there was like a $5.00 parts fee that was also charged. Still, I support anyone who supports the 8bit, and ICD supports the 8bit through the repair of their products. I will admit that I believe ICD found it could make far more money doing repairs than it could make selling product, but that's just buisness.

Anyway, the folks at BEST hope to have their R-Time 8 clone out in the near future...They've been getting many calls about it...the're far more 8bit Sysops out there then I think anyone dreamed. As I understand, the code for the clone is now being written in Poland, the current version loses time; something on the order of 12min per hour...thought I understand it does very abit. Once the new code is in place you should start seeing it hit the market for something like (I asked for a thumbnail price and was told) $39.95.

This is more to everyone who reads the net, I talked with ICD about getting their products out once again. The Atari folks say that the PACKAGE has been shopped for the last several years. It was indicated that they do not want to break up the PACKAGE. Several times during the a number of conversations with several people at ICD, it was also indicated that Production would be part of the PACKAGE deal. When you look at the costs of buying the rights and doing a production run, you can easly see why no one has been able to aquire the product line.

If nothing else, I hope ICD sees that there is some consumer base out here. and maybe once again can be talked into producing Action! and Mac65. For all I care, they can put the docs on disk and I'll print 'em out, that would save 'em a bit of up front costs. And to tell the truth, I wouldn't even mind if it cane on nothing but a bare board (much like the BB). I said the same thing to the folk at Best...

Ya'll take care

Mike
Atari Archive Project
Louisiana

BTW is you're and 8biter who uses SD3.2 and you don't use the WEDGE, you're really missing out...It took losing my SDX to find out just how nice this progam really is...

1546. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-16 23:43:22 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May16.234322.17846@austin.onu.edu>
Source record: 107003

Lance Murdock (lmurdock@austin.onu.edu) wrote:
: Here's the deal. I just bought an 850 interface, and after reading through
: the entire vague and unclear manual, I still have no clue what is wrong.
: The manual is the original version of the manual, and the only thing they
: discuss hooking up to the interface is the 825 Printer and 830 Modem.
: Question 1.) Are there any updates/revisions to the manual that are a little
: more clear (I assume there has to be)?
: Question 2.) Could somebody tell me how they have their interface configured?

: As far as I can tell, it appears that the port must be configured using a
: BASIC program everytime you want to use the thing. Also the ROM based driver
: has many bugs, so I downloaded ATARISRS.232 from the archive and it works fine.
: But now I can't have BobTerm or any other programs AUTORUN. Right now I
: have to load ATARISRS.232 from DOS, then go to BASIC, run my Configuration
: program, go back to DOS, then load my Communications Software. And it still
: doesn't work! Sound screwy or what? I didn't think it would be this hard.
: By the way, if you haven't seen this manual I have, trust me you don't want to.
: I am a junior Electrical Engineering student, and I have a very hard time
: understanding what they are trying to get across. Any help would be greatly
: appreciated. Thanks in advance.

After very extensive work on the modem I had , I finally got the modem I
was using to work, however, I would still be happy to hear about your
850 configurations. Thanks again.

Lance "Ate_bit Murdock

email l-murdock@onu.edu

1547. AutoDesk Animator

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 06:02:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DyJo4B1w165w@cyberden.sf.ca.us>
Source record: 106908

Guess what!? I'm working on a horrid little "AutoDesk Animator" - ish
animation program. At the moment, I'm working on a "prototype" version
which uses only Graphics 7 (unenhanced) and maybe one day it'll use some
APACish Graphics 7 or 15 or ColorView 15 mode.

Anyways... it's being made in modules.. AutoDesk's "Animator" is set up
something like this:

Menu Bar (I'm not doing it quite like this)

screen
`
`
`

`
`

Panel Commands Colors Draw Modes
Undo Commands Frame Draw Modes

The Panel is just the name of the current "control panel", the "colors"
is a set of colors to choose from (you have the VGA 256 color pallete if
you right-click it), the "Draw Modes" are things like "Opaque" (normal),
"Soften" (smoothes/blurs), "Jumble" (randomly jumbles dots around
cursor), "Glass" (blend colors), etc.. as you might tell from commands
like "Soften" and "Glass", one the Atari it'd be best to use a ColrView
mode ...

Anyways... "Commands" include, "Draw", "Line", "Spray", "Poly", etc..
you can choose options for these commands, and trade them for other
commands (ie, trade poly for text or draw for cirlce).. I thought to
myself "hey, why not just had a directory full of files which could be
chosen from a menu?" ... eventually, the main program got so big that I
decided to make each of my "modules" have more than one command, rather
than say, this line being one of the only changed one between each (BIG)
module file:

ie "100 IF FIR THEN COLOR CO:PLOT X,Y" on the "Draw" module and then
"100 IF FIR THEN COLOR CO:PAINT X,Y" ... very pointless! It'd almost
be good enough to "ENTER" the modules into one main program, but since
I'm using TurboBASIC (sorry!!!) ENTER is TOO SLOW....
but who knows... this program will require a FAST DrIVE (Ram/hard)
so it might be a more efficient way to do it...

So what on earth do these large modules contain?
well, they contain the routines to insert, delete, goto, and play frames,

as well as undo, load pics and animations and save them....

the code gets a bit ugly, and once you've made a few frames, you've got a bit of space/files on your drive, but it's worth it in the end.

The program uses a set of files named "FRAME.x", which are simply graphics 7 screens... when you delete, say, the last one (say you have 10), it merely calls "DELETE "D:FRAME.10"" and reduces the number of frames by one.

If you were to Delete frame 5, it would "DELETE "D:FRAME.5"", and then start renaming all of the frames after it with a number one lower... so again, you have frames 1, 2, 3, 4, and 5, and whatever was after them all numbered correctly. (I could actually implement this in the Network message base I made at my school, but it uses correctly numbered threading values (ie, a reply to message #10 will ALWAYS be to #10 ... even if #9 got deleted... rather than from now on calling #10 one less: #9, and going and changing the thread values of ALL the messages that used to reply to #10 to a 9, I just rewrite the deleted file with "DELETED", and when the message reader goes thru it just says "<message such&such deleted>"..)

Wlel, Im REALLY babbling..

then again, look at the time :)

so who's interested? who thinks this is a god way of going about it?

I mean .. I've got a 256k computer (192K ramdisk), and at a little over 3k per frame, >I< think I have enough room (at the moment)

oh yeah, anyone got a good FAST compression/decompression routine? (source??) .... I'm thinking of just using Clay Halliwell's CVSquash code .. knowing me tho, I'll change it to turbobasic ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1548. broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 08:59:20 UTC
From: RG9@VAXA.YORK.AC.UK
Message-ID: <9305170900.AA22659@deepthought.cs.utexas.edu>
Source record: 106905

Well I seem to be having a bit of bad luck lately, one of my 1050's has died and I was wondering does anybody have any idea how to fix it.
The symptons: On powering up everything seems normal, however I then insert a disk and close the latch and nothing happens - no busy light - no spinning disk etc etc - just deathly silence.
I first noticed it a few months ago when I turned my printer on while the drive was busy, next time I tried it the drive had died, however after rebooting everything seemed fine, but unfortunately yesterday the drive did die. No amount of rebooting would effect a cure. I am wondering was the situation with the printer an effect or the cause or just pure coincidence?
To make matters worse I was in the middle of writing up a report with a tight deadline, good job my faithful XF 551 keeps on going!
Any help/advice would be much appreciated!

Thanks
Richard
(RG9@UK.AC.YORK.VAXB)

1549. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 12:40:01 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May17.134001@cs.bham.ac.uk>
Source record: 106909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Please move this thread to comp.sys.atari.advocacy ONLY!
The atari.8-bit and atari.st sections are for information about the relevant computers, NOT for flames.

The follow-up to this item is set correctly!

Thank you,

David Oakley, proposer comp.sys.atari.advocacy

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

1550. 8 Bit Sysops

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 13:36:58 UTC
From: jjmcwill@next5
Message-ID: <1993May17.133658.27445@mtu.edu>
Source record: 106911

In a previous posting which started out about DOS XL, and then went into ICD repair and then moved on to talking about the RT8...

I'm really surprised about this SYSOP phenomenon. Why do so many people wish to be Sysops?

Jeff

1551. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 14:37:15 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0go4@abcd.houghton.mi.us>
Source record: 106912

Mike,

Woa there. You talk of transferring software from your Amiga to your
Atari. You're not talking of transferring Amiga software to your
Atari are you?

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1552. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 14:40:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1t884s$mp7@usenet.INS.CWRU.Edu>
Source record: 106910

In a previous article, mat@unh.edu (Mike Thomas) says:

>
>I just got a full 800 system with 810,850 etc and I don't have any
>information for the 850 and I need to build a cable so I can transfer
>software to my Atari... So I need the pin outs for the 4 serial ports
>on the 850...

They're in the FAQ List. E-mail me if you need a copy.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1553. TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 18:05:58 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993May17.180558.25671@dcc.uchile.cl>
Source record: 106913

In article <4NLk4B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>I'd like to get my hands on:
> that ANSI C cart
> Mac/65 cart or AtMAS II disk
> Action! cart ... oh wait I already have it
> and a TUrboBASIC XL cart ... oh wait, there is no such a thing
> anyone wanna burn me an EPROM? ;)

The way TurboBASIC XL works makes it imposible to be burned in an EPROM.
But I think that if the author modifies it, the result could be great!!!

Which is the latest version of TBXL?

Bye... ++V

--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1554. Problems with 600XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 19:56:26 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <93May17.195626.24924@acs.ucalgary.ca>
Source record: 106816

I just bought a 600XL yesterday for $10 and the thing works fine
except for the keyboard. Some of the keys don't work at all and
there is a definite pattern to which ones work and which
ones don't, i.e. the keys 3,E,D,C don't work, and they all fall
on a line on the keyboard. Pulling the keyboard apart revealed
that the keys that don't work are all connected by one of four
strips of that white material on one of the plastic strips that
lie beneath the keys. I looked everything over and couldn't see
any cracks or breaks in the lines, and cleaning everything off
didn't seem to help. Can anyone advise me here on what I could do?
--
[.SIG ALERT]

dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

1555. Additional applications

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-17 20:45:42 UTC
From: rmccall@don.mcs.dundee.ac.uk
Message-ID: <1t8thm$k6j@dux.dundee.ac.uk>
Source record: 106914

I have owned an 800XL for about 3/4 years now. However I do need (would like) to be able to expand my XL to be able to use hard diks and 3.5 inch disks. Also I would likt to know where I can obtain an 80col wordprocessor that is actually some good.

CAn anyone offer me any advice.

Cheers

Rod McCall

1556. CGS MYDOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 05:50:23 UTC
From: G44@delphi.com
Message-ID: <01GYAXOGQM0Y8Y7E38@delphi.com>
Source record: 106915

The reason I used 091 was that TOM HUNT told me that 091 was the only one that works with MYDOS, despite the 093 dox
including the MYDOS and 2.5 info.

The Developer's dox also have errors in them.
They mention the cursor position command which was never implemented.
And the CGS toggle which I think is active in 093 only.

Tom is again working on the MYDOS problem, he thought he had it solved when he wrote 091 but such is not the case it
seems.

But I wanted to open up the discussion in case someone did manage to configure a MYDOS CGS 091 to get it working.

Anyone interested in this further can call my BBS at 617-444-4310 and leave feedback.

I would be thrilled to have a MYDOS CGS beta tester. I have a demo and no real way to test it.

At least I can't get it to work with my hardware i.e. 1200XLs, one stock,
one with MUX OS...

1557. GRAFTERM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 05:51:36 UTC
From: G44@delphi.com
Message-ID: <01GYAXT2Y5D48Y7E38@delphi.com>
Source record: 106917

I am also exploring the capabilities of GRAFTERM.

I only have v.0.7 so if anyone has a newer version please let me know.

I have been told it went up to v. 2.3 or 4.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

1558. TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 05:55:36 UTC
From: G44@delphi.com
Message-ID: <01GYAXV00H9Q8Y7E38@delphi.com>
Source record: 106918

Having a TURBOBASIC cartridge would indeed be an excellent thing to have.

I believe the reason it won't easily translate to an EPROM is because it fools around with the RAM under the OS.
This by itself saves RAM the way a ROM language saves ram though ROM instead of RAM addressing.

However, it COULD be made ala Sparta X and "use banked" thus not only
freeing up the under the OS ram for Sparta, but some more memory too with
EXTEND.BAS and such.

Or what about TurboBasic XE??

I mean, Basic XE managed to use all 128K back in 1985, you'd think the most popular Basic system of today (TBXL) would
have developed a similar extension...

Whatever happened to Frank Ostrowski anyway?

1559. Re: Additional applications

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 06:08:43 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gpl@abcd.houghton.mi.us>
Source record: 106920

Rod,

A couple things to consider.

If you want to go to 3.5" 720K floppy drives, there are two good ways to
go about it.

1) Purchase an XF551 Atari drive, which is 5.25", and then upgrade
it via a Computer Software Services upgrade to 720K.

2) Purchase a Computer Software Services Black BOX and
the additional floppy controller card for the Black Box.

Option 2 has the several advantages. It can read and write IBM formatted
floppy disks. (The XF551 mod. can only read IBM floppies)
Speed will be a lot faster on the Black Box because it's connected to
the Parallel BUS instead of the SIO Port. You can also use 1.4 meg
3.5" drives, and 360K and 1.2meg 5.25" floppy drives with the Black
Box Floppy controller. Additionally, the Black Box has a SCSI/SASI
port for connecting Hard drives. There are a lot of other goodies that
the Black Box has to offer as well. A Black Box is really the way to
go to make your 8 bit a heavy duty workhorse.

C.S.S.
PO Box 17660
Rochester, NY 14617
716-429-5639

I am in no way affiliated with Computer Software Services or any
of their products.

Jeff

-- Via DLG Pro v0.995

1560. Textpro Xep 80 (not!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 07:54:18 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.737711658@dtek.chalmers.se>
Source record: 106919

I am using the Xep 80 soley as a printer port and was quite suprised
when Textpro (4.0x, 5.0x) refused to load when the xep-routine was loaded.
I printed out the manual for Tp 1.2! and it mentioned something about
not enough memory to have rs232 handler resident unless using
Sparta Dos 2.3c or so.
Well the rs232 handler was about 127 bytes only, while the
xep-80 is rather big.

so has anyone stripped down the xep-handler to be a printer interface only?
the Source to the Xep-STOCK-handler locked a BIT complicated.
Well, I'm not totally into 6502 assembler, however I have knowledge
in MC 6809 assembler, so I guess I could try myself, but I
dont have any book covering Atari hardware adresses and stuff
(like Mappin the Atari)
so If anyone can get hold of this book along with a doubler chip and
Sparta dos X, I'd be highly greatful and pay properly.

Is it possible to expand the memory on a 130 XE?
how does one do that, atleast my chips are soldered direct to the
motherboard, makin it difficult to un sold.

Have a nice day,

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

1561. Re: AutoDesk Animator (Now: file compression)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 10:06:05 UTC
From: slackey@acheron.bbn.com
Message-ID: <SLACKEY.93May18100605@acheron.bbn.com>
Source record: 106924

In article <DyJo4B1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

From: phbill@cyberden.sf.ca.us

Guess what!? I'm working on a horrid little "AutoDesk Animator" - ish
animation program. At the moment, I'm working on a "prototype" version
which uses only Graphics 7 (unenhanced) and maybe one day it'll use some
APACish Graphics 7 or 15 or ColorView 15 mode.

...

oh yeah, anyone got a good FAST compression/decompression routine?
(source??) .... I'm thinking of just using Clay Halliwell's CVSquash
code .. knowing me tho, I'll change it to turbobasic ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!

The 'PackBits' compression algorithm (used in the TIFF file format) is
simple and fast. The first byte (I may get this reversed) if between
1 and 127 is the number of data bytes following; if between -1 and
-128 (ie 255 and 128) is the negative of the number of times the
following byte should be replicated. (Caution, as I say, I may have
gotton the two cases reversed). In TIFF a string like this is not
allowed to wrap from one scan line to the next, for simplicity in the
reader.

Your mileage will vary, because as you can see the amount of compression
will vary greatly with the content, although 30 and 40% reduction is
common.

Another scheme is your standard LZH algorithm, but it's not
recommended for small memory machines because the table sizes are
large. I have used 4K table size on the Atari (ie a 12-bit symbol)
with good results, but all I ever implemented was a decompressor.
A compressor can work, but there'd be no space left for your main
program unless you are creative with your extended memory.

I had a brainstorm for a graphics compression scheme. The scheme
would be for the reader to assume a scan line is identical to the
previous one, then the changes to the line follow. Might work.

If you're heavy duty into it I suggest looking into JPEG, which is
claimed to be very good; I have no idea what they do, or the amount of
table space or computation necessary. MPEG might actually be more
interesting in your application, because it is optimized for motion;
it can actually optimize for redundancy between frames. A tech.
bookstore may have the information, or you might get a pointer from

the comp.graphics FAQ.

-Stan

1562. Re: TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 10:47:12 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1taerg$mu6@nz12.rz.uni-karlsruhe.de>
Source record: 106921

G44@delphi.com writes:
> Having a TURBOBASIC cartridge would indeed be an excellent thing to have.
>
> I believe the reason it won't easily translate to an EPROM is because it fools
> round with the RAM under the OS.
> This by itself saves RAM the way a ROM language saves ram though ROM instead o
> RAM addressing.

Oh, I think there are some Turbo-Basic XL cartridges around, esspecially
down here in Germany in connection with those ROMDISKS. They seem
to become quite popular these days. (i.e. Klaus Peters 512K ROM DISK).

> Whatever happened to Frank Ostrowski anyway?

I think he moved on towards 'bigger' computers (ST ?).

Marek

1563. Re: TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 12:09:46 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <1tajma$qro@usenet.INS.CWRU.Edu>
Source record: 106922

There is a SpartaDos version of TurboBASIC. I guess it doesn't
use RAM under the ROM, so it could be put on cartridge.

1564. Re: 8 Bit Sysops

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 13:07:09 UTC
From: singer@ll.mit.edu
Message-ID: <1993May18.130709.13323@ll.mit.edu>
Source record: 106923

```
--
In article <1993May17.133658.27445@mtu.edu>, jjmcwill@next5 (Jeffrey J. McWilliams)
writes:
|>Newsgroups: comp.sys.atari.8bit
|>Path: llpost!ll.mit.edu!xn.ll.mit.edu!uhog.mit.edu!wupost!howland.reston.ans.net!sol.ctr
.columbia.edu!news.mtu.edu!next5!jjmcwill
|>From: jjmcwill@next5 (Jeffrey J. McWilliams)
|>Subject: 8 Bit Sysops
|>Message-ID: <1993May17.133658.27445@mtu.edu>
|>Sender: Jeff McWilliams (jjmcwill@mathlab.mtu.edu)
|>Nntp-Posting-Host: next5.mathlab.mtu.edu
|>Organization: Michican Technological University
|>References: <2605941@mast.citadel>
|>Date: Mon, 17 May 93 09:36:58 GMT+5:00
|>Lines: 8
|>
|>In a previous posting which started out about DOS XL, and then went into ICD
|>repair and then moved on to talking about the RT8...
|>
|>I'm really surprised about this SYSOP phenomenon. Why do so many people wish
|>to be Sysops?
|>
|>Jeff
|>
|>

Beats the hell outta me, but I did meet my wife because I was a sysop...

-------------------------------------------------------------------------------
Matthew R. Singer MIT Lincoln Laboratory
(617) 981-3771 244 Wood Street
singer@ll.mit.edu Lexington, MA 02173
-------------------------------------------------------------------------------
```

1565. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 14:17:40 UTC
From: winston@merk.com
Message-ID: <C787pH.2wt@merk.com>
Source record: 106949

Why do you need to over-ride your ATARI 850 INTERFACE ROM code? What is wrong with it? I am curious....

Here is what I do for my ATARI 850 INTERFACE....

o When using DOS 2.5, I named the machine code boostrap loader as my AUTORUN.SYS file. This boostrap loader takes up only one or two disk sectors. Any terminal program that I wish to automatically load, I just append after the bootstrap loader using the DOS "/A" APPEND option. When I "boot" the system from a coldstart, before the drive spins up, there will be a one or two second pause followed by what sounds like a long "bell" or long "beep" tone. This is the 850 INTERFACE driver loading in from ROM.

o When using MYDOS and BOBTERM, I don't have to worry because Bob Puff has already built an ATARI 850 INTERFACE loader into the BOBTERM program code. While loading BOBTERM, if the 850 INTERFACE code is not present, BOBTERM will load it and you will here the long "bell" or "beep" tone. If while BOBTERM is loading it sees that the "R:" handler is already present, it will not bother to load the "R:" handler. When BOBTERM exits, I am told that it will unlink the "R:" handler. This makes it very powerful, as you can do such things as use BOBTERM and TEXTPRO in combination, exiting to DOS from BOBTERM, loading TEXTPRO, composing letters, saving them to disk files, exiting to DOS, loading BOBTERM back in again, uploading your letters, all without ever having to perform a cold boot. BOBTERM can be loaded back over itself again and again without worrying about "R:" handler conflicts, unlike KERMIT-65. BOBTERM has routines in it to handle the ATARI 850 INTERFACE automatically; I never really had to worry about "R:" handlers and DOS types when using BOBTERM with my ATARI 850 INTERFACE.

o A couple of trivial -- but important -- points:

1.) Hardware must be turned on in the correct order, with the ATARI 850 INTERFACE being turned on, the disk drives being turned on, the monitor being turned on, then the ATARI CPU being turned on, and any optional printer being turned on. If the ATARI CPU is turned on before the ATARI 850 INTERFACE is turned on, the ATARI will not find the "R:" device. This used to confuse me no end when I first owned the ATARI 850. Even now I will some times sit down and turn on my ATARI CPU and load KERMIT-65 without having turned on my ATARI 850 INTERFACE first. (Such an event is usually followed by the exclamation of an expletive....)

2.) Any full duplex modem device should be connected to comm. port "R1:", as port one is the de facto hardware supported "CONCURRENT I/O" bi-directional I/O mode (whereas PORT "R4:" is wired to support serial output in only a single direction at a time).

...I'm sure that you probably know all of this already, and it probably has nothing to do with your problem, but it never hurts to go over the basic points of hardware use now and again. I hope that something I said might be of service to you.

--W.S.

P.S. Hello to J.A.C.S. and Doctor Jolt !

1566. Latest versions of software

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 16:28:39 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1tb2rnINN3rh@uwm.edu>
Source record: 106925

Does anyone manage a list which contains the latest release versions of Atari 8bit software? Here are some programs I use regularly, and would like to know if perhaps there is a later version than what I am using:

MyDos 4.50
BobTerm 1.2
DiskComm 3.2
SuperUnarc ??
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

1567. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 18:18:11 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <81606@cup.portal.com>
Source record: 106926

I've been using an 850 Interface Module for years -- most recently last night -- without problems. I have, and understand, the Technical Reference Manual. E-mail me with more details of what you're trying to do, that's causing you to have to do all those conniptions, and I'll try to give you some help...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1568. Re: TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 19:53:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May18.195318.24959@newshost.lanl.gov>
Source record: 106927

In article 01GYAXV00H9Q8Y7E38@delphi.com, G44@delphi.com () writes:
>
>Whatever happened to Frank Ostrowski anyway?
>

Have you ever heard of GFA BASIC for the ST? It's his. Of course, he also
developed versions for the Amiga and now has DOS and Windows versions too.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1569. Re: AutoDesk Animator (Now: file compression)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 21:49:08 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993May18.214908.8005@ge-dab.GE.COM>
Source record: 106930

In article <SLACKEY.93May18100605@acheron.bbn.com>, slackey@acheron.bbn.com (Stan Lackey) writes:
|> In article <DyJo4B1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
|>
|> oh yeah, anyone got a good FAST compression/decompression routine?
|> (source??) .... I'm thinking of just using Clay Halliwell's CVSquash
|> code .. knowing me tho, I'll change it to turbobasic ;)
|>
|> The 'PackBits' compression algorithm (used in the TIFF file format) is
|> simple and fast. The first byte (I may get this reversed) if between
|> 1 and 127 is the number of data bytes following; if between -1 and

Clay Halliwell's CVSquash is very similar to PackBits, where the pixel is defined in r,g,b and repetitions are coded with their run length. Also note that the Koala/TouchTablet/MicroIllustrator format is very similar to PackBits.

|> Another scheme is your standard LZH algorithm, but it's not
|> recommended for small memory machines because the table sizes are
|> large. I have used 4K table size on the Atari (ie a 12-bit symbol)

LZH is what's used in ARC and GIF to really compress down. See Jeff (Alf) Williams' AlfCrunch for source code, which my GIFNCODE is based upon.

|> I had a brainstorm for a graphics compression scheme. The scheme
|> would be for the reader to assume a scan line is identical to the
|> previous one, then the changes to the line follow. Might work.

What you've suggested is similar to the 2-D encoding used in fax machines, referred to as modified READ for Group III faxes.

|> If you're heavy duty into it I suggest looking into JPEG, which is
|> claimed to be very good; I have no idea what they do, or the amount of

JPEG involves a bunch of multiplies per pixel, and as thus is probably not a good thing to try for the old 8-bit. I've looked at it :^)

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1570. Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 21:53:19 UTC
From: ccreado@ar.cs.wm.edu
Message-ID: <1993May18.215319.20012@cs.wm.edu>
Source record: 106928

A friend of mine has an Atari 800XL. Now, in the process of moving to an Asian country, he managed to completely mangle the disk(s) on which the operating system and the BASIC interpreter (I think) were provided. As far as I know, he has a 5 1/4" floppy drive, and since he bought this system many years ago, I assume that the drive uses low density (360K) diskettes. However, as I myself have never used an Atari, I am at a loss to try and find a replacement for his disks, which he cannot find now that he has moved. What I need is to know:

a) What sort of disks does one of these machines use, and
b) How do I get a replacement operating system/BASIC interpreter
disk for the computer?

Is there some way I can download or ftp the software from the net, or can I order the diskettes from somewhere? All the information that I have posted here is all the information I have. I hope that this is good enough for someone out there to help me.

Thanks, in advance, for your help.

Craig Creado

ccreado@cs.wm.edu

1571. Re: Need Atari emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 22:19:58 UTC
From: dillera@wam.umd.edu
Message-ID: <1tbnee$d09@cville-srv.wam.umd.edu>
Source record: 106929

In article <D9sH4B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>lcmaggi@ing.puc.cl (Administrador SPECTROSOFT) writes:
>
>>
>
>Well, by the title, Im guessing you want an Atari emulator for an IBM ;)
>
>The only thing like this I've heard of is the XEC130 which Atari didn't
>allow (it was a 3rd party project from not too long ago).
>
>Heck with 640 x 400 and 4 of these (they were cards) you could run 4
>programs seperately. I wonder if any sharing was ever thought of ... ie,
>point, click some text, press something (maybe a menu bar with the extra
>16 scanlines out of the 400 up at the top) and then pointing to another
>"computer"'s screen and pasting to it! (some sort of Ghost-Typer forced

There is a new & interesting board coming out for the (gasp!)
Amiga. I recently have become involved with these machines in my
work, and have been impressed, when comparing them to Macs & PC's
on Windows...

Anyways, there is a new board called the Emplant, which is designed
to run Mac ROMS on your amiga-> ie give you a Mac. The designers say it
will also run Mega St & 8-bit atari (and C64) given the Roms can be
obtained. THis sounds like a nice system--- you use the Amigas
display and Hard drive.... sounds very interesting....

--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu

1572. Re: TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-18 22:35:58 UTC
From: mk@anuurn.do.open.de
Message-ID: <2bf958b21e9c8f@anuurn.do.open.de>
Source record: 106933

In <1taerg$mu6@nz12.rz.uni-karlsruhe.de>,
Marek Tomczyk (UJ1G@DKAUNI2.BITNET) wrote:

>G44@delphi.com writes:
>> Having a TURBOBASIC cartridge would indeed be an excellent thing to have.
>>
>> I believe the reason it won't easily translate to an EPROM is because it fools
>> round with the RAM under the OS.
>> This by itself saves RAM the way a ROM language saves ram though ROM instead o
>> RAM addressing.
>
>Oh, I think there are some Turbo-Basic XL cartridges around, esspecially
>down here in Germany in connection with those ROMDISKS. They seem
>to become quite popular these days. (i.e. Klaus Peters 512K ROM DISK).
>
>> Whatever happened to Frank Ostrowski anyway?
>
>I think he moved on towards 'bigger' computers (ST ?).

You're quite right - he created GFA BASIC for the Atari ST!
As far as I know, he's now working on a DOS/Windows port of GFA BASIC (parts
of which are already available).
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.de

1573. Re: AutoDesk Animator (Now: file compression)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 00:07:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <81633@cup.portal.com>
Source record: 106932

Jeff Potter (potter@sunny0.dab.ge.com) writes:

>JPEG involves a bunch of multiplies per pixel, and as thus is probably
>not a good thing to try for the old 8-bit. I've looked at it :^)

Hi Jeff, good to see you again...

I just want to say that I think Jeff understates the complexity of JPEG. I recently looked it over, too, and let's just say that my first look nearly made my eyes pop out of my head: Fourier-like transforms from the spatial domain into the frequency domain, then filtering out of DC image components, and then data compression, just on the ENcoder side, and then the DEcoder has to reverse THAT. And this doesn't address the FILE format at ALL -- just that of the data once you've dealt with any "header" etc. that might be necessary (which it would) for recording the image height, width, depth (# of bitplanes, or bits-per-pixel), etc. etc...

At the very least, a JPEG encoder/decoder on the Atari would be very slow; you'd probably have to do a lot of FP (floating-point) math, although some of you more ingenious hackers might know ways to get there with integer math (which is faster)... If you were willing to put up with these constraints, though, there is of course no THEORETICAL reason why an Atari couldn't churn through the necessary calculations in time, in time...

Of more concern to ME is the fact that JPEG employs not only DATA compression, where "what you put in is what you get out, EXACTLY, byte-for-byte," but IMAGE compression, where image components too small (or "at too high a spatial frequency") for the human eye to respond to, are PERMANENTLY REMOVED from the encoded image. JPEG allows you to specify the threshold size for details to be retained/discarded, but even if you tell it to "not throw ANYTHING away," the limitations of digital implementation of the spatial-to-frequency-domain transformation unavoidably lead to you NEVER getting OUT of the DEcoder, exactly the same pixel stream you fed into the ENcoder. Call me a purist, a fussbudget, or worse, but THAT BUGS ME. I want my pixels, and I want 'em ALL!

Sorry, Jeff, if this covers stuff you deliberately didn't mention before; I thought if people understood some of the complexities involved maybe they'd go a little easier on you when you don't turn up tomorrow with a JPEG reader
$a

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1574. QUESTION ABOUT FONTS...?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 00:34:46 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1tbvb6INNru2@dns1.NMSU.Edu>
Source record: 106931

[Article crossposted from comp.sys.atari.st]
[Author was KAKAVELAKIS]
[Posted on 18 May 1993 16:35:03 GMT]

Please:

I'm looking for a program--
Program Name:TYPE ART
Company: D.M.C.
Country of Origin: GERMANY
Computer: ATARI-JIL
Function: It constructs letters(fonts) and Vector-Graphics
^^^^^^^^^^
destined for the DTP program named "CALAMUS" of the
company mentioned above.

If anyone knows a representative of this company in U.S. (phone no.,etc)
or even better a source where someone could "fish" the program....
let me know...e-mail:akakavel@dante.nmsu.edu
HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU

1575. Re: Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 04:20:30 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gqi@abcd.houghton.mi.us>
Source record: 106934

Craig,

There is available for download (actually, FTP) from the Atari Archive MYDOS 4.5, but you won't be able to get it working if the person has no DOS at all. It's a Chicken and egg problem. You need a term program on the 8 bit, and perhaps something like DISK Communicator to create the MYDOS boot disk from the online file, but you can't run the term program of Disk Communicator without first booting DOS! You're gonna have to start with a premade DOS Boot DISK from somewhere, a friend, a public domain software dealer, someone like that.

Your BASIC Interpreter problem is an easier one to solve because there isn't a problem. On the 800XL, the BASIC interpreter is stored in an 8K ROM inside the machine. It's always accessible by doing a "RUN CARTRIDGE" command from DOS, as long as you didn't hold the OPTION key down when you turned the computer on. If you unplug the floppy drive from the computer and turn it on, BASIC should come up, with the familiar READY prompt. If for some reason it doesn't, your problems are much deeper rooted.

Jeff

-- Via DLG Pro v0.995

1576. Ansi-C (Was Re: 8-Bit C P

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 05:10:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <737843726.AA08758@tdkt.kksys.com>
Source record: 106946

Quoting from DUANE TRIBE to ALL

> But, when it didn't materialize, I decided to write one myself. I've written
> compilers before (with YACC) and have examined the source of serveral others,
> so I am fairly confident that I can do it. I even have some pretty good
ideas
> for how to implement it efficiently. But, my current design relies on the
> user having 128K compatable with the Atari 130XE (yes, I'm bootstrapping from
> my XE-Bank routines and CC65...)
>
> VAPORWARE ALERT: I'm making NO promises of any kind. I'm writing from
> scratch,
> and am only up to recognizing valid ANSI C input. No code generation, no
> relocateable assembler, no linker. Yet.
>
> Also, this is very likely my last week online before the summer, so I'll be
> incommunicato for three months or more. If I get something useable
(hopefully
> saleable) I'll try to announce it in Atari Classics magazine.
Wish you the best of luck and hope you succeed at your project
(unlike Chuck Steinman, who may or may not have succeeded, but of course
doesn't let anyone really know)!

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "The future isn't what it used to be." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1577. 800XI Question

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 05:57:04 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <737843726.AA08759@tdkt.kksys.com>
Source record: 106945

Quoting from GALEN TATSUO KOMATSU to ALL

> Speaking of connections, I noticed the RF Cable for the 800xl has
> a box a couple of inches from the computer end. What's this for?

I haven't fiddled around with the RF cable on my XL, but after my
original XL power supply died (the small, black one), I checked out the
box on the power cable. It seemed to be some type of shielding, the cable
was wrapped around a small magnet I believe.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Stop the world ... I want to get off!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1578. Digi-Studio info with new prices

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 10:31:43 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May19.103143.6964@aber.ac.uk>
Source record: 106942

```
Digi-Studio Information
-----------------------

Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating
music using "real" sounds, which have been digitized. The Digi-Studio package
contains everything you will need to create and play music using digitized
sounds. Here's a list of the programs included:

* Keyboard Player. Allows you to play music live by using the computer's
keyboard like a piano keyboard. The sounds produced are, of course,
digitized. This program has fully responsive keys, so that sounds only
play for as long as you hold the key down.

* Tune Player. This program plays Digi-Studio tune files using digitized
sounds.

* Sample Editor. This program allows you to edit sound samples by using
a joystick. It also has "cut and paste" facilities, so you can also create
your own samples.

* Tune Compiler. This program allows you to play Digi-Studio tune files
in your own Basic or Turbo-Basic programs.

* LIDS Compiler. This program allows you to create your own Digi-Studio
tune files by use of a language called LIDS.

Also included are 55 sound samples, and 47 ready-to-play Digi-Studio
tune files.

The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main
programs and a starter pack of sounds and tunes. Disk two contains more
samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a 44 page manual in A4 size(UK),
and standard letter size in the US. This manual has sections describing all the
programs listed, but also has a lengthy section on how to read music. An
appendix has also been added containing music along with the corresponding LIDS
programs.

The Digi-Studio system (with manual and 2 disks) costs just 7pounds, including
P&P. In the US it costs $15, including shipping.

Fill in the form below and send it with payment today!

------CUT------
Please send me a copy of the Digi-Studio system, with manual and 2 disks.
I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).
UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance Tatman.
```

NAME:_____
ADDRESS:_____
_____
POST CODE/STATE&ZIP:_____

UK: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
Email: djg0@aber.ac.uk

1579. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 13:33:58 UTC
From: mat@unh.edu
Message-ID: <MAT.93May19133358@metro.unh.edu>
Source record: 106953

In article <Jeff_Mcwilliams.0gmp@abcd.houghton.mi.us> Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

TWO companies making RT8 clones? Hmmm, I know of BEST Electronics,
who's the other?

What is a RT8 clone???

Mike
--
/***\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **

** "IntuitionBase = OpenLibrary("intuition.library",39);" **
***/

1580. Re: Mydos at Atari.Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 13:45:38 UTC
From: mat@unh.edu
Message-ID: <MAT.93May19134538@metro.unh.edu>
Source record: 106951

In article <d1dol.737489512@dtek.chalmers.se> d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:

Well, where could I get version 4.51/3/4 of Mydos?
the only one at the Archive is 4.50
Could someone please upload it?
Also along with doc's because the so called tech. manual at Atari.Archive
isn't really tech, so to speak.

I'd like to see an 'Insight to Mydos', well maybe that would violate
atari copyright?

The source code to 4.51 is already available on the ftp site I get mine
via wuarchive.wustl.edu Its in Mac65 format. Unfortunately the executable
is not.

Mike
--
/***\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **

** "IntuitionBase = OpenLibrary("intuition.library",39);" **
***/

1581. Re: TurboBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 14:16:54 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <V7Vs4B2w165w@cyberden.sf.ca.us>
Source record: 106939

vparada@inf.utfsm.cl (Victor Parada G.) writes:

> The way TurboBASIC XL works makes it imposible to be burned in an EPROM.
> But I think that if the author modifies it, the result could be great!!!
>
> Which is the latest version of TBXL?

Why's that? The OS swapping? Why not a cart version of FrOst Basic, the
400/800 version of Tbxl (I've never seen it. Still want it. TBXL doesn't
work with my modem, but Atari BASIC is too hard to program well. Not as
<cough> structured ;))

The latest >I< have of TBXL is 1.5/A ..

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1582. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 15:50:15 UTC
From: mat@unh.edu
Message-ID: <MAT.93May19155015@metro.unh.edu>
Source record: 106952

In article <Jeff_Mcwilliams.0go4@abcd.houghton.mi.us> Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

Mike,

Woa there. You talk of transferring software from your Amiga to your Atari. You're not talking of transferring Amiga software to your Atari are you?

Jeff McWilliams

Oh no. I used my Amiga to download the whole atari ftp archive site at 14.4k and have it stored on the Amiga so I'm slowly transfering files from there to the Atari to check them out.

Unfortunately when I got my system about a week ago it didn't come with a terminal program only the telelink I cart, we all know how useless that is... So I typed in the AMODEM42.BAS file and transfered VTERM over to the Atari and started using that...

I've finally figured out why BobTerm didn't work, it didn't like my DOSXL so I'm now running it with MyDos4.50

In fact a friend of mine and I are planned to write an Atari Emulator for the Amiga...

BTW does anyone know if there is already an Atari Emulator for the Amiga??

Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1583. Re: TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 16:00:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May19.160010.12686@newshost.lanl.gov>
Source record: 106936

In article 2bf958b21e9c8f@anuurn.do.open.de, mk@anuurn.do.open.de (Martin Koehling)
writes:
>In <1taerg$mu6@nz12.rz.uni-karlsruhe.de>, Marek Tomczyk (UJ1G@DKAUNI2.BITNET) wrote:
>>G44@delphi.com writes:
>>> Having a TURBOBASIC cartridge would indeed be an excellent thing to have.
>>
>>> Whatever happened to Frank Ostrowski anyway?
>>
>>I think he moved on towards 'bigger' computers (ST ?).
>
>You're quite right - he created GFA BASIC for the Atari ST!
>As far as I know, he's now working on a DOS/Windows port of GFA BASIC (parts
>of which are already available).

Actually, GFA BASIC for DOS has been shipping for some time and GFA BASIC for
Windows has just had a major revamp in its compiler which GFA claims makes it
as fast or faster than C or C++. And it's "only" $495! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1584. SpartaDos/ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 16:03:22 UTC
From: mat@unh.edu
Message-ID: <MAT.93May19160322@metro.unh.edu>
Source record: 106805

Did ICD place their software (esp SpartaDos) into the Public Domain?

From the recent message I'm assuming not...

Thanks, Mike
--
/***\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **

** "IntuitionBase = OpenLibrary("intuition.library",39);" **
***/

1585. Ram Test for 800...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 16:05:24 UTC
From: mat@unh.edu
Message-ID: <MAT.93May19160524@metro.unh.edu>
Source record: 106806

Does anyone have a ram test for the 800? I'm not sure but I think
my 800 has 48k even though one of the ramcards is labeled 8k...

The board looks to be modified and has the same ram chips as the
other 2 16k cards.

Also has anyone done the 256k hack for the 800? Is is compatible
with the memory layout of the 130xe or some other Atari?

Thanks, Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1586. Re: broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 16:20:31 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <ww2s4B1w165w@TheRat.Kludge.COM>
Source record: 106937

RG9@VAXA.YORK.AC.UK writes:
I'm betting 12V supply: The diodes frequently break loose.If it was the
track zero sensor, every time you inserted a new disk the drive would
spin. It could also be the controller, but hope it's not!

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1587. Re: AutoDesk Animator (Now: file compression)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 18:07:45 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993May19.180745.19908@ge-dab.GE.COM>
Source record: 106938

Chris,

Yes, JPEG is every bit as complex as that...I was grossly simplifying.
Some of the JPEG decoding (like cosine calculation) would of course be
done by table lookups where possible. Since the DC-level values for
each 8x8 pixel group are more easily decoded, an 8:1 reduction mode
could be had at much less effort (or so I imagine).

And yes, the image compression allows the high-frequency detail (as
much as the encoder wishes) to be removed. May be somewhat annoying
to the purist, but the average Joe looking at pictures on his PC
probably doesn't care about that - especially if he was happy with
the 256-color VGA modes anyway.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1588. TURBOBASIC XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 19:44:12 UTC
From: G44@delphi.com
Message-ID: <01GYD56CUHAA8Y7M9Y@delphi.com>
Source record: 106940

If the TURBOBASIC XL Cartridges available in Europe work the same way they do here, I'd be interested.
But I'd need a special one burned with the fixed 60 cycle change (e.i. Turbo Prompt).

1589. 1200XL internal drives???

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 19:46:30 UTC
From: G44@delphi.com
Message-ID: <01GYD57SJ7IW8Y7M9Y@delphi.com>
Source record: 106941

The 1200XL never had internal drives.
You are thinking either about Jeff McWilliams hacks, or te 1450XLD.
Either way the odds of you finding such a system are nil.

However, since you have heard of people with them, these types of units are more common than they used to be
as the 8-bit userbase disintegrates and prototype machines lose their luster among those aching for higher platforms,
me not included.

I have a 1400XL-- Not working-- But it may return to life some day...

1590. .NEW FONTS PROGRAM..?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-19 23:31:53 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1teg19INNkq4@dns1.NMSU.Edu>
Source record: 106943

Please:

I'm looking for a program--
Program Name:TYPE ART
Company: D.M.C.
Country of Origin: GERMANY
Computer: ATARI-JIL
Function: It constructs letters(fonts) and Vector-Graphics
^^^^^^^^^^
destined for the DTP program named "CALAMUS" of the
company mentioned above.

If anyone knows a representative of this company in U.S. (phone no.,etc)
or even better a source where someone could "fish" the program....
let me know...e-mail:akakavel@dante.nmsu.edu
HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU

1591. End to confusion about New 8bit files at A.A.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 00:53:47 UTC
From: lenn@terminator.rs.itd.umich.edu
Message-ID: <1tekqr$id6@terminator.rs.itd.umich.edu>
Source record: 106944

New 8bit files are listed in the files 0new1 0new2 0new3 etc. at
Atari Archive. The 8bit files are mixed in with the ST's new files.

Just look through them for something in /8bit

BTW: The above files are in the "root" directory of Atari Archive

Jody Lenn
8bit & ST archivist

1592. GFA PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 08:23:03 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tff57$3in@usenet.INS.CWRU.Edu>
Source record: 106947

```
>Actually, GFA BASIC for DOS has been shipping for some time and GFA BASIC for
>Windows has just had a major revamp in its compiler which GFA claims makes it
>as fast or faster than C or C++. And it's "only" $495! :)
---------------------------------^^^^^^^^^^^^^^^^^^^^^^^^

Thats insane.

I have nothing else to say.

:)
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "
```

1593. Adding a slave drive to the TRAK drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 10:30:23 UTC
From: mat@unh.edu
Message-ID: <MAT.93May20103023@metro.unh.edu>
Source record: 106954

Does anyone know how to add another drive to the TRAK drive?

It has a port on the back labeled SLAVE DRIVE, I'd like to add
another DS/DD drive to my system or if possible with the TRAK
to add a 3.5" floppy.....

Thanks, Mike
--
/***\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **

** "IntuitionBase = OpenLibrary("intuition.library",39);" **
***/

1594. 800XL's monitor jack.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 16:02:04 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993May20.160204.17673@dcc.uchile.cl>
Source record: 106948

Hola mundo.

What kind of monitors are available to connect to my 800XL?
I guess that the RGB connection (as described in Mapping the Atari XL)
isn't compatible with standard RCA audio & video connections.
Is there such a way to connect the Atari to a VCR without using
the RF modulator?

Thank's... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1595. Where can I get a "real" keyboard for a 400?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 17:39:48 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <93May20.173948.28130@acs.ucalgary.ca>
Source record: 106870

Does anyone know of a place that sells "real" keyboards for a
400? It's impossible to touch type with the membrane keyboard. Thanks.
--
[.SIG ALERT]

dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

1596. Re: Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 19:22:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <R15u4B2w165w@cyberden.sf.ca.us>
Source record: 106950

<cough> Atari disks are 88k, 127k and 180k <cough>... in MOST cases. The Atari 810 drive uses the 88k, unless it's been upgraded (!? is there an upgrade? I dunno much of 810's). The Atari 1050's (pretty common, esp. in Europe, it seems) do 127k (note, these #s are PER SIDE, not per DISK.. most drives read one side at a time). The 1050's can be upgraded to do 180k which is the lowest of low on IBM 5.25" drives (nowadays at least). Also, some 3rd party drives do 180k, as well as the Atari XF551 .. except I THINK this is the one that does double sided reading?

Im sure someone else'll give a bit more detailed explanation soon ;)

Re:DOS and BASIC. What BASIC did he have? MOST people have BASIC on cartridge or internal (ie, turn on the computer w/o booting some game or something, and having no cart.s in would have the system end up in BASIC. The only Atari's that didn't have BASIC internal were the 400/800/1200xl and the 1400/1450xl's (?) The rest: 600xl / 800xl / XE series, all had internal BASIC, unless it's been upgraded)

The BASIC most of us have on disk is "TurboBASIC XL" or "FrOst" BASIC. The XL version works on ONLY the XL/XE series. FrOst works on all Ataris.. Supposedly they are identical, except the fact that the XL version supports XL/XE's "extra" 16K of RAM (under the Operating System).

These BASIC's were written by Frank Ostrowski (sp?), hence the name FrOst.

As for DOSes, Atari DOSes are all PD now. SpartaDOS is still copyrighted. SpartaDOS X is pretty much identical to SpartaDOS, except it's on cartridge (and requires XL/XE??????), and YES folks, I know there are other differences! :)
MyDOS is about the only other "biggy" DOS around. Unlike Atari DOS (2.x and even DOS XE???), both MyDOS and SpartaDOS support subdirectories, just like MSDOS. ie, when looking at a directory listing (list of files on the drive), it goes something like
BOB DAT
ZAPPER BAS
xxx free ...
on non-sub-directory supporting DOSes... with directory DOSes, it could go:

directory of D1: (drive 1)
BOB DAT
GAMES <dir>
GEORGE DAT
xxx free ...

and

directory of D1:GAMES: (drive 1, inside the GAMES directory)
ZAPPER BAS
KILLER BAS
xxx free ...

so you can organize your files more neatly (eps. if you have a hard drive!)

MyDOS is public domain and is still being supported (as if SpartaDOS isnt.... who has the rights to Sparta tho????!)

On another note, the other biggies for the Ataris are:

BobTerm and Express! - the two most well known and most used terminal programs

well... that's about all I can say.

dont mine me folks, im home sick from school ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1597. Pac-man

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-20 21:03:19 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1e6r@amiganet.chi.il.us>
Source record: 106807

I ran into a few copies of pac-man new in the giant box for the Atari 8 bit.
I'll sell them for $5 plus postage or trade for a different 8 bit game.
(cartridges only..... This is a cartridge)

1598. Re: 800XL's monitor jack.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 06:45:16 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gtp@abcd.houghton.mi.us>
Source record: 106808

Victor,

The 800XL monitor jack is fully compatible with your VCR video and audio inputs. In fact, I've used the VCR instead of an RF box on several occasions here. Heck, I don't even own an RF box anymore!
The output from the computer you usually use is Composite video, Luma and Chroma might be on some really really expensive VCRs that output to high resolution viewing monitors.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1599. Re: Ram Test for 800...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 13:55:44 UTC
From: generic@rahul.net
Message-ID: <C7Dqox.D2w@rahul.net>
Source record: 106811

Mike Thomas (mat@unh.edu) wrote:
: Does anyone have a ram test for the 800? I'm not sure but I think
: my 800 has 48k even though one of the ramcards is labeled 8k...

: The board looks to be modified and has the same ram chips as the
: other 2 16k cards.

The original Atari 8k boards were almost identical to the 16k boards and used
16k chips. They were designed to prevent access to half their addresses.
The conversion process from 8k to 16k is simple. If you're board has been
modified you should find a few jumpers (can't remember how many, but not many),
and possibly place where a resistor used to be and a trace or two scratched
out near the connector.

generic@rahul.net

--
Chris Rosenthal <generic@rahul.net>

1600. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 15:00:58 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gu0@abcd.houghton.mi.us>
Source record: 106809

Mike,

RT8 is the R-Time 8 cartridge that used to be sold by ICD, Inc.
It was a real time clock/date keeper for us 8 bitters, who don't have
internal no slot clock/date chips. Highly useful in conjunction with
SpartaDOS because like MS-DOS on the PC clones, SpartaDOS supports
time/date stamping of files.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1601. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 15:03:35 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gu2@abcd.houghton.mi.us>
Source record: 106810

Mike,

Oh, okay, sounds like you're doing things the smart way transferring files the way you are. I haven't heard of an 8 bit emulator for the Amiga, but frankly it seems fitting that there should be one. I mean, the Amiga holds a closer architectural resemblance to the 8 bit than the Atari ST does, and if I remember correctly, at least a good handful of 8 bitters moved to the Amiga platform.

Jeff

-- Via DLG Pro v0.995

1602. New Address for Tiger Developments

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 17:14:31 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May21.171431.14286@cs.nott.ac.uk>
Source record: 106812

Just as the title says, Tiger Developments now has a new address which is:

Tiger Developments
159 Warley Road
Halifax
West Yorkshire
HX1 3TW
England

telephone: 0422 351845

Have you heard of Tiger Developments before???

Well, they are a company over here in the UK which still write and release
new titles for the 8-bits.
Brilliant games! (O.K. I admit it, I am biased) :-) :-) :-)

Any letters etc., sent to their old address will still get passed on.

Raphael Espino
rje@cs.nott.ac.uk
"Life is never simple, I discovered that with my first train set."
quote: Norman Clegg - Last of the Summer Wine.

1603. Modem handlers with TBXL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 18:34:45 UTC
From: G44@delphi.com
Message-ID: <01GYFV98OTKI8ZE5MV@delphi.com>
Source record: 106813

I believe I sent you the Atari Classics disk?

Check it out, it contains a TBXL fixer for the Multi Mouse driver.
It makes it so ALL handlers will load correctly.

I also have the "fixed" TURBO prompt TurboBasic XL for 60 cycle American.

Both of these fixes are must-haves for Americans, and is the ONLY way to prepare a BBS environment, as Carina is
planned to have a TBXL compatible version--with MYDOS--hopefully some day.

1604. 800 system 9w9888(sellit, give itthrowit800 system anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 19:26:54 UTC
From: mrsma@uno.edu
Message-ID: <1993May21.192654.13535@cs.uno.edu>
Source record: 106814

greeings;:
i have a complete 800 system sans monitor (we used the TV then).
lots of games, compilers, disassembler, forth, lisp, basic, c...
2 disk drives, some cartridges, joysticks.
no 850 or 830 though.
it's a great game machine!!!
i will consider any reasonable offer.
inquiries welcome

sincerely,
mrsma@jazz.uno.edu

1605. Re: Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-21 22:01:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1tjjfo$2o5@usenet.INS.CWRU.Edu>
Source record: 106815

In a previous article, phbill@cyberden.sf.ca.us () says:

>As for DOSes, Atari DOSes are all PD now. SpartaDOS is still
>copyrighted. SpartaDOS X is pretty much identical to SpartaDOS, except
>it's on cartridge (and requires XL/XE??????), and YES folks, I know there
>are other differences! :)

SpartaDOS X runs on the 400/800, too (though you have to leave the cartridge
door open, at least on the 800).

>MyDOS is about the only other "biggy" DOS around. Unlike Atari DOS (2.x
>and even DOS XE???), both MyDOS and SpartaDOS support subdirectories,

DOS XE supports subdirectories as well.

>MyDOS is public domain and is still being supported (as if SpartaDOS
>isnt.... who has the rights to Sparta tho????!)

ICD still holds all rights to SpartaDOS.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1606. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 06:19:42 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tkglu$j7d@usenet.INS.CWRU.Edu>
Source record: 106817

>printer being turned on. If the ATARI CPU is turned on before the ATARI
>850 INTERFACE is turned on, the ATARI will not find the "R:" device. This

It doesnt matter at all which device (disk drives etc) you turn on first
as long a the interface is ON when the handler is called.

I have the original tech manual for the 850 interface and found it to be
the worst most hastily written document Atari has ever put out, you
really have to read it 50 or 60 times till you get any information out of it.

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1607. TurboBasic XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 06:38:24 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tkhp0$l5g@usenet.INS.CWRU.Edu>
Source record: 106818

Could someone PLEASE mail me a copy of TurboBasic XL and/or FrOst Basic?

Thanx!

My internet address i below..
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1608. JPEG (Re: AutoDesk Animator (Now: file compression))

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 06:47:10 UTC
From: tgl+@cs.cmu.edu
Message-ID: <C7F1Iq.Krv.2@cs.cmu.edu>
Source record: 106819

Chris_F_Chiesa@cup.portal.com writes:
> Jeff Potter (potter@sunny0.dab.ge.com) writes:
> >JPEG involves a bunch of multiplies per pixel, and as thus is probably
> >not a good thing to try for the old 8-bit. I've looked at it :^)
>
> I just want to say that I think Jeff understates the complexity of JPEG. I
> recently looked it over, too, and let's just say that my first look nearly
> made my eyes pop out of my head: ...
> At the very least, a JPEG encoder/decoder on the Atari would be very slow;
> you'd probably have to do a lot of FP (floating-point) math, ...

Nope. No production JPEG codec that I know of uses any FP math at all.
All those expensive-looking cosines are applied to constants, if you look
closely; and scaling the calculations to use integer math instead of
floating is absolutely standard.

Now, that does still leave you with a lot of integer multiplies, so it's not
going to be *speedy* on an 8-bit chip, but it's not out of the question if
you're patient.

> Of more concern to ME is the fact that JPEG employs not only DATA compres-
> sion, where "what you put in is what you get out, EXACTLY, byte-for-byte,"
> but IMAGE compression, where image components too small (or "at too high a
> spatial frequency") for the human eye to respond to, are PERMANENTLY REMOVED
> from the encoded image.

This is the usual reactionary argument against lossy compression. What you
fail to take into account is that there are losses everywhere in a digital
imaging system. Unless you own, say, a 2000x2000x24bit true-color display
(if you did, you wouldn't be driving it with an 8-bit CPU :-)) the
compromises made in order to present a photographic image on your display
will vastly outweigh any data loss from JPEG, at least at reasonable
compression settings.

For more info see the JPEG FAQ, posted regularly in comp.graphics.

regards, tom lane
organizer, Independent JPEG Group

1609. Re: Problems with 600XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 12:45:16 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0gv6@abcd.houghton.mi.us>
Source record: 106821

In a message dated Sat 22 May 93 1:03, Dbstrutt@acs.ucalgary.ca (david Bry wrote:

DB> I just bought a 600XL yesterday for $10 and the thing works fine
DB> except for the keyboard. Some of the keys don't work at all and
DB> there is a definite pattern to which ones work and which
DB> ones don't, i.e. the keys 3,E,D,C don't work, and they all fall
DB> on a line on the keyboard. Pulling the keyboard apart revealed
DB> that the keys that don't work are all connected by one of four
DB> strips of that white material on one of the plastic strips that
DB> lie beneath the keys. I looked everything over and couldn't see
DB> any cracks or breaks in the lines, and cleaning everything off
DB> didn't seem to help. Can anyone advise me here on what I could do?

There are two possibilities here:
1- There is a break in the circuit
2- You have a bad keyboard decoder chip

1- Pick up a bottle of conductive paint from your local automotive supply shop. This stuff is used to repair the rear window electric defrosting grid. Scrape the grid lightly at each key, and paint in the grid.

If this doesn't work, check the circuit from the keyboard, through the keyboard to motherboard connector, and to the keyboard decoding chip (there are two chips on the motherboard). You may have to repair the circuit by running a new wire.

2- You can test the keyboard decoder chip by jumpering between pins on the chips. The keyboard is a matrix with a key at the intersection of two wires. By jumpering two pins from the keyboard decoder chips, you are bypassing the keyboard. It will take some time, but trace the lines from the keyboard to the chips and try jumpering the pins for the non-working keys.

BTW, with a little arithmetic, you will notice that the keyboard decoder chips can support more keys than appear on the keyboard. Atari's XL/XE OS supports the four 1200XL function keys on the entire XL/XE line. I installed four button switches in a diamond pattern on my 130XE for the 1200XL F1-F4 buttons. In non-shifted mode, these buttons will give you one key cursor control within most applications. The function keys provide a variety of other uses when used in combination with Shift and Control keys.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,

** The Keweenaw National Historic Park **

1610. Re: Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 13:26:26 UTC
From: generic@rahul.net
Message-ID: <C7FK03.I30@rahul.net>
Source record: 106826

Mangling a floppy disk is harder than it might seem. Unless the disks have been physically damaged or erased theres a good chance there still usable. I once had a disk that wouldn't rotate in the its plastic cover so I removed it. I could actually put it into the drive and operate it without the cover. In your friends case it may be his only option. You can always scrap another disk to use as a cover temporarily if you're you don't like the idea of putting it into the drive without one.

I haven't tried this with a 3.5 inch diskette yet.

generic@rahul.net

--
Chris Rosenthal <generic@rahul.net>

1611. Looking for an Atari 13oXE CASE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 13:45:00 UTC
From: ae454@cleveland.Freenet.Edu
Message-ID: <1tlaos$hpb@usenet.INS.CWRU.Edu>
Source record: 106820

If anyone has an atari 130xe that doesn't work or something, I really need
a new case for mine....

--

1612. Looking for Atari Light gun

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 15:48:27 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1tli0b$2o7@charm.magnus.acs.ohio-state.edu>
Source record: 106823

Hi. I was wondering if anyone had an Atari light gun
they were willing to sell, or if anyone knows where
one could be obtained. Thanks.
--Jeff
jeffmay@magnus.acs.ohio-state.edu

1613. Help with modem software.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 15:59:40 UTC
From: slqxc@cc.usu.edu
Message-ID: <1993May22.095940.68299@cc.usu.edu>
Source record: 106822

I've been using my Atari SX212 on my IBM for about a year and now I'm interested in hooking it up to my dusty old Atari XE. (I can't wait to have a look at the new Demos, and I thought Atari was dead!) I don't have any communications software for it so I'm in a catch-22 situation. How can I download the software without the software?
Anyways, I was just wondering if it was possible to type in something into Basic that would allow me to download a REAL program. If someone could post or e-mail me some help, I would apreciate it very much.

Thanks in advance,
Nate.

1614. Re: Problems with 600XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 16:05:50 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gvk@abcd.houghton.mi.us>
Source record: 106825

You might have to see if BEST can send you a new keyboard MYLAR,
I don't know if they go that route, or if you have to but a totally
new keyboard. It's the same keyboard as in the 800XL.

Best Electronics
2021 The Alameda Suite 290
San Jose, CA 95125
408-243-6950

Jeff
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1615. Hello from HOLLAND

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 17:35:33 UTC
From: bernard@hotline.wlink.nl
Message-ID: <yX6X4B1w165w@hotline.wlink.nl>
Source record: 106824

```
Hello if anybody can read this message please me know.....
I like to join in this NEWSGROUP.

I hope to hear from any one over there...

Greetinx from Bernard Kok...

E-mail : Bernard@hotline.wlink.nl

See you next time...

--------------------------------------------------------------------------------
hotline.wlink.nl - Hotline BBS usenet-site
+31 20 6891014 / +31 20 6893869
--------------------------------------------------------------------------------
```

1616. Re: 800XL's monitor jack.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 19:03:23 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cgTy4B3w165w@cyberden.sf.ca.us>
Source record: 106827

vparada@inf.utfsm.cl (Victor Parada G.) writes:

> Hola mundo.
>
> What kind of monitors are available to connect to my 800XL?
> I guess that the RGB connection (as described in Mapping the Atari XL)
> isn't compatible with standard RCA audio & video connections.
> Is there such a way to connect the Atari to a VCR without using
> the RF modulator?

Yep... if your VCR simply has an "audio in" and a "video in" set of RCA style ports... or if you have, say, an old AMDEK or Commodore color Monitor (which have these ports too) (except the one AMDEK I've used has a microphone style audio input, but I have a handfull of RCA=>audio adapters, so it was no problemt).

anyways... you'll need to get or make a DIN -> 2-RCA cable... like the old Commodore Monitor cables, which are probably still around all over the place (hey, >I< got one!) :) ... check the Atari 8bit FAQ posted a little while back or one of the good hardware books on Atari 8bits if you want to make your own. My dad (and I) made a DIN -> audio port LONG long ago... I saw a hack for one in an ANTIC or something and decided I wanted it... they unfortunately didn't explain which pins were for video and the such.. so I have a pretty useless DIN -> audio cable lying around

;)

happy hunting...

good to see someone on here who ISNT from the US/Canada/Europe :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1617. PLUS 256k for the Atari 800! / 6502 Instruction list WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 23:31:13 UTC
From: mat@unh.edu
Message-ID: <MAT.93May22233113@metro.unh.edu>
Source record: 106831

Has anyone done the modifications found in the addmema.arc file
from the Atari archives??

I purchased the parts on Thursday and did the "hack" yesterday night.
Now I have 288k of which only 48k I can use. I haven't done the AXLON
mod because I'm not sure what the differences or drawbacks might be from
the PLUS256k mod..

Does anyone know the specifics to the AXLON mod? Does it allow 256k or
only 128? What address does it use for page switching? Does it use
this same address to store what the current page is?

So far I've determined that 55040 is the page select address and
that the current page selected cannot be determined (It must be
remembered)

The documentation isn't that good on explaining the how the patches
supplied for mydos 3.015 or dos 2.5 work. Dos 2.5 isn't any good
to me because I have a DD drive and I only have mydos 4.50.

I'm currently looking over the MyDos code but I'm finding myself not
able to remember all the 6502 instructions. Does anyone have a file
explaining all the 6502 instructions?

Thanks, Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1618. 3.5 inch drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-22 23:42:34 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May22.234234.85431@austin.onu.edu>
Source record: 106828

Here is an idea I had and I would like some advice. Has anyone ever
connected an IBM compat (not true IBM) to an 8bit? I mean an internal,
not an external drive. Questions: Can any Dos support floppies of 1.44 Meg?
Are there any technical aspects that I need to research/avoid to get
this to work. I have mistakenly posted this article to *.atari.ST so
to find a more in-depth description, please read my article of the same
name there. Any support/advice would be appreciated.

Thanks in advance.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1619. Re: Looking for Atari Light gun

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 01:44:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1tmktn$soa@usenet.INS.CWRU.Edu>
Source record: 106829

In a previous article, jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) says:

>Hi. I was wondering if anyone had an Atari light gun
>they were willing to sell, or if anyone knows where
>one could be obtained. Thanks.

Best Electronics markets their own "Best Light Gun."

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1620. Several replies in 1

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 03:58:29 UTC
From: G44@delphi.com
Message-ID: <01GYHT1PJK5U91VWD3@delphi.com>
Source record: 106830

Issue 1: the 1400 series has internal Basic. I should know, I own one.

Issue 2: Bill has the 4.53 source that I have him, it would probably be easy for him to PUT it to the archives.
It would cost me money to do it via delphi.

(I have him=I gave him).

Issue 3: I managed to contact the author of a MYDOS CLI with UNIX-like commands. All interested parties can contact
him at slackey@bbn.com.

He is local to me and I will be discussing his project further in the coming days.

Bill, I advise you to begin corresponding with Stan Lackey and trade programming/MYDOS notes.

Issue 4: An AMIGA atari 8-bit emulator is a wonderful idea, and would take far less muscle to accomplish than an ST
IBM or MAC emulating the 8-bit.

I for one would value such a system and it would be a major factor in easing the pain of upgrading, since if I consider
ANY 16/32 bit machine it will be an AMIGA of one sort or another due to the reasons Jeff stated, its similarity in
archetecture to the Atari 8-bit.

One thing I that did not carry through, however, is some of the simplicity and flexibility of the ATARI I/O scheme,
however, which is unfortunate.

It doesn't to the best of my knowledge, use an IOCB with a byte (letter) assigned to every device and a logical device
number.

Aside from the graphics and sound chips the I/O scheme of the Atari 8-bit is one of the best parts about it, and why
it stands up so well against comparable 8-bits.

or 16 bits for that matter!

1621. Re: 3.5 inch drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 05:28:55 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gwy@abcd.houghton.mi.us>
Source record: 106832

Lance,

The Floppy Board module for the Computer Software Systems
BLACK BOX does just that. It lets you attach 5.25" 360K and 1.2meg
and 3.5" 720K and 1.44 meg floppy drives to your atari 8 bit.
SpartaDOS and MyDOS 4.5 both are able to use the disks to their
full potential. Since the Atari <-> drive connection is done through
the parallel bus instead of through the standard SIO port connector,
data transfer rates are much faster than what can be attained through
a standard Atari 8 bit type drive. Additionally, floppy board drives
have the capability to read and write to IBM and Atari ST formatted disks.
Although you obviously can't run ST or IBM software, you can certainly
exchance word processor text files and goodies like that.

C.S.S.
PO Box 17660
Rochester, NY 14617
716-429-5639

-- Via DLG Pro v0.995

1622. A Peek At The Upcoming June AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 17:39:23 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305231730.AA04075@smithkline.com>
Source record: 106833

Greetings, AC Subscribers!

The June 1993 issue of ATARI CLASSICS is now at the printer and will probably hit your mailbox about the middle of the month. Our June Software Disk is also on schedule and will probably appear in late May or early June.

In my article in the April issue I hinted that we might be forced to drop our August issue due to sluggish subscription response. However during March and April there was an increase in subscriptions which has brought AC to within a hairsbreadth of its goal of 500 paid subscribers (it now stands at 480). As a result, I've decided to proceed with a full bimonthly schedule of publication for 1993, so we will have an August issue. <Brief pause to allow the applause to die down... .> For more details on this and other encouraging developments please look for my article "Saga of the AC Database" in the upcoming June AC.

By way of titillation here's a peek at the contents of the June issue now in press:

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ATARI CLASSICS Magazine Volume 2 No. 4 June 1993

FEATURES:

Saga Of The AC Database, Part 1
Circulation Editor Ben Poehland delivers Good News for AC readers and describes how database problems almost crippled AC in its infancy.

AC Software Disk Index (June 1993)
AC Disk Editor Steve Hoffee divulges all the goodies awaiting disk subscribers on our June Software Disk.

Modular Programming On The 8-Bit
Contributing Author Ron Fetzer gives us a useful envelope-printing utility while describing a methodical approach to BASIC programming guaranteed to instill self-confidence: a "must read" for beginners!

Super Database 1-2-3
Rolly Herman, Contributing Author, takes us on an in-depth tour of one of the most unusual databases available for your venerable 8-bit.

COLRVIEW: 4096 Simulated Colors On The Classic Atari!
Graphics & Entertainment Editor Jeff Potter describes a mind-blowing technique that pushes the envelope on color graphics in his newest shareware program.

Use A High-Speed Modem On Your Classic Atari
A fascinating look at how your 8-bit can scream as fast as any 486 over the phone lines, from Hardware Editor Charles Cole.

Looking Back: What Is VersaWriter?
Staff Reviewer Gary Matteson steps back in time to examine the most perplexing gadget ever made for the Atari and crosses paths with an Alchemist whose secret identity is shockingly revealed!

COLUMNS:

The Fitting Room
Columnist Mike Jewison finds a Black Box in his Fitting Room and enters a time warp, coming out just this side of Christmas. Huh?

Moonlight Workshop
Staff Columnist Jeff McWilliams continues his Expanded Memory tutorial with a software compatibility chart and uses of RAMdisks.

Exploring The Wild FONTier
A tour-de-force on DD3's text manipulation abilities, graphics, and a User Guide available directly from Columnist Dave Richardson.

The Garret
Columnist Ed Hall explores the best features of text adventures and offers novel ideas for would-be programmers.

DEPARTMENTS

News Roundup
Tips 'n' Tricks
Swap 'n' Shop
Subscription Form

Those of you who don't subscribe can just gaze at the above and drool over what you're missing. It seems there are still quite a few folks out there who don't know the 8-bit community has taken charge of its own affairs by publishing its own bimonthly magazine for $25/year. We don't rely on Atari Corp. any more. Nor ANTIC. Nor Analog. Nor Explorer. We stand on our own feet and do the job ourselves.

If you're tired of being left in the cold, join the Bold New Experiment that AC represents. At ATARI CLASSICS, you aren't just a subscriber: you are a Participant in a New Idea. We are demonstrating to the morons in Sunnyvale, and to the whole rest of the world, that a community of users can exist independent of the company whose product first drew us together.

For subscription info, please write: ATARI CLASSICS
179 Sproul Road/Rt. 352
Frazer, PA 19355 U.S.A.
ATTN: Circulation Editor

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine
5/23/93

****

1623. April AC Article: OK To Post Here?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 17:51:37 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305231733.AA04079@smithkline.com>
Source record: 106834

Hello Everyone,

In the April AC I presented an article/editorial entitled "Us Guys Iz Yooze Guys: A Status Report On The AC Experiment". Several people, including AC's Telecom Editor Lawrence Estep, have requested me to post the article on various nets, which I have agreed to do.

However, the thing is pretty long for posting to directly to the newsgroup, it runs like 23K of text (4 pages in the magazine). I'm a little reluctant to post it here because of that. I know some folks have to pay for Net access & a big file like that will chew up not only memory allocation but $$$ as well. The file will be made available in ARC'd form on the commercial nets.

Gimme some feedback here, yay or nay, I'll be glad to post it in 80-col format if I get enough positive response. I'll wait a week & see...

- BEN POEHLAND
Managing editor
ATARI CLASSICS Magazine

poehland%phvax.dnet@smithkline.com

****

1624. Re: 3.5 inch drivesAND

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 18:15:55 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1tof0r$dd8@news.ysu.edu>
Source record: 106835

To answer your question about hooking up an internal 3.5" drive to an 8bit...I have that here...I got it by using the Dual Drive ☐{ conversion from CSS [716-247-5639]. It converts the standard XF551 to a very fast 3.5" 720k drive...I'm using both the 5 1/4" and the 3 1/2" on the same controller inside my hard drive case which is an ibm type minitower..this mod uses chips and a module that do away with the XF551s problems and make faster than ICDs ultra speed.
I use Sparta X or Sparta 3.2d on it.
If you get a Black Box you can run 5 1/4" and 3 1/2" HD disk drives (1.2 meg and 1.44 meg respectively) with lightning speed cuz its off the parallel port with the Black box. This is more expensive.
OH yes, Mydos 4.5 or more can format HD disks.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1625. Repair & Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 19:08:33 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1toi3h$jfj@usenet.INS.CWRU.Edu>
Source record: 106836

Atari 8 bit owners!

Upgrades and repairs done to all Atari 8 bit equipment!

Memory upgrades upto 4MB!
Drive Upgrades
Computer REPAIR
Drive REPAIR
Keyboard Replacement
ROM & OS Upgrades
Gumby Stereo Upgrade!
Video-Clear Upgrade (xl)!

Custom mods! You request it, we do it!

WE CARRY A FULL LINE OF ALL ATARI 8 BIT EQUIPMENT!

WE DO INSTALLATION ON EVERYTHING WE SELL!

Called around for an item but found the company who sells it
wants WAY too much to install it???

NO PROBLEM! We can get that part for you and install it for less
that they will!

LOWEST prices for all atari service & upgrades, GUARANTEED!

E-Mail for a price quote on that upgrade you want NOW!

IMMED REPLY!

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1626. Problems with 600XL keyboard -> Solved!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 19:16:06 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <93May23.191606.43087@acs.ucalgary.ca>
Source record: 106784

I thought I would update the situation with my 600xl keyboard for anyone who might be interested. To recap, banks of the keys did not work, the example I gave being 3-E-D-C which fall on a diagonal line on the keyboard. Inspecting the innards of the keyboard showed that the keys that didn't work fell along lines on part of the mylar template under the keyboard. A helpful person pointed me to the 4051 cmos chips which connect to the keyboard bus. Sure enough, exchanging the chips changed the keys that worked/didn't work. So clearly one of the chips is fried. And best of all (no pun intended) Best carries the chips for only $.69 each. Thank god I didn't need to replace the keyboard mylar, Best charges $22! Well anyways thanks to those who tried to help.
--
[.SIG ALERT]

dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

1627. Atari stuff(hardware,software,books) SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 19:35:21 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <0096CF08.562435A0@BORN.PHYS.VIRGINIA.EDU>
Source record: 106840

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). PLEASE FEEL FREE to make any offer! I intend to finalize
sales within a few days, and will accept immediately offers that look very good
(if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Atari CX853 16K RAM memory module for Atari 800 (I have 2 units)
Axlon RAM CRAM 32K memory module for Atari 800
Atari 850 Expansion Interface, like-new condition
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1027 Letter Quality 80-column impact printer in excellent condition,
in original box with all cables and manuals
Another 1027 Letter Quality printer almost new, in original box, but does
not work properly
Atari 1020 Color Printer/plotter in original box, manual, all cables.
Another Atari 1020 color printer/ plotter with manual.
Yet another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Joysticks- various types and shapes, all tested and working well.
Paddles- a pair of Atari paddles - NEW never used
Paddles- a pair of Atari paddles - used
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 1010 Program Recorder - I have 2 units, Work fine.
Atari 1010 Program Recorder - save: ok, load: no.

4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.

They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) with manual
Thorn EMI Submarine Commander with manual and original box
Imagic Atlantis with manual and original box
Centipede with instructions
Missile Command
Activision Space Shuttle
Imagic Demon Attack
AtariArtist cartridge
AtariWriter Wordprocessor with manuals and original box

Disks- (All are original disks)
======

Lode Runner with manual and original box
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Temple of Apshai with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Infocom Zork I with manual and original box
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
Spare Change with manual
The seven Cities of Gold
Atari Translator
Ghostbuster by Activision
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
Joystick Sketchpad with manual (used)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari Statistics I (with manual and original box)

Books-
======

Bill Carris- Inside Atari BASIC
Compute!'s First Book of Atari
Compute!'s Second Book of Atari
Gardner- Software Protection and Code Breaking (book only)
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

1628. Re: Adding a slave drive to the TRAK drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 20:01:57 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May23.200157.3703@austin.onu.edu>
Source record: 106837

Mike Thomas (mat@unh.edu) wrote:
: Does anyone know how to add another drive to the TRAK drive?

: It has a port on the back labeled SLAVE DRIVE, I'd like to add
: another DS/DD drive to my system or if possible with the TRAK
: to add a 3.5" floppy.....

: Thanks, Mike

What is a TRAK drive, where did you get it, and what makes it stand out
from anything else? Sounds interesting that you can add a slave drive
to it.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1629. 8bit Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 20:08:57 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May23.200857.10553@austin.onu.edu>
Source record: 106838

I understand that you can connect an ST mouse to the 8bit. How many people have done this to their 8-bit. Also, once you have a mouse hooked up, what software supports it? Is there very much software support for it? How much does an ST mouse cost?

Thanks,
Lance "Ate_bit" Murdock
l-murdock@onu.edu

1630. Public Domain?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 20:13:27 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May23.201327.33721@austin.onu.edu>
Source record: 106839

Has Atari declared any of their software (except the DOS line) to be public domain? If not, does anyone know when it may become so?

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1631. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 22:46:23 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1Fy14B2w165w@cyberden.sf.ca.us>
Source record: 106841

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> Amiga holds a closer architectural resemblance to the 8 bit than the
> Atari ST does, and if I remember correctly, at least a good handful
> of 8 bitters moved to the Amiga platform.
>

<cough ... Jay Miner ... >

he did the DisplayList (AC) and CopperList (Amiga), right???

what else?

(well, i mean, the P/M's and sprites of course...but anything other
than the graphics chips? OS for example?)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1632. Re: Modem handlers with TBXL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 22:48:58 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Bky14B3w165w@cyberden.sf.ca.us>
Source record: 106843

G44@delphi.com writes:

> I believe I sent you the Atari Classics disk?
>
> Check it out, it contains a TBXL fixer for the Multi Mouse driver.
> It makes it so ALL handlers will load correctly.
>
> I also have the "fixed" TURBO prompt TurboBasic XL for 60 cycle American.
>
> Both of these fixes are must-haves for Americans, and is the ONLY way to prep
> planned to have a TBXL compatible version--with MYDOS--hopefully some day.
>

Well... hmmm... I believe I tried that TURBOMOD.TUR (turboBASIC XL file)
on BOTH the TurboBASIC on the AC disk AND on my "master DOS disk"...

the TurboBASIC XL >I< have >IS< at 60 cycle ... the COMPILER isnt tho.

AND, I >DO< have the normal "READY" prompt...
not the "Jouh!" or the "TURBO" prompt..

SX212's handler (I use the BobVerter) doesnt work tho...! :(

HELP!
what >AM< I doing wrong!?!?!?

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1633. Re: Modem handlers with TBXL

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 22:51:11 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <1Ny14B4w165w@cyberden.sf.ca.us>
Source record: 106842

BTW- why not just get FrOst BASIC? Or... is

1) TurboBASIC and FrOst BASIC incompatible

or

2) a modified TurboBASIC STILL has more RAM than FrOst...!??!?!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"I miss my girlfriend! <sob>" Me, Life

1634. Re: 3.5 inch drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 23:44:56 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0gxg@abcd.houghton.mi.us>
Source record: 106846

RE: connecting a 3.5" 1.44meg drive to an Atari 8bit computer.

1- I know of no easy way to connect to any internal drive while it is still installed (and presumably in use) in a PC. You would have to put in a switch to change the drive between the machines.

Of course you could always access the drive AS A PC DRIVE, by redirecting the CON device (console) on the PC to a serial port, then using an Atari with an 850 (or equivalent) and terminal software. You would be able to run line (as opposed to full screen) oriented programs on the PC and control them from the Atari (like DOS, or EDLIN). You could also then transfer files between the two systems.

2- BTW, a XT class PC cannot generally support a high density drive in high density mode (i.e., 1.44meg 3.5", or 1.2meg 5.25"). The required data transfer rate is too high for an 8bit bus. There are special controllers available for a XT that buffer the I/O. Unless this type of controller is available for the Atari 8bit machines, I seriously doubt the ability to use a 3.5" drive at 1.44meg.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

1635. Re: 3.5 inch drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-23 23:55:02 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0gxi@abcd.houghton.mi.us>
Source record: 106847

Obviously from other messages, C.S.S. has produced a high speed drive
controller for some Atari 8bit machines...

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

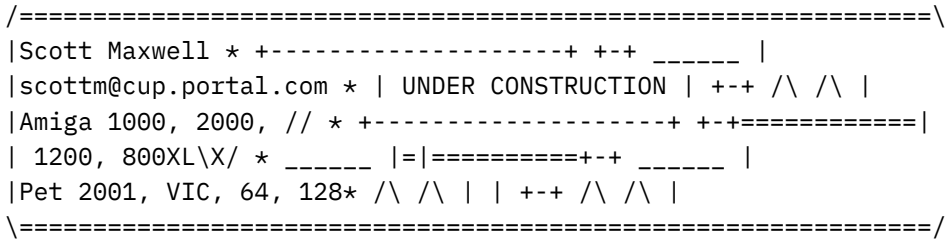
1636. Re: DOS XL (was Re: Synchromesh)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 00:29:23 UTC
From: ScottM@cup.portal.com
Message-ID: <81952@cup.portal.com>
Source record: 106845

>Yes ICD will still fix their products but they charge $50 per
>hour to do it...I was going to send my r-time-8 in (4 the 5th
>time!) and if they take 2 hours it will be more than the purchace
>price.....the clock from BEST electronics is still bugged and will
>not be on the market til these are out.

Could someone post a list of the products that they will fix?
Thanks in advance!

>Joe Sabatino-->ab588@yfn.ysu.edu



1637. AMS music uploaded to archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 00:35:10 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1tp57u$lb2@news.ysu.edu>
Source record: 106844

I just uploaded some ams and ams2 music to the archive.
8bit/Sound/bestams1.arc is already there.
Here's what I uploaded today: amsa1.arc, amsa2.arc, amsa3.arc,
amsb1.arc, amsb2.arc, amsb3.arc and amsb4.arc.
I have 1.5megs of ARCed music files in alphbetical order I will
upload in the next 2 weeks.
the files with no extender are AMS files the files with .AMS ext
are ams2 files.
Use 8bit/Sound/theplayr.arc to play the music.<-This is the
stereo/mono player.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1638. Re: 8bit Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 01:50:54 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gxv@abcd.houghton.mi.us>
Source record: 106848

Lance,

You should have gotten the previous disk for Atari CLassics, it included a mouse driver you can use in your own programs that will work with an ST mouse.

Jeff

-- Via DLG Pro v0.995

1639. New 8bit Index at Atari Archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 02:45:56 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C7IFoK.HLK@mentor.cc.purdue.edu>
Source record: 106849

I have placed a new index of 8bit files in /8bit.

It is still called 0index

Jody Lenn

1640. Re: 8bit Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 02:48:35 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May24.024835.26451@ugle.unit.no>
Source record: 106850

In article <Jeff_Mcwilliams.0gxv@abcd.houghton.mi.us>, Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
> Lance,
>
> You should have gotten the previous disk for Atari CLassics, it included
> a mouse driver you can use in your own programs that will work with an
> ST mouse.

...but is there one which works with an Amiga mouse?

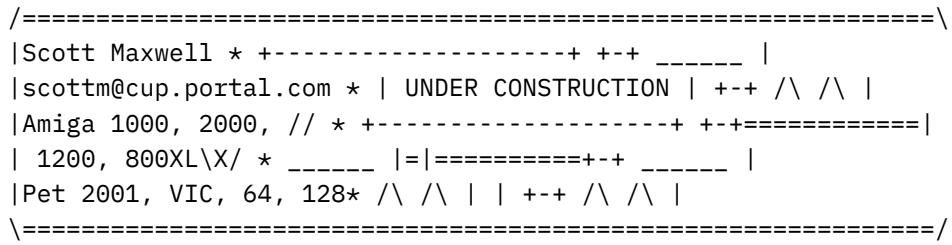
> Jeff
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Why settle for less? | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

1641. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 02:56:08 UTC
From: ScottM@cup.portal.com
Message-ID: <81959@cup.portal.com>
Source record: 106851

```
>In fact a friend of mine and I are planned to write an Atari Emulator
>for the Amiga...
>
>BTW does anyone know if there is already an Atari Emulator for the Amiga??
>
Not yet. The EMPLANT board is supposed to emulate the 8-bit Atari's in the
future (as well as Mega ST). It currently emulates Mac IIcx with 486
emulation this summer.

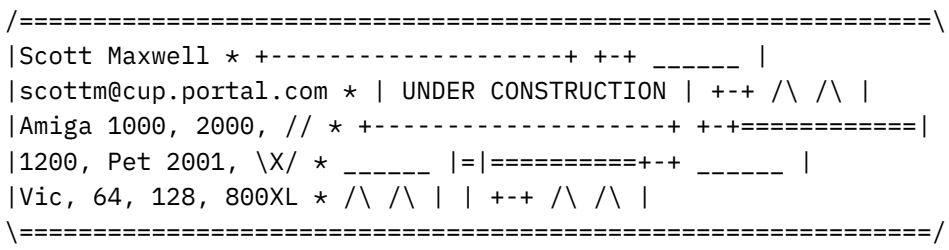
>Mike
>--
> ** Mike Thomas Computer Science Major **
> ** mat@unh.edu University of New Hampshire **
> ** "IntuitionBase = OpenLibrary("intuition.library",39);" **
```



1642. Re: Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 02:56:26 UTC
From: ScottM@cup.portal.com
Message-ID: <81960@cup.portal.com>
Source record: 106852

Anybody know where I can get a hold of the Translator Disk?
Thanks in advance.



1643. Adaptec Controller FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 05:51:28 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <1tpnp0$p1u@unix1.cc.uop.edu>
Source record: 106853

Adaptec 4000a SCSI controller for sale. It comes in two ways:
Mounted in a desktop PC case with 200w P/S and 4 1/2 height bays
for $90+ shipping
-OR-
Shipped in an anti-static bag for $60+shipping.
Works great used to run a BBS but decided to shut her down
Also for sale:
SyQuest 5M removable hard drive Works excellent (especially
when installed in the above case and connected to the Adaptec :-))
It is $35+shipping
-Norman
Send e-mail to: Mbates@vms1.cc.uop.edu

1644. Atari Worldwide

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 11:16:16 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993May24.111616.8795@cs.nott.ac.uk>
Source record: 106854

In article <9305231730.AA04075@smithkline.com> poehland%phvax.dnet@smithkline.com writes:

[loads of stuff deleted!]

>what you're missing. It seems there are still quite a few folks out there
>who don't know the 8-bit community has taken charge of its own affairs by
>publishing its own bimonthly magazine for $25/year. We don't rely on Atari
>Corp. any more. Nor ANTIC. Nor Analog. Nor Explorer. We stand on our own
>feet and do the job ourselves. ^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Hey man, we've been doing just that for ages over here in the UK, with no
support from Atari UK, just good old Page 6, 10 years and still
going strong! And lots of dedicated users. Last time I wrote to Atari UK
(which was around 3 years ago) I got a letter from them pointing me towards
Silica Shop. Just two little details:

1) The question I was asking had nothing to do with Silica Shop in the first
place and everything to do with Atari UK.

2) Silica Shop had virtualy dropped all support for the 8-bit.

Conclusion: they didn't give a damn.

>If you're tired of being left in the cold, join the Bold New Experiment that
>AC represents. At ATARI CLASSICS, you aren't just a subscriber: you are a
>Participant in a New Idea. We are demonstrating to the morons in Sunnyvale,
>and to the whole rest of the world, that a community of users can exist
^^^^^^^^^^^^^^^^^^^^^^
>independent of the company whose product first drew us together.

You're showing us???!!!??!?!?!? :-) :-) :-)

Bold New Experiment?, Bold definitely, Experiment yes, New??? :-) :-)

OK, OK, I'm not trying to start a major flame going here, just pointing out
that we are in exactly the same boat over here.

I also realise that this post is something of an advert for AC, and therefore
bound to be a little over the top, but still! :-)

The point of this post?
I'm not trying to dampen anbody's spirits, or put AC down (good grief no! you
deserve all the encouragement you can get), just pointing out the we feel
lonely over here too, and that even though Atari started in the U.S.A. we
are a world wide community now, fact which can be seen in this newsgroup,just
check out where some of the postings come from.

Just wanted to get all this off my chest, sorry for wasting bandwidth.

Raphael Espino - British Atari 8-bit owner and proud of it too!
rje@cs.nott.ac.uk
"Life is never simple, I discovered that with my first train set."
quote: Norman Clegg - Last of the Summer Wine.

1645. Re: TurboBasic EPROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 12:10:16 UTC
From: goroll@fossi.hab-weimar.de
Message-ID: <1993May24.121016.2390@rz.uni-jena.de>
Source record: 106855

```
>> Whatever happened to Frank Ostrowski anyway?
>
>I think he moved on towards 'bigger' computers (ST ?).

Yes, he was the author of GFA-Basic up to 3.5.

Michael
--
# # # # Michael Goroll -----> goroll @ fossi.hab-weimar.de
# # # # spirou @ adb.zer.sub.org
# # # #
# # # # Der ATARI 800XL lebt!!!!!
# ## # ## The ATARI 800XL is still alive!!!!
```

1646. star raiders...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 14:12:54 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C7JBHJ.IEw@mentor.cc.purdue.edu>
Source record: 106857

Does anyone want Star Raiders??? I was at a garage sale and i picked up and ol' atari 400 and some other stuff. Please let me know if you want it.
thanks

Mike

1647. Cartridges for trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 14:21:57 UTC
From: jeep@tc.fluke.COM
Message-ID: <1993May24.142157.4431@tc.fluke.COM>
Source record: 106865

Miner 2049'er, Big Five Software
Qix, ATARI
--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
. John Fluke Mfg. Co., Inc.
/|__. P.O. Box 9090, M/S 273G
'o"""o` Everett, WA 98206 USA

1648. All things Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 14:22:03 UTC
From: RG9@VAXB.YORK.AC.UK
Message-ID: <9305241421.AA00678@deepthought.cs.utexas.edu>
Source record: 106856

I too have had problems with 130XE keyboards and it was the E,D,C,3,0 keys which died on me. As of yet I have not been able to fix them, but the ideas suggested in an earlier posting will certainly help. One way of testing the keyboard decoder chip is to plug in a second keyboard (assuming you can get) hold of one (ask a friend to borrow his/hers) and seeing if the problem persists. I had two 130XE's and on changing keyboards from the one with faulty E,D,C etc to another keyboard I found all the main keys worked fine but the function keys START, SELECT and OPTION!

About this RT8 clone, are you sure BEST are developing it? I know a guy here in England - Derek Fern - who keeps telling me he is doing one and I know he does some dealings with BEST.

Does anybody know how much BEST want for a light gun and whether they ship to the UK or not? Also do they credit card orders over the phone? A touchy subject on this digest I know but it is the best (no pun intended) way for us people in the UK to order things from the states.

1649. Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 14:51:27 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May24.145127.138901@austin.onu.edu>
Source record: 106858

I had my 130XE apart the other day, and I noticed the 1.43MHz. (I think)
crystal inside it. I also just finished reading the advocacy article
which mentioned the 6502 powered Nintendo that runs at 4 MHz. My question:
What would happen if I swapped my crystal for something around 3-4MHz?
I have heard of IBM'ers changing their crystals and getting impressive results
(such as a 486/50 running at 80MHz!) Granted, if such an upgade were to occur,
heat dissipation would have to be taken into consideration, but even if you
burned up a couple of 6502's, I think they only cost a few $$ to replace.
Let me know what you think...

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1650. math routine on 8 bit machines

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 16:28:42 UTC
From: Dave Moore <JDM138@psuvm.psu.edu>
Message-ID: <93144.122842JDM138@psuvm.psu.edu>
Source record: 106859
Cross-posted to: comp.lang.asm370,comp.sys.atari.8bit

I am looking for a book containing recipies for basic functions on native 8-bit machines. This would include sin,cos,exp(), etc. Any titles or suggestions would be greatly appreciated. (I am programming in assembler.. ouch)

Please send e-mail only, as reading news is nigh impossible for me this summer

Thank you,
Dave Moore moore@picard.ads.com <-- preferred over jdm138@.......above

1651. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 18:35:42 UTC
From: ntrimbac@magnus.acs.ohio-state.edu
Message-ID: <1tr4hu$5d3@charm.magnus.acs.ohio-state.edu>
Source record: 106860

In article <1993May24.145127.138901@austin.onu.edu> lmurdock@austin.onu.edu (La
nce Murdock) writes:
>I had my 130XE apart the other day, and I noticed the 1.43MHz. (I think)
>crystal inside it. I also just finished reading the advocacy article
>which mentioned the 6502 powered Nintendo that runs at 4 MHz. My question:
>What would happen if I swapped my crystal for something around 3-4MHz?
>I have heard of IBM'ers changing their crystals and getting impressive results
>(such as a 486/50 running at 80MHz!) Granted, if such an upgade were to occur
,
>heat dissipation would have to be taken into consideration, but even if you
>burned up a couple of 6502's, I think they only cost a few $$ to replace.
>Let me know what you think...
>
>Lance "Ate_bit" Murdock
>l-murdock@onu.edu
>
While I'm no expert I can't see why this wouldn't be possible. I know JDR
microdevices (or perhaps it was Jameco) sell 6502 rated at 4Mhz. The only
problem I see is that perhaps some other things use that crystal for timing
also.
If you try it let me know how things turn out...

Nick
ntrimbac@magnus.acs.ohio-state.edu

1652. 3.5" Drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 19:27:07 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305241833.AA12266@smithkline.com>
Source record: 106861

I'm using BOTH 1.44-meg & 720K 3.5" floppies in the main system I use to run Atari Classics.

The only DOS's that support 1.44M & 720K are MyDOS & the various flavors of SpartaDOS. 1.44M drives can only be used on the PBI as the require a special format that's only available from firmware built into the Black Box/Floppy Board combo from Computer Software Services, which plugs into the PBI/ECI on the XL/XE.

The quad-density (720K) 3.5" floppies can be used as slaves to to XF-551 drive on the SIO. Again you must have MyDOS or Sparta to format those. Both the HD & QD floppies support ultraspeed file transfers, although the formatting routine using the BB/FB is noticeably faster than formatting just with Sparta U/S alone.

The 720K units can read MSDOS/ST formats using utility software provided by CSS. The 1.44M PBI BB/FB floppies can read, write, & format MSDOS/ST formats.

The XF-551 upgrade is available in several flavors. You can just replace the 5.25" mech with a 3.5", or you can slave the 3.5" externally to the existing 5.25" mech, or you can run two 3.5" drives (internal & external). The combo I find most useful is the 3.5" slaved to the existing 5.25". My 5.25" mech is also modified with the CSS Enhancement, which makes the 5.25" mech completely compatible with the 1050 at the flick of a switch. I use this mostly for reading DOS 2.5 formatted floppies that people send to the magazine. The 3.5" slave is a useful backup in case I suffer catastrophic failure of the BB/FB, which would take my 44-meg hard drive & all my 1.44-meg floppies out in one swoop (!).

With the BB/FB you can connect up to 4 floppies of all manner configuration: 3.5" QD or HD, 5.25" DD or HD, & even I think 8" (ugh!). These are all standard IBM-type floppy mechs, off-the-shelf stuff you can pick up anywhere.

There is supposedly another way of connecting up 3.5" QD floppies, I've never tried it. A few people have reported that you can replace the 5.25" mech in later-model Percom DS/DD drives with the std. 3.5" mechs & they will work outright. No warranties there, that's heresay. Anyone out there want to verify that?

The nice thing about the 1.44M PBI floppies is that they will of course also read/write to disks formatted with the slaved 720K drives on the SIO. All new 3.5" mechs sold these days have built-in media sensing & automatically adjust their bias currents for QD or HD. Of course the QD mechs won't read HD formats. Once you get used to using 3.5" floppies, using even a U/S Doubled 1050 seems like the Stone Age. And a stock SS/SD 810- ugh! Strictly Jurassic!

The only thing better than 3.5" floppies is a hard drive or maybe a monster RAMdisk. I've been using the BB/FB for over a year & I *LOVE* it!

I like this hardware so much, if CSS sold one with chocolate icing I would EAT the darn thing!

Which reminds me, I'm running a 2-part article beginning in the June AC describing how I use all this stuff to manage circulation for Atari Classics. This AM I mailed off to our Publisher 511 mailing labels for the June issue, plus another list of 290 labels I generated last week for our software disk. Without this fancy hardware AC simply could not exist, the amounts of data I'm slugging thru that little bitty 6502 in my 800XL are truly staggering.

- BEN POEHLAND
Managing Editor
Circulation Editor
ATARI CLASSICS Magazine

****

1653. ***Wanted disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 19:53:50 UTC
From: bantolph@draco.unm.edu
Message-ID: <1tr94eINN46b@lynx.unm.edu>
Source record: 106862

****Wanted***

Any 8-bit compatible disk drive (810, 1050, Trak)

Miner 2049er

Sequal to Miner 2049er (whatever it is called, i heard it exists)

Some type of terminal software on disk for 8-bit

reply to:

Kenneth L. Cope
bantolph@carina.unm.edu
cope@amac.plk.af.mil

1654. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 19:59:20 UTC
From: spam@iastate.edu
Message-ID: <C7JrIx.28p@news.iastate.edu>
Source record: 106863

In article <1993May24.145127.138901@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>I had my 130XE apart the other day, and I noticed the 1.43MHz. (I think)
>crystal inside it. I also just finished reading the advocacy article
>which mentioned the 6502 powered Nintendo that runs at 4 MHz. My question:
>What would happen if I swapped my crystal for something around 3-4MHz?

The operation of the custom chips on the atari (Antic, GITA, and Pokey)
are closely tied to the clock. If you sped up the clock these chips
would not operate properly.
This (or so I've heard) is why the T-816 board was unable to be clocked
past the 1.4Mhz

-mike begley
spam@iastate.edu

--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

1655. Page6 N.A.U. vs AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 21:38:10 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305242024.AA13411@smithkline.com>
Source record: 106864

In a recent post Raphael Espino feels that AC really isn't anything all that new & that Page6 has been doing for years what we are just now doing with AC.

I have a different point of view.

First, Page6 was founded during the heyday of the 8bit. It was thus able to establish itself in a market where resources were plentiful & there was considerable support from Atari Corp. (at least in the beginning). AC only came into existence last year, at a time when the market has very little resources & virtually no support from Atari. That we exist at all, in fact are growing, is nothing short of a miracle.

Second, Page6 is a commercial operation. Its publishers may be considered professionals, as they pretty much earn their living from the mag. Whereas AC is literally owned & operated by the 8-bit community at large. The Staff is not paid a salary, people scattered literally all over the world make up the Staff & contribute to it in their spare time. The logistics involved are hideous. As opposed to Page6, where all their resources are pretty much concentrated & the market they serve is fairly compact. AC's resources are scattered all over the place, as is the market it serves (including 30 subscribers in the UK).

I can't comment on market conditions in the UK, but Atari's official abandonment of the Classic machines beginning in 1992 came as rude shock in the wake of a market that was already suffering catastrophic decline. Whereas Page6 was begun as a business enterprise by its proprietors, AC was begun BY THE 8-BIT COMMUNITY ITSELF- in deliberate response to the official rejection by Atari & as a means of attempting to salvage what was left of the North American market. The odds were against us from the beginning, & still are.

I don't mean to say that British 8-bitters have suffered any less than 8-bitters everywhere else. But Page6 operates in a business climate roughly similar to that of the former American magazines (ANTIC, Analog, etc.) which have passed out of existence. The same thing could happen to Page6. Suppose Page6 folded up the way the American mags did? I think it's a mistake to base one's own sense of market security on a private enterprise over which you have no direct control. Such security as now exists in the North American market is directly a function of participation by the community as a whole. I suspect the British market would suffer a catastrophe at the hands of Page6 if Page6 collapsed. But with control of AC directly in the hands of the user community, it is we ourselves who control the market (what remains of it). And from what I can see the novel enterprise that AC represents is beginning to have an effect. The bloodletting in our vendor community is now showing signs of bottoming out, & there are even a few new startup operations trying to make a go of it using AC as their vehicle.

Both in terms of philosophical conception & administrative operation, AC & Page6 are nothing alike. In fact AC is unlike any other publication that ever existed- past or present- in the Atari market.

As such, I reiterate my claim that AC DOES represent a New Idea: that we should persist as a community & a marketplace in the face of official disenfranchisement from the company that drew us together. Page6 deserves credit for its success (so far) in riding out the storm of market decline. But AC is altogether a different story, a deliberate effort springing from a grass-roots movement in the user community at large. This has not been tried before.

AC represents the testing of a new formula for survival.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

1656. clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 21:41:28 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0gyv@abcd.houghton.mi.us>
Source record: 106866

Lance,

Sorry I couldn't directly reply to your previous message on this topic,
it appears in the digest but not to this newsreader.

Anyhow, the Antic and GTIA chips which are responsible for generating the
video display are very closely tied with the clock speed. The clock speed
of the 8 bit isn't arbitrary, it's either twice, or half the NTSC
frequency (or something like that.. Alchemist, care to embellish?)

You would need some really special circuitry to increase the clock speed.
You can get the chips though. Western Design Center makes 6502
compatible CPUs, with more features, as fast as 10mHz.
I talked to Bob Puff about this once, and he said it's doable, but it would
end up costing about $300.00 apiece for an accelerator board.
Unless every A.C. subscriber purchased one, I doubt you'll see a
C.S.S. clock accelerator card anywhere in the near or distant future.

Jeff McWilliams

-- Via DLG Pro v0.995

1657. Re: Adding a slave drive to the TRAK drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 22:37:29 UTC
From: mat@unh.edu
Message-ID: <MAT.93May24223729@metro.unh.edu>
Source record: 106874

In article <1993May23.200157.3703@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:

: Does anyone know how to add another drive to the TRAK drive?

: It has a port on the back labeled SLAVE DRIVE, I'd like to add
: another DS/DD drive to my system or if possible with the TRAK
: to add a 3.5" floppy.....

: Thanks, Mike

What is a TRAK drive, where did you get it, and what makes it stand out from anything else? Sounds interesting that you can add a slave drive to it.

Its a double sided double density drive for the Atari that has a built in centronics parallel port for a printer and (Supposedly) the ability to hook up another drive to the internal floppy controller for the Atari

(On the back it has a 34 pin male connector labeled SLAVE DRIVE

I got it with a package purchase at a flea market...

Mike

--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1658. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-24 22:41:37 UTC
From: mat@unh.edu
Message-ID: <MAT.93May24224137@metro.unh.edu>
Source record: 106873

In article <1Fy14B2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> Amiga holds a closer architectural resemblance to the 8 bit than the
> Atari ST does, and if I remember correctly, at least a good handful
> of 8 bitters moved to the Amiga platform.
>

<cough ... Jay Miner ... >

he did the DisplayList (AC) and CopperList (Amiga), right???

what else?

(well, i mean, the P/M's and sprites of course...but anything other
than the graphics chips? OS for example?)

We're only talking about the hardware....

Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1659. Weather/Satellite Photos

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 01:18:40 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May25.011840.55723@austin.onu.edu>
Source record: 106867

Are there any methods that the 8-bit can receive weather satellite photos from the Internet? I have an article from Modern Electronics where satellite photos can be received, and I also read an Antic (or Analog, but Antic I think) article that explained a way to do it with shortwave receivers. I was curious if there was another way to do this without a receiver. I have a friend that is a pilot that can access weather photos for his computer, but unfortunately, you have to be a certified pilot to do this. I was hoping that there might be a site where up-to-date photos can be received.

Just another Summer project I had in mind for my 8-bit...

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1660. Re: End to confusion about New 8bit files at A.A.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 01:29:23 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993May25.012923.84873@austin.onu.edu>
Source record: 106868

Jody Michael Lenn (lenn@terminator.rs.itd.umich.edu) wrote:
: New 8bit files are listed in the files 0new1 0new2 0new3 etc. at
: Atari Archive. The 8bit files are mixed in with the ST's new files.

: Just look through them for something in /8bit

: BTW: The above files are in the "root" directory of Atari Archive

: Jody Lenn
: 8bit & ST archivist

I got the above files and flipped through them but, for example, it lists stereoxl.arc, and gumby.arc as being in the /8bit/Sound directory. Upon entering this directory, I discover that these files are not there. Have they not yet reached this directory or have I made some incredibly stupid error? I couldn't locate these files anywhere.

Thanks in advance,
Lance "Ate_bit" Murdock
l-murdock@onu.edu

1661. Atari Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 02:13:11 UTC
From: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
Message-ID: <530.2C03CE0C@mechanic.fidonet.org>
Source record: 106773

This is an Update to a previous post. All disk drives are sold. I still
have an 800 with 128k Mod and a "Impossible" addon as well as Numeric
Keypad. $75

A TAxan 12" Color Monitor with Glare screen. $100

Monkey Wrench Cartridge with Manual $15 (for 800 only)

Atari 400 with 48K and full stroke keyboard. $25

Light Gun and 2 Games (Crossbow and ?) $25

Lots of software and Game carts. Looking for anything special?? Let me
know and I'll see if I have it. ($3-$5)

All Shipping paid by Buyer. Prices are firm.
You can respond here or call my BBS and leave a message.

Dave

* OLX 2.1 * The Ultrasound Connection BBS (813)787-8644 Florida 14.4k

--
Internet: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!20!Dave.Redfern
Note: Mechanic is a free gateway between FIdonet<>USENET
for the TAMPA BAY,FL. metropolitan area.

1662. Re: End to confusion about New 8bit files at A.A.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 02:30:17 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C7K9MI.B9F@mentor.cc.purdue.edu>
Source record: 106869

The files gumby.arc and stereoxl.arc ARE in 8bit/Sound

I just double-checked them.

Jody Lenn

8bit archivist

1663. Re: End to confusion about New 8bit files at A.A.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 04:04:45 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.738302685@pv0556.vincent.iastate.edu>
Source record: 106871

In <C7K9MI.B9F@mentor.cc.purdue.edu> lenn@mentor.cc.purdue.edu (Jody Lenn) writes:

>The files gumby.arc and stereoxl.arc ARE in 8bit/Sound

remember if you are using one of the mirror sites
(such as wuarchive.wustl.edu), new files won't
show up right away.

Todd
--
Todd Greenfield
tgreen@iastate.edu

1664. Re: End to confusion about New 8bit files at A.A.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 04:20:57 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1ts6r9$qq3@news.ysu.edu>
Source record: 106872

I just BARTed the new 8bit/0index [made up on 5/24/93] and all
the files you mentioned are there...check your spelling or something.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1665. Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 06:27:21 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tse89$hb0@usenet.INS.CWRU.Edu>
Source record: 106875

If the Atari Classics disks are PD where can I get them?

If there not at the archive, can someone please e-mail them to me?

Steve
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1666. Re: All things Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 06:36:54 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tseq6$i8b@usenet.INS.CWRU.Edu>
Source record: 106876

In a previous article, RG9@VAXB.YORK.AC.UK () says:
>
>About this RT8 clone, are you sure BEST are developing it? I know a guy here
>in England - Derek Fern - who keeps telling me he is doing one and I know he
>does some dealings with BEST.
>
I talked to best today about just that, what i was told is that the
RT8 clone their getting is being developed in Eurpoe, but has been
delayed.

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1667. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 06:53:07 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1tsfoj$jvo@usenet.INS.CWRU.Edu>
Source record: 106877

I installed the StereoXL upgrade and now have downloaded the Gumby.BAS
stereo player, but i cant get it to play anything.

The regular pokey player plays fine, but the gumby player just displays
the song title and immed jumps back to the start, ive used ML and
have verified that both my pokey chips are working just fine.

Any tips?

Steve
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1668. Re: 8bit Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 10:24:08 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1tss48E5dp@uni-erlangen.de>
Source record: 106878

lmurdock@austin.onu.edu (Lance Murdock) writes:

>I understand that you can connect an ST mouse to the 8bit. How many people
>have done this to their 8-bit. Also, once you have a mouse hooked up, what
>software supports it? Is there very much software support for it? How
>much does an ST mouse cost?

There are a lot of products from PPP that support the ST mouse:

SAM - the application software system with 80 characters per line, windows,
pull down menues and so on (something like GEM of the ATARI ST).

QUICK - the fast programming language

QUICK Ed - a character set editor for the joystick, mouse and touch tablet

Mine Sweeper - You know that game?

PPP products are now available in an international version in the UK and US.

For more info contact:

PPP
Postfach 1640
W-7518 Bretten
Germany
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

1669. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 12:47:21 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1tt4gp$1gp@nz12.rz.uni-karlsruhe.de>
Source record: 106879

Jeff,

> Anyhow, the Antic and GTIA chips which are responsible for generating the
> video display are very closely tied with the clock speed. The clock speed
> of the 8 bit isn't arbitrary, it's either twice, or half the NTSC
> frequency (or something like that.. Alchemist, care to embellish?)

How are the Antic GTIA chips tied with the clock speed? Last
time I looked at the service manual for the XE game system
(I guess the ordinary XL/XE is pretty much the same) and at the
schematics. I discovered that you have exactly the same schematics
for PAL and NTSC. The two versions just distinguish themselves by
the value of some capacitors/resistors within the GTIA/ANTIC
timing circuitry. I don't remember any connections between the
main system clock and the video circuits except for the PHI and
PHI2 signals on the bus. I don't think that these signals are
responsible for the video output in any way.
I guess their purpose is just for synchronisation reasons on the
processor bus i.e. getting bytes from RAM at the right time.

Since the clock frequency of NTSC is 60 Hz, the 8-bit clock
can't be half or twice as high as the frequency of NTSC.
My manual lists the clock speed of my 130XE with 1.79MHz which
is 29833 times the NTSC clock or 35800 times as high as my PAL
clock. Even if you think about the line frequency of 15.6???? kHz
I don't think it's something to do with the main clock rate.

You can't just put in a different crystal with a higher speed anyway.
Like a faster CPU you'd have to find also a version of ANTIC, GTIA
POKEY, PIA which can run with say 4MHz unless you want to
cook eggs on your chips or you are interested in watching the cloud
of smoke comming out of your modified 8-bit.

If you'd like to upgrade your XL/XE machine you'll need to start
a production line for 4MHz 6502C CPUs which are different from
the available ordinary 6502 CPUs.
Of course you could try to glue some logic in order to emulate
the pinout of the 6502C CPU, but this would still be the minor problem
(look above)

> end up costing about $300.00 apiece for an accelerator board.

maybe more
The best approach for more speed in my opinion is a coprocessor
board like the Turbo(?) 816 or similar. It wouldn't be so expencive
too.

Marek Tomczyk
uj1g@dkauni2.bitnet or uj1g@ibm3090.rz.uni-karlsruhe.de

1670. Re: ***Wanted disk drive***

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 13:03:00 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C7L2x4.HvK@cbnewsc.cb.att.com>
Source record: 106880

From article <1tr94eINN46b@lynx.unm.edu>, by (The Sorcerer of Gunk):
> ****Wanted***
>
> Miner 2049er
>
> Sequal to Miner 2049er (whatever it is called, i heard it exists)

The sequal is called "Bounty Bob Strikes Back" and I want it to. So if you come up with two copies, let me know first. :-)

I should have gotten it years ago when it was first available. Who knew it would end up being so hard to get.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

1671. Re: Adding a slave drive to the TRAK drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 13:30:00 UTC
From: dyoest@nssdca.gsfc.nasa.gov
Message-ID: <25MAY199309301203@nssdca.gsfc.nasa.gov>
Source record: 106881

In article <MAT.93May20103023@metro.unh.edu>, mat@unh.edu (Mike Thomas) writes...
>Does anyone know how to add another drive to the TRAK drive?
>
>It has a port on the back labeled SLAVE DRIVE, I'd like to add
>another DS/DD drive to my system or if possible with the TRAK
>to add a 3.5" floppy.....
>
>Thanks, Mike
>--
>/**\
> ** Mike Thomas Computer Science Major **
> ** mat@unh.edu University of New Hampshire **
> **--**
> ** "IntuitionBase = OpenLibrary("intuition.library",39);" **
>**/

I have a couple of TRAK drives, one I bought new in ~84 and one I
bought "smoked" for pocket change. The drive controller is basically
the same on all TRAK drives, but the code in the EPROMS probably
varies widely. Are you sure the one you have is DS/DD and not SS/DD?
Both of mine are SS/DD, and as I recall TRAK went under right about
the time they released DS/DD.

I've succesfully hooked up slave drives to my TRAKs, but only in SS
mode. I suspect that you could get it to control a 3.5, but probably
only in SingleSided 40 Track mode, unless you have DS ROMS in your
controller. I would be really suprised if it could deal with all
80 tracks of an 80 track drive. (And then I would begin begging you
to burn me a copy of the from your controller EPROMS!)

What you need to do-

Provide power to the slave drive, and use a standard ribbon cable
(ala PC clone) ftom the "box" connector on the TRAK to the slave
drive. NOTE!!!!! Don't use the TRAK to try to power the second drive,
it won't handle it. You'll need to Jumper the slave drive to be drive
2,

What I did and why-

I bought a 2 drive case/power that supported two 1/2 height
drives. I removed the drive mechanism from the TRAK and installed
both mechanisms in the case, put a blank panel on the TRAK, and
it works great. The TRAK power supply is marginal, and by removing the
drive mechanism and powering it in the other case, the PS in the
TRAK only has to provide current for the controller electronics and

thus runs a whole lot cooler, and has lasted almost 10 years.

TRAK really cut corners when they were going under, the models
"right at the end" were missing the large electrolytic caps in
the power supply. You might want to open the drive and see if they're
there. If not, I could provide the values and you might consider
installing them.

By the way, the printer port function on the TRAK is really good, it
intellegently uses the track buffering RAM as a print spooler, so
printing via the TRAK is serial bus speed for short print jobs, (Until
you run out of buffer RAM)

Dave Yoest
LAN Engineering & Ops Section Supervisor
ATSC/Telecommunications Branch
NASA Goddard Space Flight Center
Greenbelt, Md.

DYOEST@ZAPHOD.GSFC.NASA.GOV

1672. Re: 8bit Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 13:47:13 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1tt811$2pr@nz12.rz.uni-karlsruhe.de>
Source record: 106882

Lance,

> I understand that you can connect an ST mouse to the 8bit. How many people
> have done this to their 8-bit. Also, once you have a mouse hooked up, what
> software supports it? Is there very much software support for it? How
> much does an ST mouse cost?

I've got one. I've bought it for 50DM which is now about $29.
Actually it's a Genius Mouse with a switch at the bottom allowing you
to switch between the ST and Amiga modes.

I use it in the ST mode though.

You can find some programs supporting a mouse now. Last weekend
I tried the demo version of Mine Sweeper from the archive.
This game can be played with a mouse as well. I guess I spent
more than 6 hours playing this game. Without a mouse it wouldn't be
so interesting.
Do you want more programs with mouse control? Get Quick.
This programming language provides a command for mouse control.
That way all programs you write can be controlled by a mouse.

Marek Tomczyk

1673. Reading Atari disks on other machines

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 14:08:13 UTC
From: liamr@css.itd.umich.edu
Message-ID: <1tt98d$mc2@stimpy.css.itd.umich.edu>
Source record: 106883

I've got a friend whos recently done a lot of writing that he's trying to get publish - but he also has a lot of editing in front of him. He's got 5 enhanced density (1050) disks full of work that he would like to get converted to something else (ie. mac or msdos.) I'm looking for suggestions on ways to get this done. I don't supposes that there is a program out there that lets dos machines read atari 8-bit disks? As I don't read this newsgroup that frequently, I would prefer responses through email..
thanks,
Liam

liamr@umich.edu

1674. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 14:12:25 UTC
From: generic@rahul.net
Message-ID: <C7L64q.LGp@rahul.net>
Source record: 106884

"Each frame consists of 262 horizontal TV lines and each
line is made up of 228 color clocks...The 6502 microprocessor
runs at 1.79 MHz. This rate was chosen so that one machine cycle
is equivalent in length to two color clocks. One clock is
approximately equal in width to two TV lines...The highest resolution
graphics mode has a pixel size of 1/2 color clock by 1 TV line."

---Excerpt from Atari 800/400 Hardware manual

--
Chris Rosenthal <generic@rahul.net>

1675. Re: Weather/Satellite Photos

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 14:28:27 UTC
From: jjmcwill@next5
Message-ID: <1993May25.142827.11127@mtu.edu>
Source record: 106886

In article <1993May25.011840.55723@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>Are there any methods that the 8-bit can receive weather satellite photos
>from the Internet? I have an article from Modern Electronics where satellite
>photos can be received, and I also read an Antic (or Analog, but Antic I think)
>article that explained a way to do it with shortwave receivers. I was curious
>if there was another way to do this without a receiver. I have a friend that
>is a pilot that can access weather photos for his computer, but unfortunately,
>you have to be a certified pilot to do this. I was hoping that there might
>be a site where up-to-date photos can be received.
>
>Just another Summer project I had in mind for my 8-bit...
>

Lance,

I saw an FTP site when playing with a gopher application a few weeks ago,
but I didn't write down the name of the site. If I come across it again,
I'll post it here. You might want to post something to
comp.graphics, somebody there is bound to have this information, and in fact
I've seen others asking the same questions a while back.
For now you would need to get the files in GIF format, and get Jeff Potter's
excellent programs for converting and viewing GIF files.
There is a possibility that in the near future we might see a TIFF
file printing utility, which would allow you to print a TIFF to your
printer.

Jeff McWilliams

1676. Re: Where can I get a "real" keyboard for a 400?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 15:01:20 UTC
From: greg@duke.quotron.com
Message-ID: <C7L8E9.3Fx@quotron.com>
Source record: 106885

dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:

>Does anyone know of a place that sells "real" keyboards for a
>400? It's impossible to touch type with the membrane keyboard. Thanks.

Way back, eons ago, my dad and I built a keyboard for the 400, off of
plans in ANALOG #9, I think it was. They give all the wiring instructions
and it only took a surplus keyboard, some ribbon cable and a lot of time.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

1677. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 17:21:33 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <1ttkitINNfic@gap.caltech.edu>
Source record: 106887

"Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

>Since the clock frequency of NTSC is 60 Hz, the 8-bit clock
>can't be half or twice as high as the frequency of NTSC.
>My manual lists the clock speed of my 130XE with 1.79MHz which
>is 29833 times the NTSC clock or 35800 times as high as my PAL
>clock. Even if you think about the line frequency of 15.6???? kHz
>I don't think it's something to do with the main clock rate.

The screen refresh rate is different from the colorburst frequency,
which more or less determines the horizontal resolution of the display.

>You can't just put in a different crystal with a higher speed anyway.
>Like a faster CPU you'd have to find also a version of ANTIC, GTIA
>POKEY, PIA which can run with say 4MHz unless you want to
>cook eggs on your chips or you are interested in watching the cloud
>of smoke comming out of your modified 8-bit.

Ever hear of wait states?

I am planning on buying a TI DSP evaluation board sometime this
summer (they're listed at $99). This includes a 20-40 MIPS processor,
a little RAM, a serial port, a cross-assembler that I assume runs under
MSDOS, A/D and D/A converters with nice little RCA jacks all ready to go,
and room on the board for your own stuff. I plan to eventually build at
least a parallel interface to my 8-bit for it. I believe, though this is
a long shot, that it may be possible to build a high speed classic Atari
if you ditch the ANTIC, keep the GTIA, and use a DSP running in parallel
(DMA, just like the ANTIC) to emulate the ANTIC, as well as for FP, digital
audio, etc. It may be possible for such a custom ANTIC replacement to
kernel the GTIA fast enough to get more colors on screen at once than
usual... GR.8 APAC, anyone? The whole implementation would be a MAJOR
headache though... depending on how successful I am getting the TI board
to work (if I can ever get my hands on one to start with) with my 8-bit
I may start trying some stuff like rewriting the FP routines to talk
to the DSP and maybe even seeing if I can get the DSP to kernel the GTIA
on one of my spare machines (disconnecting the GTIA from the address
and data bus first- I am not going to implement a DMA interface) from
its own memory. Again, implementing a DMA interface and a clean, transparent
emulation of the ANTIC would be a major headache, but I think contemporary
DSPs could handle it with time to spare for all the other nifty things you
can do with a DSP. Plus one could implement better movable object blocks
than player-missiles. :)

>If you'd like to upgrade your XL/XE machine you'll need to start
>a production line for 4MHz 6502C CPUs which are different from

>the available ordinary 6502 CPUs.
>Of course you could try to glue some logic in order to emulate
>the pinout of the 6502C CPU, but this would still be the minor problem
>(look above)

This is not difficult- I have 800's with both the 6502 and the 6502C,
the difference is only a couple of logic chips, and the processor cards
look the same to the rest of the machine. Again, a decent design will
be able to wait for the old I/O chips..

>Marek Tomczyk
>uj1g@dkauni2.bitnet or uj1g@ibm3090.rz.uni-karlsruhe.de

Brent
buescher@phys.uidaho.edu

1678. Re: Reading Atari disks on other machines

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 19:34:13 UTC
From: jis@panix.com
Message-ID: <1ttsbl$mnd@sun.Panix.Com>
Source record: 106888

In <1tt98d$mc2@stimpy.css.itd.umich.edu> liamr@css.itd.umich.edu (Liam Hoekenga) writes:
>I've got a friend whos recently done a lot of writing that he's trying to
>get publish - but he also has a lot of editing in front of him. He's got 5
>enhanced density (1050) disks full of work that he would like to get
>converted to something else (ie. mac or msdos.) I'm looking for
>suggestions on ways to get this done. I don't supposes that there is a
>program out there that lets dos machines read atari 8-bit disks? As I
>don't read this newsgroup that frequently, I would prefer responses
>through email..
>thanks,
>Liam

Well, if your friend has access to a system that will allow him to upload
and download things into a personal directy (like a UNIX based system or
such).

What I would then do is upload all the Atari files to this system, and
then download them onto whatever computer system he/she is using.

This saves the time, expense and technical migraines involved in jerry
rigging a system through the Atari 8-bit....

One final note, all the wordprocessing files on the Atari 8-bit side
should be translated to ASCII _before_ uploading it to avoid any file
translation problems. You can also set up a null-modem cable between the
two machines and transfer files this way.....

--
--
Linus Van Pelt
jis@panix.com
"I'm not your sweet baboo!"

1679. Re: Adding a slave drive to the TRAK drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 20:10:46 UTC
From: mat@unh.edu
Message-ID: <MAT.93May25201046@metro.unh.edu>
Source record: 106896

In article <25MAY199309301203@nssdca.gsfc.nasa.gov> dyoest@nssdca.gsfc.nasa.gov (David Yoest) writes:

In article <MAT.93May20103023@metro.unh.edu>, mat@unh.edu (Mike Thomas) writes...
>Does anyone know how to add another drive to the TRAK drive?
>
>It has a port on the back labeled SLAVE DRIVE, I'd like to add
>another DS/DD drive to my system or if possible with the TRAK
>to add a 3.5" floppy.....
>

I have a couple of TRAK drives, one I bought new in ~84 and one I
bought "smoked" for pocket change. The drive controller is basically
the same on all TRAK drives, but the code in the EPROMS probably
varies widely. Are you sure the one you have is DS/DD and not SS/DD?
Both of mine are SS/DD, and as I recall TRAK went under right about
the time they released DS/DD.

Yep, 100% positive, it configures itself as D1: (side 1) and D2: (side 2)

Mike
--
/**\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **
--
** "IntuitionBase = OpenLibrary("intuition.library",39);" **
**/

1680. Comms software

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 20:15:18 UTC
From: rmccall@clyde.mcs.dundee.ac.uk
Message-ID: <1ttuom$947@dux.dundee.ac.uk>
Source record: 106889

Can anyone recommend a GOOD piece (or several) of comms software which supports:

80 collumn screen display
VT52/100 terminals
ANSI
2400 baud
Direct link to other machines
X/Y modem (+ variants)

Please supply name and specs
Yours

Rod McCall

Internet: rmccall@uk.ac.dund.mcs
CIS: 100115.1765@Compuserve.com

1681. Re: star raiders...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 21:47:44 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <02k54B1w165w@cyberden.sf.ca.us>
Source record: 106891

talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:

> Does anyone want Star Raiders??? I was at a garage sale and i picked up and

You mean >YOU DONT!?!< :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"She's SOOO CUTE!" Me, Life
"WHERE'S THE BEEF!?" Where's the Beef Lady

1682. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 21:48:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <a5k54B2w165w@cyberden.sf.ca.us>
Source record: 106892

lmurdock@austin.onu.edu (Lance Murdock) writes:

> I had my 130XE apart the other day, and I noticed the 1.43MHz. (I think)
> crystal inside it. I also just finished reading the advocacy article
> which mentioned the 6502 powered Nintendo that runs at 4 MHz. My question:
> What would happen if I swapped my crystal for something around 3-4MHz?
> I have heard of IBM'ers changing their crystals and getting impressive result
> (such as a 486/50 running at 80MHz!) Granted, if such an upgade were to occu
> heat dissipation would have to be taken into consideration, but even if you
> burned up a couple of 6502's, I think they only cost a few $$ to replace.
> Let me know what you think...
>
> Lance "Ate_bit" Murdock
> l-murdock@onu.edu
>

Well, remember that the Atari's chips are ALL clocked at the same speed:

mainly for TV compatibility... too bad they didnt pick a FAsTER
denomination of the TV's speed :)

like... oh, I dunno ... 3.58? :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"She's SOOO CUTE!" Me, Life
"WHERE'S THE BEEF!?" Where's the Beef Lady

1683. Re: Page6 N.A.U. vs AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 21:54:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZcL54B5w165w@cyberden.sf.ca.us>
Source record: 106893

Here here! :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"She's SOOO CUTE!" Me, Life
"WHERE'S THE BEEF!?" Where's the Beef Lady

1684. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 21:55:02 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FeL54B6w165w@cyberden.sf.ca.us>
Source record: 106894

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> I talked to Bob Puff about this once, and he said it's doable, but it would
> end up costing about $300.00 apiece for an accelerator board.
> Unless every A.C. subscriber purchased one, I doubt you'll see a
> C.S.S. clock accelerator card anywhere in the near or distant future.
>

Then again... there may be some new development either FOR this (ie,
someone WANTEd and WORKED on making a cheap accelerator) or in some
other industry (some other computer system or whatever... I mean, look..
we have hard Drives! :))

Anyways.... since when do YOU have a T.A.R.D.I.S., Jeff!? ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court
"She's SOOO CUTE!" Me, Life
"WHERE'S THE BEEF!?" Where's the Beef Lady

1685. Re: End to confusion about New 8bit files at A.A.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 22:05:54 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993May25.220554.8899@ge-dab.GE.COM>
Source record: 106890

I remember reading the following announcement back in February, but
haven't seen the mentioned files in the "0index" file. Are they up
somewhere?

Well I hope everything went well, when I grabbed the source from the
Sun and the binaries from my Atari, but since I am under intense
time pressure and I needed to get this stuff out, finally I have
released it today.

Just a rundown of the features:

o Crossassembler for 6502
- produced linkable code
- code is runtime relocatable, no more Page 6 blues
- is MAC65 compatible
- does everything you want, and better than you expect

o Linker
- produces Bootsectors (if asked to)
o Librarian

o Mac65 detokenizer

o Disassembler

o Binaryconverter for C64 and AppleII (should work)

o and two or three more goodies.

This "nasm 2.0" package was supposed to be in the umich archive in
the nasm20 folder. Are they there, and I'm just looking in the
wrong place?

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1686. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 22:48:00 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <PuN54B6w165w@iowegia.dsm.ia.us>
Source record: 106897

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> Lance,
>
> Sorry I couldn't directly reply to your previous message on this topic,
> it appears in the digest but not to this newsreader.
>
> Anyhow, the Antic and GTIA chips which are responsible for generating the
> video display are very closely tied with the clock speed. The clock speed

Jeff,

In theory, one could add a separate processor on a
different and isolated 64k block of address space (separate board)
and make it say 4 times the clock speed of the main cpu. This
board would be clocked by a precision crystal, and divided down to
provide the clock signal for the main cpu- to maintain risetime
syncronysity on the two A/D busses. There could be a section of
memory which is written to by the High Speed processor which the
low speed processor could copy to the display list area, and
update I/O registers- thusly, one could run stuff FASTER and still
emulate an Atari 100%. This shared (say 16k block) of memory
space could be enabled and disabled with a toggle, or device call
from software (store to memory location).

The major reason why the ATari is fixed that the clock
speed it is (1/2 the colorburst frequency) is because the actual
clock is used to generate ALL the signals in the GTIA, and if you
ran even a skoosh faster, it would cause horizontal and color
phase misalignment with the TV. Everything is built around the
restrictions of a standard TV video signal.............sq

(colorburst frequency for TV's is 3.579545Mhz. The actual clock
speed of the 6502 is half that due to the fact it uses a two phase
clock signal, each which is Q and Qnot of a JK flip-flop clocked
from the base frequency. Actual Atari clock speed is 1.7something
megahertz- just divide 3,579,545 Hertz in two to get the actual
CPU clock speed for the Atari. I haven't a calculator handy...)

1687. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-25 23:02:02 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <4Ho54B7w165w@iowegia.dsm.ia.us>
Source record: 106898

quest@iowegia.dsm.ia.us (Steve J. Quest) writes:

> Jeff,
>
> In theory, one could add a separate processor on a
> different and isolated 64k block of address space (separate board)
> and make it say 4 times the clock speed of the main cpu. This

I have another idea, suprised I hadn't thought of it years ago. One could simply change out the crystal with a clock board, one that has say a divide by 10 chip on it, and use a custom crystal cut to 35.795450Mhz. By selecting how much divide by you have, you could shoot your CPU speed up accordingly. Make it a divide by five (by changing one interconnect on the chip, I'm thinking a 74LS190 here- hope I have that decade counter chip number right, anyway- move it to a divide by five, and double your CPU speed.

The obvious would of course happen, your screen would go to hell- or you may even lock-up your Antic, GTIA and POKEY! Simple solution, tri-state them! Take them off line for the "jump to hyperspace". That way, with a software toggle,you could Shut down the external devices, jump to high speed to process some given piece of code, then jump back putting them back on the bus. Tri-state bi-directional bus drivers should work ok to knock everyone off the bus for these "hyperlight" jumps. If 6502 processor clones are available fast enough, even run it at the base rate of 10 times faster or 17 Megahertz!

Since this is all toggled by software, the jumps could occur hundreds of times a second and even go unnoticed by us slow humans! It would simply make your computer into a SUPER computer. The hack wouldn't even be all that difficult, a radio shack protoboard of about 5cm square, a new crystal and hex buffer to generate a clock signal and a divide by 10 (decade counter) chip, selectable with a BCD to DECimal converter tied into a free memory space somewhere for the "poke to envoke" command.

Since I seem to have lost 100% of my Atari motivation, can't even bring myself to dig my old 800 out of the box, let alone hack on it- it is up to you guys to build this thing.....sq

(I will provide moral support....)

((...and don't forget to use faster RAM chips with a faster clone 6502 CPU. Nasty lock-ups occur unless you do. But 64k of ram is

cheap today! I remember when 8k by 8 ram modules were 150
bucks!))

1688. Re: Reading Atari disks on other machines

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 01:11:24 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May26.011124.8484@mnemosyne.cs.du.edu>
Source record: 106895

Or -- if your 1050 was a Double Density drive
(Happy Upgrade or US Doubler) you could use
the UTIL program to transfer MY-DOS double-density
files to the MS-DOS machine.
ASCII<->ATASCII translation is included.
The UTIL program lets your PC read and format
Atari DD disks.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1689. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 04:36:01 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0h13@abcd.houghton.mi.us>
Source record: 106899

In a message dated Mon 24 May 93 23:55, Lmurdock@austin.onu.edu (lance Murd
wrote:

LM> I had my 130XE apart the other day, and I noticed the 1.43MHz. (I
LM> think)
LM> crystal inside it.
LM> What would happen if I swapped my crystal for something around 3-
LM> 4MHz?
LM> I have heard of IBM'ers changing their crystals and getting
LM> impressive results

This has gone by a few times before, but again: it is not a reasonable
upgrade to an Atari 8bit to increase the clock speed.

The Atari uses one clock speed for the entire system which is sync'ed with
the standard (NTSC or PAL) used for TV. The Atari actually uses several
microprocessors. The 6502 runs the instruction code, and the ANTIC runs
special code called the Display List. The reason the 6502 must run as the
same speed as the ANTIC is they access the same memory. Since only one
processor can use dynamic RAM at one time, the processors must synchronize
to share the access, and since the ANTIC must work at TV frequencies
through GTIA, the 6502 must work at this speed too.

Of course you COULD totally redo the circuit so only the 6502 runs at an
exact multiple of this frequency, but it isn't worth it.

With the advent of the first AT that exceeded 10Mhz, the ISA bus in the PC
world has had its own timing logic separate from the CPU clock. This has
pros & cons. Yes you can fool around with 'pushing' the CPU & RAM to higher
speeds. The downside is the ISA bus now acts as a bottleneck running at
8-10MHz and 16bit data width, with the CPU running up to 50MHz at 32bit
data width. In many high density, high color graphics programs, the CPU
spends a fair amount of time just waiting for the video subsystem to finish
displaying the data.

There are some work arounds, but that goes beyond the scope of this
response.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

1690. Re: math routine on 8 bit machines

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 04:40:58 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0h15@abcd.houghton.mi.us>
Source record: 106900

In a message dated Mon 24 May 93 23:55, Dave Moore <jdm138@psuvm.psu.edu>
wrote:

DM> I am looking for a book containing recipies for basic functions on
DM> native 8-bit
DM> machines. This would include sin,cos,exp(), etc. Any titles or
DM> suggestions
DM> would be greatly appreciated. (I am programming in assembler.. ouch)

Floating point operations on the Atari are the easiest of any of the 8bit
machines to implement - why? Its the only machine that bothered to put them
into the OS ROM. The others implemented them either in ROM BASIC or disk
BASIC, which meant you build your own routines in assembler or make machine
language calls to BASIC (tacky and slow).

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

1691. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 04:49:39 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h17@abcd.houghton.mi.us>
Source record: 106901

Marek,

Well, like I said, I'm not really clear on how the video circuitry
is tied to the CPU clock speed. De Re Atari does mention it, and I've
heard talk of it both here and on GEnie before.

Jeff

-- Via DLG Pro v0.995

1692. Gfa Pc

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 05:47:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <738406288.AA00329@tdkt.kksys.com>
Source record: 106904

Quoting from STEVEN J TUCKER to ALL

>
> >Actually, GFA BASIC for DOS has been shipping for some time and GFA BASIC
for
> >Windows has just had a major revamp in its compiler which GFA claims makes
it
> >as fast or faster than C or C++. And it's "only" $495! :)
> ---------------------------------^^^^^^^^^^^^^^^^^^^^^^^
>
> Thats insane.
>
> I have nothing else to say.
>

What can you say? It's for a PC...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Spock, I've found that evil usually triumphs, unless good is very careful."
*
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1693. Atari 800XL Help Needed..

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 06:01:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <738406288.AA00330@tdkt.kksys.com>
Source record: 106755

Quoting from CHRIS ROSENTHAL to ALL

> Mangling a floppy disk is harder than it might seem. Unless the disks
> have been physically damaged or erased theres a good chance there still
> usable. I once had a disk that wouldn't rotate in the its plastic cover

That is true! I have actually accidentally dropped a disk into a
sink full of water. I just let it dry out (spinning it by hand) and was
able to boot it up and get all the data off of it. Sure had me scared
for a little while though.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Unable to locate Coffee -- Operator Halted!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1694. Re: Public Domain?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 10:50:51 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.738413451@dtek.chalmers.se>
Source record: 106902

lmurdock@austin.onu.edu (Lance Murdock) writes:

>Has Atari declared any of their software (except the DOS line) to be public
>domain? If not, does anyone know when it may become so?

Atari declared all their 8 bit programs pd 1988 here in sweden to
raise popularity of the computer.

>Lance "Ate_bit" Murdock
>l-murdock@onu.edu

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
Contact me about "Droppin Knowledge"/"Shut em Down" 12"!!!! DOL-EP-1

~~~~~~~~~~~~~~~~

1695. 1050 upgrade.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 11:22:15 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.738415335@dtek.chalmers.se>
Source record: 106903

I have two 1050 drives,
one rev. D (upgraded) and one rev E (not upgraded)

My question, the "upgrade" chip is totally black with a blue sticker
on it, marked "92", it perfectly covers the hole in the chip.
I guess it's a PROM chip.
Can anyone identify this upgrade?

another thing, the MCM6810 is glued on top of another chip 6810? why is that?
has it got anything to do with that the drive is rev D?

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

1696. Pin outs for 850 Interfa

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 14:41:02 UTC
From: Dick.Dery@f17.n3406.z1.fidonet.org
Message-ID: <738882524.AA00821@therose.pdx.com>
Source record: 106658

MT>I just got a full 800 system with 810,850 etc and I don't have any
MT>information for the 850 and I need to build a cable so I can transfer
MT>software to my Atari... So I need the pin outs for the 4 serial ports
MT>on the 850...

If you hold the 850 so you are looking at the 4 serial ports, port #1 is on
the right, port #4 is on the left.
In all 4 serial ports Pin #1 is in the upper right hand corner,#5 is
in the upper left hand corner, #6 is lower right, and #9 is lower left.

According to the 850 Interface Manual the pin functions are:

Port #1

Pin #1 DTR
Pin #2 CRX(aka Carrier Detect)
Pin #3 XMIT
Pin #4 RECEIVE
Pin #5 Signal Ground
Pin #6 DSR
Pin #7 RTS
Pin #8 CTS
Pin #9 is not utilized

Ports #2 and #3

Pin #1 DTR
Pin #3 XMIT
Pin #4 RECEIVE
Pin #5 Signal Ground
Pin #6 DSR

Port #4

Pin #1 DTR *
Pin #3 XMIT
Pin #4 RECEIVE
Pin #5 Signal Ground
Pin #7 RTS *
Pin #9 -8v(I don't know what this is for)
* = These pins are NOT computer controlled and are always ON(+10v)

To hook up port #4 with a 20 mA(milliamp device:

Port #1 Send data +
Port #3 Send Data -
Port #7 Receive Data +

Port #9 Receive Data -

All of the comm programs I have seen(Express, Bobterm, Determ) utilize serial port #1(although Bobterm does allow you to use port #2).

* SLMR 2.1a * Backup not found: (A)bort (R)etry (P)anic

1697. Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 16:52:09 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305261620.AA01840@smithkline.com>
Source record: 106756

Uh, oh boy, without the Tech Notes in front of me I'll have to wing it here. There is an elaborate description in the 400/800 Tech Notes about how Atari arrived at the 1.79MHz clock speed for the Classic 8bits. The details are long faded from my memory, but basically the entire machine is built around the timing sequences required for the NTSC color signal. The NTSC colorburst signal is 3.58MHz, exactly twice the frequency of the of the CPU clock. A lot of other video sync info is derived from the clock by various counter/divider circuits.

At the MINIMUM, any attempt to monkey with the CPU clock is going to turn your video display into scrambled eggs.

It's also highly probable that increasing the clock frequency will burn out the LSI support chips. You might be able to find hi-freq versions of the PIA & CPU somewhere, but ANTIC & GTIA are pretty well cast in stone.

The frustrating part of this idea is that I don't think increasing the clock would actually interfere with the machine's computing ability (that's just speculation). It's the output circuits that can't keep up. It does you absolutely no good to have your CPU screaming along at super-whizzy speed it if the CPU output gets crunched on the way to the user & all you see is gibberish accompanied by smoke.

Conceptually, yes,I agree, I think it would be POSSIBLE to build some sort of accelerator. But whoever did it would first have to sell their soul to the Devil.

Bottom line: don't mess with the clock!

- BEN POEHLAND
The 8-Bit Alchemist

****

1698. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 17:20:22 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993May26.172022.19482@ge-dab.GE.COM>
Source record: 106757

In article <1tt4gp$1gp@nz12.rz.uni-karlsruhe.de>, "Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:

|> How are the Antic GTIA chips tied with the clock speed? Last
|> time I looked at the service manual for the XE game system
|> (I guess the ordinary XL/XE is pretty much the same) and at the
|> schematics. I discovered that you have exactly the same schematics
|> for PAL and NTSC. The two versions just distinguish themselves by
|> the value of some capacitors/resistors within the GTIA/ANTIC
|> timing circuitry. I don't remember any connections between the
|> main system clock and the video circuits except for the PHI and
|> PHI2 signals on the bus. I don't think that these signals are
|> responsible for the video output in any way.

The NTSC version of the 800XL uses a 3.58 MHz crystal, creating a 1.79 MHz clock for the 6502. The PAL version uses a 4.43 MHz crystal. Blank areas on either motherboard are reserved for the other crystal, and a few support parts. GTIA/ANTIC and the other circuits are locked into running at these rates. Any speedups to the processor must allow the other LSI chips to run at the appropriate rate.

|> You can't just put in a different crystal with a higher speed anyway.
|> Like a faster CPU you'd have to find also a version of ANTIC, GTIA
|> POKEY, PIA which can run with say 4MHz unless you want to
|> cook eggs on your chips or you are interested in watching the cloud
|> of smoke comming out of your modified 8-bit.

I doubt your LSI parts would burn up or cause a cloud of smoke. They might get a little warmer, but would just be smiling back at you as you try to make them run faster than they were designed.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1699. Re: Weather/Satellite Photos

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 18:54:03 UTC
From: mikeb@cray.com
Message-ID: <1993May26.135403.22287@walter.cray.com>
Source record: 106759

vmd.cso.uiuc.edu contains current surface analysis & satellite weather maps.
These files are in GIF format. The maps are located in the wx directory,
use anonymous ftp to download files.

MIKE BUCHMANN

Michael Buchmann - mikeb@cray.com
Cray Research, Inc.
Chippewa Falls, WI

1700. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 19:21:21 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <ay964B2w165w@TheRat.Kludge.COM>
Source record: 106760

lmurdock@austin.onu.edu (Lance Murdock) writes:

> I had my 130XE apart the other day, and I noticed the 1.43MHz. (I think)
You can slow down the timing opn an 8-bit a little (from what I've
heard), but you can't speed it up because the sync signals are really
tight & the're already at the minimum. If your willing to accept the
screen rolling so bad you can't read it, it would work. If you're already
doing stuff like turning the screen off to speed up processing it's
feasible you could have a programable divide circuit for the timer.
IMHO: Not one heck of a lot of applications it would be suitable with.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1701. The Turbo Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 19:54:53 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9305261955.AA05170@forest.egr.msu.edu>
Source record: 106758

I want to post this because I see discussion again coming around to the popular Turbo Atari 8-bit, in the sense of increasing the clock speed. This is a project I'm very familiar with because I put some serious effort into it. I have a TRS-80 Model 1 that I have pushed to 300% of design speed.

This is an engineers article. I.e. if you primarily work in BASIC, it's probably way out there. I want to post specifics because I got very close, but haven't had time to continue. Specifically, when another major 8-bit fan and generally bright boy Ken Sumrall and I got to working on it together we got as far as the following:

1.) The purpose of a speed-up mod is, quite simply, to crank the CPU clock and thus boost performance. Like IBM compatibles, and TRS-80s before them, you get a more or less linear speed increase. I.E. double the clock is twice speed

2.) On the Atari, until a few years back, 6502 processors were not available in higher speeds. The Atari 6502 is running at 1.7+ Mhz, essentially 2 Mhz. This is actually pretty quick for a 6502, which gets a lot of milage out of a given clock cycle much like a RISC chip. The natural speed increase, 100% or a jump to 3.5+ Mhz requires a 4 Mhz rated 6502. This is now avaiable.

1702. Wanted - atari printer

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 21:50:03 UTC
From: cmvuturo@husc8.harvard.edu
Message-ID: <1993May26.175004.24485@husc3.harvard.edu>
Source record: 106763
Cross-posted to: comp.periphs.printers,comp.sys.atari.8bit,harvard.wanted

I am interested in purchasing a printer compatible with the Atari 800Xl.
Letter quality is not necessary, but preferred. Necessary to be in
fairly good condition. contact cmvuturo.husc.harvard.edu

1703. Re: Comms software

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 22:03:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1u0pge$bc8@usenet.INS.CWRU.Edu>
Source record: 106761

In a previous article, rmccall@clyde.mcs.dundee.ac.uk (Roderick McCall) says:

>
>Can anyone recommend a GOOD piece (or several) of comms software which supports:
>
>80 collumn screen display
>VT52/100 terminals
>ANSI
>2400 baud
>Direct link to other machines
>X/Y modem (+ variants)

From the FAQ List:

What are the best telecommunications programs available for the 8-bit
Atari? Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none

Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

For ANSI there's ANSITerm, but I haven't tried it. Anyone?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1704. Re: Public Domain?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-26 22:07:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1u0pmg$bl6@usenet.INS.CWRU.Edu>
Source record: 106762

In a previous article, d1dol@dtek.chalmers.se (Fredrik Lundholm) says:

>Atari declared all their 8 bit programs pd 1988 here in sweden to
>raise popularity of the computer.

That's bizarre. How can they make software PD in one country, but keep it
commercial in another? Don't they expect us to be networked together?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1705. Re: Pin outs for 850 Interface!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 00:05:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <F5L74B2w165w@cyberden.sf.ca.us>
Source record: 106772

mat@unh.edu (Mike Thomas) writes:

>
> We're only talking about the hardware....
>

SInce when is a chip not hardware!?!??! <gasp>!

I mean, sure, it's ROM - ie, software.. .but ... to ME, hardware is:

keyboard
disk drive
printer
ROM
controllers
monitor

the restis

games
word processors
etc.

hmmm

maybe i am lost? ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1706. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 00:12:16 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6em74B3w165w@cyberden.sf.ca.us>
Source record: 106768

Re: GR.8 APAC anyone?

MEE! MeEEEE!!!! :)

I'd pay the $$ for it heheheheh
I'd rather have VGA quality graphics on a GOOD computer (oh... I dunno..
an Atari 8bit with MyDOS?) than an annoyingly stupid computer (<cough>
IBM with DOS 5.0)

ARGH!

```
mkdir bob
mkdir hell
cd hell
mkdir bob
cd ..
dir bob /s
```

No files found

!!!! AgH!!!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1707. Warlords

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 00:15:29 UTC
From: vahamyer@atlas.cs.upei.ca
Message-ID: <1993May27.001529.25150@jupiter.sun.csd.unb.ca>
Source record: 106765

Atari made an Arcade game that used "paddle" controllers called "Warlords".
Later, they made it for their game machine, the 2600.
Does anyone know if this game ever made it to the 8 bit Atari's, or any
other machine, for that matter?

1708. Re: Wanted - atari printer

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 00:17:46 UTC
From: schuster@panix.com
Message-ID: <1u11ba$mh4@sun.Panix.Com>
Source record: 106764
Cross-posted to: comp.periphs.printers,comp.sys.atari.8bit,harvard.wanted

In article <1993May26.175004.24485@husc3.harvard.edu> cmvuturo@husc8.harvard.edu (Christopher Vuturo) writes:
>I am interested in purchasing a printer compatible with the Atari 800Xl.
>Letter quality is not necessary, but preferred. Necessary to be in
>fairly good condition. contact cmvuturo.husc.harvard.edu

Atari printers used a custom 13-pin serial interface.
Somewhere in the back of my closet is an old MPP interface which
allows you to use and standard Centronics parallel printer.
Interested? I can dig it out.

--
Mike Schuster | schuster@panix.com | 70346.1745@CompuServe.COM
------------------- | schuster@shell.portal.com | GEnie: MSCHUSTER

1709. Atari Emulation for MAC???

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 00:19:20 UTC
From: IZZYPN6@MVS.OAC.UCLA.EDU
Message-ID: <19930526171932IZZYPN6@MVS.OAC.UCLA.EDU>
Source record: 106766

DOES ANYONE KNOW OR CAN GET ME SOME SORT OF ATARI COMPUTER SOFTWARE
EMULATOR FOR MY MAC IICI??
I'LL PROBABLY NEED SOME HARDWARE AS WELL. THANKS
-I AM NOT LOONY. ATARI PRODUCED SOME OF THE BEST GAMES EVER AND I
MISS THEM.

1710. Re: Where can I get a "re

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 01:14:11 UTC
From: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
Message-ID: <551.2C067298@mechanic.fidonet.org>
Source record: 106707

G"K>>Does anyone know of a place that sells "real" keyboards for a
G"K>>400? It's impossible to touch type with the membrane keyboard. Thanks.

I've got a WHOLE 400 with full stroke keyboard and 48K memory for
$25.(working) You pay the shipping. You can leave mail here or call my
BBS.

Dave

* OLX 2.1 * The Ultrasound Connection BBS (813)787-8644 Florida 14.4k

--
Internet: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!20!Dave.Redfern
Note: Mechanic is a free gateway between FIdonet<>USENET
for the TAMPA BAY,FL. metropolitan area.

1711. Atari - Mac - GCR Spectre

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 02:25:11 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1u18q7$pad@news.ysu.edu>
Source record: 106767

From: jpost@zeus.datasrv.co.il (Jerusalem Post)
Subject: Atari - Mac - GCR Spectre

I have an Atari STFM 1040 with double disk drive and a Macintosh Plus 2MB with a 40 MB Hard disk. I often use the Mac Plus for DTP use, running Pagemaker 3 and 4. I have Spectre GCR, and often use the Atari for emulation purposes, moving data and application files from the Atari to the Mac and vice versa, using Maclink on both machines. My objective is to use Pagemaker 3 on the Atari, however due to its sheer size, 870 mb, it won't fit onto a Spectre disk. My conclusion is that the program can therefore only be run properly from a hard disk (as is the case with the Mac). I have tried unsuccesfully to run Appleshare and TOPS software in emulation mode between the two machines - the problem I imagine is that the Atari is unable to run Appletalk. With the ST looking like it is coming towards its lifespan, I am not prepared to buy a dedicated Hard drive as the prices here in Israel for the Atari are exceptionally high. Is there any way with my present set up I can access the Mac's hardisk from the Atari in Spectre emulation mode and so access applications stored there? If so what will I require? (I have heard that in the UK they are now marketing a product called the Link). Will I be able to create Spectre and separate Macintosh partitions on the Mac hard drive? Will data files created onto such a partioned hard disk be moveable from the Spectre mode to the Mac mode and vice versa? If no one out there is a GCR freak, please help me get in touch with people who may have the expertise. Thanks, Derek Fattal

-->Send email to jpost@zeus.datasrv.co.il(Jerusalem Post)
--
Joe Sabatino-->ab588@yfn.ysu.edu

1712. Re: HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 02:35:21 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1u19d9$pjq@news.ysu.edu>
Source record: 106769

Steve...did you hook it up to a stereo?
Instead of gumby use theplayr.com to play 8 and 16 bit stereo.
There's complete docs. the file is 8bit/Sound/theplayr.arc
--
Joe Sabatino-->ab588@yfn.ysu.edu

1713. Analog Computing mags for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 03:02:08 UTC
From: phruby@ucrengr
Message-ID: <31708@galaxy.ucr.edu>
Source record: 106770

Hi everyone. I have almost ever issue of A.N.A.L.O.G. Computing from issue 10 to their demise. All of them range in quality from good to near mint. I was thinking $3 each or best offer and you pay shipping. This magazine was/is the best source for information on the Atari 8-bit. It also went into the ST before ST-log started. Best of all, all the issues included type-in software for the 8-bit computers.

Please respond via e-mail to:

Paul Hruby
phruby@ucrengr.ucr.edu

Paul

1714. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 04:05:26 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h22@abcd.houghton.mi.us>
Source record: 106788

Steve,

The Fastest Static RAM that I've seen is 32Kx8 COMS Fast SRAMS
in a thin package, running at 12ns. JDR Microdevices sells them for
$20.00 per chip. Pretty nasty. According to Western Design Center,
something like a 65C02, or even a 65C802 has a maximum clock speed of
10mHz. I think they have one faster 65816, running at 14mHz, which
is a developer chip. It requires like 5.4 volts or something like that.
Assuming 10 mHz, one cycle is 100ns. THe 6502 series access RAM in
half a cycle, requiring a RAM speed of 50ns. The processor needs would
easily be met by the 20 ns SRAM chips which sell in the JDR catalog for
$13.00 each. Western Design also sell several other chips which
may be useful for the would-be accelerator engineer.

W65C22S Versatile Interface Adaptor. Similar to the PIA in our 8 bits,
it has two bidirectional 8 bit I/O ports, two 16-bit
interval timer/counters with latches, and a serial-to-parallel
and a parallel-to-serial shift register, for
shifting data in/out of CB1 and CB2.

W65C29 a super simplified PIA, simply provides 8 bits of
input/output. Has a data direction register, but no latching
or strobe lines.

W65C90 8 bit comparator, you write to a register the 8 bit value to
be looked for. When a match is found on the inputs,
the Equal line becomes active.

The above are available in speeds up to 8mHz, not sure if 10mHz versions
are available.

So, yes, I suppose such a hardware modification as Steve proposes
is feasable. Some flaws in Steve's approach.

He proposes a special hardware register be written to enable/disable
high speed, through the use of a divide by N counter chip.
Well, even with this, only custom software would run at fast speed.
It's quite obvious that the 8 bit community's programming resources
are few. There isn't exactly a storm of new software products being
developed these days. So as with Dataque's Turbo-816, I suspect
an accelerator of this implementation would be a failure due to
lack of software to take advantage of it.

What would be more feasible is this:

design a high speed PAL or GAL chip that watches the address bus.
When the CPU goes to address the hardware area, (PIA, POKEY, GTIA, ANTIC)

or the OS ROM area, or the Parallel BUS Interface area, the GAL chip would be programmed to automatically switch the clock, via the divide by n circuit, to the standard frequency. When the CPU addresses the fast 64K of SRAM, the GAL switches the clock to the higher speed. Somehow the GAL would also have to be able to watch for Antic DMA access, and automatically slow the clock when this happens. Since Antic DMA, according to many programming and hardware sources, accounts for at least 30% of the CPU time, I expect Antic DMA to severely limit the performance boost of such a proposed accelerator card.
The solution? Use an XEP80? Well, if my knowledge of the XEP80 is correct, the XEP80 driver on the computer uses a POKEY timer or something as a clock synchronization signal to be sure serial data sent/received from the XEP80 is done correctly. Can't seem to find my 800Xl schematics, but POKEY timer interrrupts are based on the CPU clock frequency yes? Which brings up another problem. Sound generation would be screwed up also if using the 1.79mHz clock. I'm not sure how the 64Khz and 15Khz clocks are derived on the motherboard. Okay, I guess if we just continually feed 1.79mHz to that chip things might be okay.

Other problems.

WDC requires minimum orders of $100.00 for their chips. Not a big thing. If you're serious about this, $100.00 is gonna be nothing compared to the equipment you're gonna need to develop and debug the hardware.

GALS - these are basically programmable logic chips. A GAL programmer will cost you at least $700.00 and requires a PC. The chips themselves, depending on how many inputs and outputs you require, run from $3.00 to $100.00 (that's a fancy GAL with 68 pins!!!)

It's doable, I agree. But a production model will still cost at least a couple hundred bucks. I'd buy 2 of 'em.

Jeff

-- Via DLG Pro v0.995

1715. ** BUYING AND SELLING ** Atari 8 Bit Equiptment

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 05:10:19 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1u1ifr$itd@usenet.INS.CWRU.Edu>
Source record: 106771
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit,rec.games.video,rec.games.video.classic,rec.games.video.marketplace,ba.forsale,cle.forsale,misc.forsale,misc.wanted

```
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Attention All ATARI 8 BIT OWNERS

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
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!! find, and all !! Atari 130xe Indus GT-DD !!
!! ENHANCED Hardware !! Atari 1200xl All TRAK Drives !!
!! pays MUCH higher! !! Atari 1450xl(d) Atari 850 Interface !!
!! !! Atari 1020 Atari 1025 !!
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!! line of HARDWARE !! Atari XM301 Atari 1030 !!
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!! ask us and we can !! Atari XDM121 PR Connection !!
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!! IO cables, books, carts and ALL ELSE ATARI 8 BIT! !!
!!!E-Mail today for your low-low quote on the hard/software you need!!!
!!! !!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "
```

1716. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 09:19:19 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h2f@abcd.houghton.mi.us>
Source record: 106789

Another thing I thought of that would be a problem. Expanded RAM.
On a 64k machine you could just totally disable the regular of 64K
and always use your high speed 64K of CMOS SRAM. But at $12.00 per
32K, 256K is gonna be about $100.00, and the prices get astronomical
from there on up. So, perhaps additional programming in the GAL
chip would be required to watch Port B, and if banking is activated,
and the CPU/Antic is addressing $4000-$7FFF, bring the DRAMS back online,
slow the clock speed, let the banked RAM be accessed, and then
shut down access to the DRAMS, accelerate the clock again when you're
back to addressing the standard 64K of high speed SRAM.

Another thing, that GAL is gonna have to be awfully fast.
Let's assume this is a 10mHz accelerator. In the period of 50ns,
the GAL will have to look at the address, determine which speed
is required and switch to that speed, allowing for switching delays
in the divide by n LOGIC gate and any additional TTL gate circuitry,
and still leave enough time for the RAM to respond properly before the
cycle ends. When switching from 10mHz to 1.79mHz things shouldn't
be so bad, because you suddently have more than 200ns before
the cycle ends. Staying at the same speed won't be a problem either,
since the latched output of the GAL will remain the same.
It's when going from 1.79 to 10mHz that problems would arrise.
Perhaps RDY could be pulled low to stretch the clock for that
switching cycle, to give everything a chance to stabilize.

e

-- Via DLG Pro v0.995

1717. FAQ Wanted....

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 13:02:17 UTC
From: jis@panix.com
Message-ID: <1u2e4p$cms@sun.Panix.Com>
Source record: 106774

Hey...

Since it has been mentioned that the FAQ contains info on making
and using a serial cable to connect an 8-Bit (with an interface module) to
a standard PC, could someone PLEASE post this thing....
Or email me a copy? Please? (jis@panix.com)

--
--
Linus Van Pelt
jis@panix.com
"I'm not your sweet baboo!"

1718. Looking for Atari 8 bit system

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 16:19:11 UTC
From: pgoudas@gomer.bellcore.com
Message-ID: <1993May27.161911.11150@walter.bellcore.com>
Source record: 106775

Hi all,

I'm looking for an Atari 800, 800XL, 1200XL or 130XE and a 1050 drive.
I'm not interested in paying a large amount of money for this stuff
because I'm buying it as a nostalgic item. Let me know what you have, we'll work
something out.

pgoudas@faline.bellcore.com

1719. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 16:24:15 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <5eV84B3w165w@TheRat.Kludge.COM>
Source record: 106777

quest@iowegia.dsm.ia.us (Steve J. Quest) writes:

Except that, to run anything near that fast, you'd have to replace the page zero ram with fast static ram (add 56-90 pins worth of decoder/static rams to the 14 or so for the '190). You'd also have to use quick DRAM for the rest of the memory map. Bob Wooley did that with a 1 meg 70 nsec simm on a 1200xl, but that's another 100 or so connections. I'm not saying it isn't do able, it's just that for the average human it's an huge task. I doubt if anybody short of an experienced engineer could accomplish it. For that many pins it would take a circuit board which unless I'm wrong, minimum runs/single prototype are about $500 right?

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1720. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 16:46:18 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <VFw84B6w165w@iowegia.dsm.ia.us>
Source record: 106790

poehland%phvax.dnet@smithkline.com writes:

> Conceptually, yes,I agree, I think it would be POSSIBLE to build some sort
> of accelerator. But whoever did it would first have to sell their soul to
> the Devil.
>
> Bottom line: don't mess with the clock!
>

Ben,

No, actually if you saw the public post I made on the
subject, it doesn't appear all that difficult to either
Master/Slave process the Atari (many computer designers use this
approach to increase speed without altering hardware drastically)
or put in tri-state buffering to kick the custom devices off the
bus, go to "hyperspace" and back- all in less than a jiffy so the
operator didn't even know it happened. In theory, there is NO
LIMIT to the speed jumps, so long as clone 6502 processors are
available at those speeds (and you upgrade the ram to handle the
access time reduction).............sq

1721. Why complain about clock speed???

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 17:31:47 UTC
From: G44@delphi.com
Message-ID: <01GYO6V5C30I8ZFV32@delphi.com>
Source record: 106776

Yes, this accellerator idea will never die, why? Because other machines, the Apple IIGS, etc..
all seem to be able to use faster CPUs. I like the DSP idea a lot, as well as Jeff's separate 68001 coprocessor idea, but essentially
what it amounts to to actually get a faithful CPU upgrade is redesigning the whole motherboard into a kind of
AMIGA, and then it wouldn't be the ATARI any more, certainly wouldn't run too many well-timed programs.

Sure, it sounds good on paper to up the clock speed, but you gotta ask yourself, what is it going to run? We have a hard time as it is getting
software written for what we've got! Banked ram has been with us for 8 years and the number of programs that utilize it are so few it is a
disgrace! What good is an 50mhz ATARI with nothing to run on it, or with the 64K barrier still firmly entrenched?

I would argue that in terms of increasing the 8-bit's usefulness, working within the machine's archetecture is better than forcing
it into different directions. 1-4 meg ANTIC-banking upgrades and productivity software that smoothly uses it, hard drives and other slaved
IBM peripherals through the ATARI's most versatile PBI, CART, RS232>SIO, or game ports, and maybe sometime down the road a co-processor with
FLOATING POINT OS hooks so that it would run with a great deal of existing software, this is the best way to go in my opinion.

You guys wouldn't still be using the 8-bit if you thought it wasn't pulling its own weight as it is, and for the majority of tasks, its clock
speed is adequate. For those few demanding tasks the above modifications should be able to increase the throughput and capacity
enough to please most people.

I was amazed when I first booted TurboBasic, everyone is aware of how slow ATARIBASIC is, the ability of TurboBasic (or Basic XL/XE) to go
many times faster, as an interpreter language, is quite remarkable. I sometimes use slow programs like CREATE-A-FONT, and they become
medium-speed programs with TBXL, let alone what they'd be if compiled! Aside from the FEW productivity programs at the very high end of
ATARI limits, I don't see any reason crying over the inability to accelerate the machine. You will all still be able to use your hard
drives, banked ram Paperclip and what not, which is what makes the ATARI more powerful than most any other stock 8-bit machine.

Now if someone could finally figure out what MicroMiser is doing with TurboFile/Base??? Maybe Ben P. could elaborate on it for us, cuz it
seems to be the most powerful spreadsheet/database package for TODAY's hardware mods, although

DiskBase, though written a LONG time ago, manages to do some similar things.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

1722. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 17:38:54 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <JVy84B3w165w@cyberden.sf.ca.us>
Source record: 106779

quest@iowegia.dsm.ia.us (Steve J. Quest) writes:

> The obvious would of course happen, your screen would go
> to hell- or you may even lock-up your Antic, GTIA and POKEY!
> Simple solution, tri-state them! Take them off line for the
> "jump to hyperspace". That way, with a software toggle,you could
> Shut down the external devices, jump to high speed to process some
> given piece of code, then jump back putting them back on the bus.
> Tri-state bi-directional bus drivers should work ok to knock
> everyone off the bus for these "hyperlight" jumps. If 6502
> processor clones are available fast enough, even run it at the
> base rate of 10 times faster or 17 Megahertz!
>
> selectable with a BCD to DECimal converter tied into a free memory
> space somewhere for the "poke to envoke" command.
>
> Since I seem to have lost 100% of my Atari motivation,
> can't even bring myself to dig my old 800 out of the box, let
> alone hack on it- it is up to you guys to build this thing.....sq
>
> (I will provide moral support....)
>
> ((...and don't forget to use faster RAM chips with a faster clone
> 6502 CPU. Nasty lock-ups occur unless you do. But 64k of ram is
> cheap today! I remember when 8k by 8 ram modules were 150
> bucks!))

SOMEONE DO thIS! ;) Hehehehhe... damn, imagine what rendering I could
do with 3d stuff (gasp)

I mean, so far, resizing an image in turboBASIC using LOCAtE >IS< a bit
inefficient, but doing the same style thing but using bitwise operators
and Action! or C or Assembly would STILL be a bit slow for my taste..

you should see AutoDesk's Animator on my school's 486's!

<whistle!> woweee!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
dir bob /s .... Why don't it work? MSDOS ? No directories? Huh?

1723. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 17:45:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <26y84B4w165w@cyberden.sf.ca.us>
Source record: 106780

Ben... I'm wondering if you read the message which I previously replied to.. posted by Steve Quest (I think? Short memory! hehe) (that's what I have a computer for, though hehehe)

anyways... to ME, the TotAL non engineer who is a total moron when it comes to electronics (why can't you plug it in like THIS tho!? fzzt!), it sounds like he had a mighty good argument ;)

the CO$T iis another thing... but im willing and about to get a job ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
dir bob /s .... Why don't it work? MSDOS ? No directories? Huh?

1724. Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 17:49:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <BDZ84B5w165w@cyberden.sf.ca.us>
Source record: 106781

Alright, who out here in the cyberspace of Atari Classic computers are...

FAMOUS!

I don't mean the famous like Robert Puff, Bob Woolley, Jeff Potter, I
won't go on ;) .. (Puff=CSS/MyDOS/BobTerm.. need I go on?
Woolley=1200XL hacks, ...gave me Action! and a new 1200xl tho too hehe,
Potter=APAC/ColrView ... I love graphics)

anyways... I mean the famous like, oh, movie stars, governors, etc.etc.
famous OUT of the computer community...

just curious

thanx ;) what the heck, why not a well compiled list of
the Atari classic gods as well? ;) ;) ;)
(Add me in for most annoying heheheh)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
dir bob /s .... Why don't it work? MSDOS ? No directories? Huh?

1725. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 19:10:42 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <1u33ni$he3@Tut.MsState.Edu>
Source record: 106778

I have the following Atari 8-bit items for sale:

Hardware - 1020 color pen plotter/printer $10

Accessories - 1 Epyx 500xj joystick $3
1 Archer (Radio Shack) joystick $3
1 Suncom Tac-3 joystick $3
1 WICO BOSS joystick $3
1 Atari 7800 joystick $3
1 set of paddles $5

Software on disk - Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15
RAMbrandt version 2.0 $10

Games on disk - Alternate Reality - The City $10
Alternate Reality - The Dungeon $10
Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jawbreaker $5
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Quest of the Space Beagle (no docs) $3
Silicon Dreams $5
Trail Blazer $10

Books - Basic Atari BASIC $7
Mapping the Atari, revised version (includes XL stuff) $10
Atari DOS 2.5 Manual, $7

Magazines - ANALOG Computing issues 44(7/86), 45(8/86), 46(9/86), 49(12/86)
Antic: July, Aug/1985
Dec*/1987
Apr, Dec*/1988
* these issues include the disk

I also have over 50 ds/dd SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Daniel Martin
P.O. Box 2439
MSU, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu
P.O. Box 2439
MSU, MS 39762

1726. Re: Adding a slave drive to the TRAK drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 21:59:04 UTC
From: mat@unh.edu
Message-ID: <MAT.93May27215904@metro.unh.edu>
Source record: 106787

In article <MAT.93May25201046@metro.unh.edu> mat@unh.edu (Mike Thomas) writes:

In article <25MAY199309301203@nssdca.gsfc.nasa.gov> dyoest@nssdca.gsfc.nasa.gov (David Yoest) writes:

In article <MAT.93May20103023@metro.unh.edu>, mat@unh.edu (Mike Thomas) writes...
>Does anyone know how to add another drive to the TRAK drive?
>
>It has a port on the back labeled SLAVE DRIVE, I'd like to add
>another DS/DD drive to my system or if possible with the TRAK
>to add a 3.5" floppy.....
>

I have a couple of TRAK drives, one I bought new in ~84 and one I
bought "smoked" for pocket change. The drive controller is basically
the same on all TRAK drives, but the code in the EPROMS probably
varies widely. Are you sure the one you have is DS/DD and not SS/DD?
Both of mine are SS/DD, and as I recall TRAK went under right about
the time they released DS/DD.

Yep, 100% positive, it configures itself as D1: (side 1) and D2: (side 2)

For those of you that were interested in the outcome of this question:

I found out from someone that the TRAK drive can take another drive (just
a straight 360k IBM/PC floppy) via a 34 pin cable.. The drive needs to be
configured for drive 2... Also the TRAK powersupply can not handle another
disk so another case is needed to power the drive (wouldn't fit inside anyway)

Hope this helps people...

Mike
--
/***\
** Mike Thomas Computer Science Major **
** mat@unh.edu University of New Hampshire **

** "IntuitionBase = OpenLibrary("intuition.library",39);" **
***/

1727. Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 22:56:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PkD94B2w165w@cyberden.sf.ca.us>
Source record: 106783

HARALD! I Cant find your email address! :) I wanna say I got the manual, and thanx :)!!! (Thanx to Dean Garraghty, too, of course! and to Marek (I STILL owe you ... well... DM vs $ is getting a bit better for poor me, so I'll get it off to you soon, I hope (whats your home address again?!))

Anyways... hmm... i guess it's good that I couldn't find Harald's address (and only have about 4min logon time left today!!!), cuz i was able to thank a bunch of you at once! ;)

(great.. just as Action! killed my TurboBASIC XL projects, this is probably gonna kill my action! projects! hehehe)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
dir bob /s .... Why don't it work? MSDOS ? No directories? Huh?

1728. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-27 23:27:57 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May27.232757.10831@mnemosyne.cs.du.edu>
Source record: 106782

One famous person that is famous outside of the
Atari community is Orson Scott Card, science fiction novelist
among other things.

And me. ;-)

Uncle Fester

Btw, Orson Scott Card even wrote some 8-bit Atari programs
for COMPUTE! magazine back in the 'good ol' days'.

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1729. Text scanners

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 02:33:54 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1u3tmi$pre@news.ysu.edu>
Source record: 106785

Hello all,

I was wondering if anyone knew about hooking up text scanners
to the old 8-bits. Is it possible? I read somewhere that it was
possible by hooking it up to an RS232 and the capture the text thru
a terminal @program.

Any info would be appreciated. Thanks

--

1730. kermit programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 02:56:59 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1u3v1r$qa5@news.ysu.edu>
Source record: 106786

Hello again,

I am looking for some info on IBM kermit programs. I wanted to ask
about it here first since it relates to the 8-bit Kermit program. I have been
ablto download software from the ATARI ARCHIVES using one of the version
of Kert. TO wnload, I have to access a Gopher Server, FTP to the archives and finally get
to the directory/ files I need. The settings on kermit have to be: parity even, file-type
binary, word size seven, and eig-bit-quoting on.
I have tried to download the same way on a PCusing MS-Kermit but I have
been unsuccessful since there is no eight-bit-quoting. AT esent, this method along with the
BART mailer are the two methods of receiving les
I have available. I should say again that I have been successful downloading
thru a gopher server using the 8-bit kermit programs buecause of the fact they allow
this eight-bit-quoting. What is eight-bit-quoting anyway? I have not gotten
any real answers when I asked people strickly in the PC world.

Any help would greatly be appreciated.
--

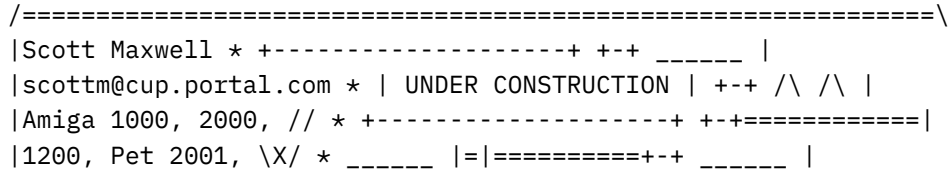
1731. FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 04:25:03 UTC
From: ScottM@cup.portal.com
Message-ID: <82263@cup.portal.com>
Source record: 106791

SX212 modem
Hayes compatible
SIO & RS-232 cable inputs

SX Express
Terminal software with support for SX212
U/L, D/L

Make an offer!!!



1732. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 05:41:35 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <1Bw94B7w165w@iowegia.dsm.ia.us>
Source record: 106794

ricortes@TheRat.Kludge.COM (Rick Cortese) writes:

> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
>
> Except that, to run anything near that fast, you'd have to replace the
> page zero ram with fast static ram (add 56-90 pins worth of
> decoder/static rams to the 14 or so for the '190). You'd also have to use
> quick DRAM for the rest of the memory map. Bob Wooley did that with a 1
> meg 70 nsec simm on a 1200xl, but that's another 100 or so connections.
> I'm not saying it isn't do able, it's just that for the average human
> it's an huge task. I doubt if anybody short of an experienced engineer
> could accomplish it. For that many pins it would take a circuit board
> which unless I'm wrong, minimum runs/single prototype are about $500
> right?
>
> --
> Rick Cortese
> internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

Rick,

Such a task IS doable, but probably limited to serious
"engineer-like" people. I would use soic (Small Outline
Integrated Circuits) chips, but would mount them to soic2dip
adapters to make my task of prototyping easier.

If someone was to pay me rate to do this job, I would
enjoy the challenge- I also think I could pull it off, especially
the "tri-state the customs and kick the cpu to hyperspace"
technique I discussed.

You don't need to use sram (static ram) in the page zero
region, for all the clone 6502 cpu's I have seen, standard soic
ram chips could be implemented- or even fast dip 41 series ram!

I wish it took less than hard cash to motivate me to
prototype anymore. I have been an engineer for so many years I
still have the want, but not the drive. Money seems to be my
motivating factor anymore. I can't even motivate myself to dig my
old 800 out of the box.....sq

1733. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 06:41:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May28.064146.6148@cs.tulane.edu>
Source record: 106792

In article <BDZ84B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>Alright, who out here in the cyberspace of Atari Classic computers are...
>
>I don't mean the famous like Robert Puff, Bob Woolley, Jeff Potter, I
>won't go on ;) .. (Puff=CSS/MyDOS/BobTerm.. need I go on?
>Woolley=1200XL hacks, ...gave me Action! and a new 1200xl tho too hehe,
>Potter=APAC/ColrView ... I love graphics)

Bill...you left out one very important name, Ronnie Riche (TextPro) How about
Tom Hunt (CTH ShareWare) John R Dunning (K65 and cc65 additions) and if
your down Louisiana way, how about Mike Todd, Dean Sweatmen, and Emile
Gardett, The Atari Archive Project Louisiana.

Mike
The Atari Archive Project
Louisiana

1734. Re: The Turbo Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 08:00:52 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h3i@abcd.houghton.mi.us>
Source record: 106793

Your article seems to have gotten truncated. Please repost.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1735. Digi-Studio -- new price info and info sheet

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 09:22:45 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May28.092245.17593@aber.ac.uk>
Source record: 106557

As you may know, I am the programmer and developer of Digi-Studio -- the digitized sounds and music utility.

At the start of this year I managed to get a distributor in the US, and thus make it easily available. However, the price has had to remain high to cover initial costs. Unfortunately, we have had no luck at all in selling copies in the US. We believe this is because of the high price.

To show that we are not just in this for the money, and to show our commitment to producing new software for the Atari 8-bit community, we have decided to take vertually no royalties on Digi-Studio, and as such we have managed to lower the price down to just $15, including shipping.

This price will get you the 44 page manual and 2 SD/DS disks. You get all the usual programs included: tune player, keyboard player, sample editor, tune to Basic compiler, and the LIDS language compiler v1.2.

Digi-Studio is available for sale now in the US, and the UK. You can buy it direct in the US. See the info attached to this article. In the UK Digi-Studio costs 7pounds, including P&P. To EEC countries the price is 10pounds including Air Mail. Pay using pounds in cash, or by IMO.

Dean Garraghty. Email: djg0@aber.ac.uk.

Digi-Studio Information

Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating music using "real" sounds, which have been digitized. The Digi-Studio package contains everything you will need to create and play music using digitized sounds. Here's a list of the programs included:

* Keyboard Player. Allows you to play music live by using the computer's keyboard like a piano keyboard. The sounds produced are, of course, digitized. This program has fully responsive keys, so that sounds only play for as long as you hold the key down.

* Tune Player. This program plays Digi-Studio tune files using digitized sounds.

* Sample Editor. This program allows you to edit sound samples by using a joystick. It also has "cut and paste" facilities, so you can also create your own samples.

* Tune Compiler. This program allows you to play Digi-Studio tune files in your own Basic or Turbo-Basic programs.

* LIDS Compiler. This program allows you to create your own Digi-Studio tune files by use of a language called LIDS.

Also included are 55 sound samples, and 47 ready-to-play Digi-Studio tune files.

The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main programs and a starter pack of sounds and tunes. Disk two contains more samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a 44 page manual in A4 size(UK), and standard letter size in the US. This manual has sections describing all the programs listed, but also has a lengthy section on how to read music. An appendix has also been added containing music along with the corresponding LIDS programs.

The Digi-Studio system (with manual and 2 disks) costs just 7pounds, including P&P. In the US it costs $15, including shipping.

Fill in the form below and send it with payment today!

------CUT------
Please send me a copy of the Digi-Studio system, with manual and 2 disks.
I enclose payment for UK[ ]. I enclose payment for US[ ]. (Tick box).
UK cheques/POs payable to Dean Garraghty. US checks/MOs payable to Lance Tatman.

NAME:_____
ADDRESS:_____
_____
POST CODE/STATE&ZIP:_____

UK/EEC: DEAN GARRAGHTY, 62 THOMSON AVE, BALBY, DONCASTER, DN4 0NU.
US: LANCE TATMAN, 844 KERN STREET, RICHMOND, CA 94805.
Email: djg0@aber.ac.uk

1736. BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 10:26:55 UTC
From: RG9@VAXB.YORK.AC.UK
Message-ID: <9305281026.AA06842@deepthought.cs.utexas.edu>
Source record: 106795

When receiving e-mail of stuff from the archive via BART, I understand
files longer than about 30k are split into two (or more) parts.
Can anybody tell me how I am supposed to recombine these separate parts?
I have tried uudecodeing them separately but that gives me two separate
files! I am using a VAX/VMS, so any help would be appreciated.

Richard Gore (RG9@UK.AC.YORK.VAXB)

1737. Re: Atari - Mac - GCR Spectre

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 13:46:33 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C7qoxn.E20@cbnewse.cb.att.com>
Source record: 106796
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1u18q7$pad@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>From: jpost@zeus.datasrv.co.il (Jerusalem Post)
>Subject: Atari - Mac - GCR Spectre
lead in deleted
> I have tried unsuccesfully to run Appleshare and TOPS software in
>emulation mode between the two machines - the problem I imagine is that
>the Atari is unable to run Appletalk.
rest deleted
>Thanks, Derek Fattal
>-->Send email to jpost@zeus.datasrv.co.il(Jerusalem Post)
>Joe Sabatino-->ab588@yfn.ysu.edu

Apologies to 8 biters - this should be in CSAST. Followups there
or post directly.

Spectre GCR will not run Appletalk without an Appletalk board that
Gadgets by Small was working on and I think is available from them.
Wayne Booth

1738. Re: BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 16:03:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930528110351MIS0160@MVS.UDEL.EDU>
Source record: 106797

In article <9305281026.AA06842@deepthought.cs.utexas.edu>,
RG9@VAXB.YORK.AC.UK writes:

>When receiving e-mail of stuff from the archive via BART, I understand
>files longer than about 30k are split into two (or more) parts.
> Can anybody tell me how I am supposed to recombine these separate parts?
>I have tried uudecodeing them separately but that gives me two separate
>files! I am using a VAX/VMS, so any help would be appreciated.
>
> Richard Gore (RG9@UK.AC.YORK.VAXB)

The times I've received split files, all I have done was to append them
on the host machine and then enter the host machine's editor and delete
the garbage lines between the parts. When I download to the Atari,
it appears as just one big file and uudecodes and unARCs just fine.

Roger Cole (Roger.Cole@MVS.UDEL.EDU)

1739. Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 16:19:19 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305281536.AA19513@smithkline.com>
Source record: 106798

The Software Disk published concurrent with every other issue of Atari Classics Magazine is NOT Public Domain!

If anyone has posted the Classics Disk to the Archive, I respectfully request that it be removed IMMEDIATELY!

If the Classics Disk has been posted to any other BBS or telecom system, I would to ask those sysops to remove it.

The AC Disk comes out 3 times per year. The subscription to it only costs $9 (that's $3/disk, the going price for a PD disk from a PD distributor).

After some period of time has passed, we may consider releasing out disks to the public domain, especially since many of the individual files on them are already PD.

I again remind everyone that AC is as yet UNDERSUBSCRIBED. The main reason we continue to exist is that disk sales have our exceeded our expectations, & the excess revenue from disk sales is making up the loss in renenue we are experiencing due to the fact that only about 35% of the people in last year's mail campaign followed through on their subscription pledges.

We have kept the price of our disk as low & reasonable as possible. My god, if people want to copy a $3 disk, then there is just no hope at all for the future of our market & for us as a community of users.

I can't even begin to entertain the idea of allowing our disk to be posted until the magazine is fully supported. To be sure, we're getting close. AC needs 500 paid subscribers to break even on expenses, as of today we have 478. But new subscriptions have pretty well come to a standstill.

I'm still waging a battle just to get us a 2nd Class mailing permit. Last week I once again hit up on Unicorn Publications to allow us to apply for the permit. But without 500 paid subs Unicorn is playiong hardball & steadfastly refuses to let us upgrade the mail service due to the expense of the permit. BuT I keep trying, I'm keeping up the pressure on them, maybe I'll catch them in a weak moment & they'll give in. :)

AC is a 2-way street. I'm willing to go to bat for the user community, fight the battles that need to be fought. But the user community has to be solidly behind the AC Staff or the whole thing will fall apart. The something-for-nothing mentality has already gutted the AC effort, leaving it just on the verge of survival.

There are no magic geese, & there no golden eggs. There's just us. We ourselves are now the Bottom Line, & if we do not soon start paying our bills & thinking in terms of what's best for the community instead of "How

can I get something for free?", then you can just kiss it all good-bye.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

1740. Re: Why complain about clock speed???

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 16:24:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <s3P04B1w165w@cyberden.sf.ca.us>
Source record: 106799

True, Glenn.. not many people would particularly NEED a faster machine,
but some of us wouldn't mind programs like Fractasia, APACView, etc.etc.,
which take forever, to run quite a bit faster.

I feel it's something like this:

you could somehow have a SWITCHABLE OS: 800XL OS & "Hyperspeed OS" or
whatever...

then, when running things like Star Raiders, some font editor, most
games, etc., you'd have it in 800XL mode

when running APACView, Fractasia, heck, even TextPro gets too damned slow
for me when I have a huge document in it, and perhaps some math intensive
(altho I see where a faster FP Package might be enough here) like the
Optics rendering my Animation program does, you'd switch to "Hyperspeed"
mode, where all the rendering, memory block moves, mathematical
calculations, etc., are done while you wait.

"While you WAIT"... these days I'd rather not WAIT as long.
Even with a hefty 192k (altho I'll take a 1 meg upgrade + Hard Drive ANY
day ;^)), which speeds up disk transfer, I'd like something that
CALCULATES faster.

Ah, another example: Daisy Dot III... even when "printing" to RAMdisk,
it can still take quite a while to do something that I see the IBMs (like
comparing apples to oranges...eww, no wait... Ataris to IBMs ;^))
do in a few SECONDS... sure, my XMM801 aint FAST, but...since I have a
PAIR of 1200xl's, I could use the old one, stealing a drive, to [C]opy
MYLETTER.PRT -> P:rinter and go on doing other stuff (preparing another
DD3 .PRT file) on the FAST system. (BTW: 1/2 the reason I copy DD3 files
to disk to be printed is because my 1200xl with the 192k, etc., etc.
doesn't talk to the printer any more.. I killed the SIO! >:^(At least
it still works with the drives! <whew!>)

Anyways... I see PLENTY of applications! You just gotta LOOK!

Sure, not everyone will NEED or have the $$$ to BUY such an upgrade...
but not everyone NEEDS a RAMDisk.. I'd DIE without one tho!

Anyways.. again, my examples of what can go HELLA fast, and make >MY<
life more productive are:

Daisy Dot III
TextPro or AtariWriter + (ie, inserting at the beginning of a big
file)
Animation programs (2d & 3d rendering)

Fractasia
APACView
ColorViewSquash and ColorSquashView
ChromaCAD XE

and on and on and on

I mean, Glenn, we could argue the use of a color screen! (<cough>, Macs)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
dir bob /s .... Why don't it work? MSDOS ? No directories? Huh?

1741. halle93a. =>

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 17:05:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <k1R04B1w165w@cyberden.sf.ca.us>
Source record: 106800

alright...the cool demo that was made by EISBAER (I love that name hehe)
and claims to have a logo made with WINWORD on a PC and music converted
from .MOD to BenjySoundMonitor....

what was the .MOD originally? I'd like to hear the original (so many
friends with <ik> ibMs) hehe

just curious

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1742. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 17:15:33 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <mgs04B6w165w@iowegia.dsm.ia.us>
Source record: 106801

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> So, yes, I suppose such a hardware modification as Steve proposes
> is feasable. Some flaws in Steve's approach.

If you want UNIVERSAL COMPATABILITY, there are more than a
FEW flaws to my approach. I suppose if I were to do said, I would
wedge into programs the toggle at key spots- tho I really can't
think of ANY program for the Atari 8-bits that really require the
horsepower. Most programs that felt slow to me were slow due to
disk access, not processing speed. Our project may be moot!

>
> He proposes a special hardware register be written to enable/disable
> high speed, through the use of a divide by N counter chip.
> Well, even with this, only custom software would run at fast speed.
> It's quite obvious that the 8 bit community's programming resources
> are few. There isn't exactly a storm of new software products being
> developed these days. So as with Dataque's Turbo-816, I suspect
> an accelerator of this implementation would be a failure due to
> lack of software to take advantage of it.
>
> What would be more feasible is this:
>
> design a high speed PAL or GAL chip that watches the address bus.
> When the CPU goes to address the hardware area, (PIA, POKEY, GTIA, ANTIC)
> or the OS ROM area, or the Parallel BUS Interface area, the GAL chip would
> be programmed to automatically switch the clock, via the divide by n
> circuit, to the standard frequency. When the CPU addresses the
> fast 64K of SRAM, the GAL switches the clock to the higher speed.
> Somehow the GAL would also have to be able to watch for Antic DMA

I did forget about an important factor earlier, your
mentioning SRAM triggered it. I personally would use the CHEAPER
DRAM and have lots of ramdrive space left over for the same money-
but the problem arises of ram refresh. A separate refresh circuit
would have to be built- no big deal, minor problem. Currently
DRAM refresh cycles are taken care of automatically by the ANTIC,
one of its jobs. SRAM does not require refresh- so even at 4
times the price or more of DRAM, it might be worth using it.

I still like the user selectable "memory location toggle"
for "hyperspace". That way you could use it only when you needed
it- but like I said previous, I really can't think of a time when
I needed faster CPU speeds. The slowness of the Atari is wholely
attributable to the slow serial access floppies.....sq

(again, the whole project may just be moot....)

1743. 3.5" Drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 20:51:52 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9305282038.AA22052@smithkline.com>
Source record: 106802

Just thought I'd forward this com from Andrew Diller along to the newsgroup, apparently you can indeed replace those ancient full-ht. mechs in Percoms with other sizes of IBM-type drives:

From: INET::"dillera@wam.umd.edu" 26-MAY-1993 23:58:02.51
To: phvax::poehland
CC:
Subj: Re: 3.5" Drives

In article <9305241833.AA12266@smithkline.com> you write:
>
>There is supposedly another way of connecting up 3.5" QD floppies, I've never
>tried it. A few people have reported that you can replace the 5.25" mech in
>later-model Percom DS/DD drives with the std. 3.5" mechs & they will work

fine. I was luck enough to get my hands on a Percom- it had a double height double denisity, single sided drive. You just need to rip that out and you can install up to 4 ibm/pc drives- 3.5 or 5.25. It works great with MYDOS.

--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

PS- I'm on vacation till June 7, after today anybody sends me email gotta wait till I get back!

- BEN POEHLAND

****

1744. Re: Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 22:29:25 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1u63o5$smi@usenet.INS.CWRU.Edu>
Source record: 106803

In a previous article, poehland%phvax.dnet@smithkline.com () says:

>The Software Disk published concurrent with every other issue of Atari Classics
>Magazine is NOT Public Domain!
>
>We have kept the price of our disk as low & reasonable as possible. My god,
>if people want to copy a $3 disk, then there is just no hope at all for the
>future of our market & for us as a community of users.
>
...

>thinking in terms of what's best for the community instead of "How
>can I get something for free?", then you can just kiss it all good-bye.

The question asked was " Is the AC disk PD, if so can someone send it up "

Thanks for answering the question, but there is no need to attack us.
Steve

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1745. 800xl power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 22:59:12 UTC
From: grover@emunix.emich.edu
Message-ID: <1u65g0$pjn@zip.eecs.umich.edu>
Source record: 106804

Hello Atari fans! After reviving my interest in 2600/7800 games, today
I got a terrific deal on an Atari 800XL computer for $5, and a 1030 modem
for $4. Now I think I know why...

The 800XL seems to have a strange, round power input jack (7-pins)
labelled "DC". This is very different from my original 800 computer.
Where can I get the proper power cord?

(This obviously opens an invitation for anyone willing to sell me an extra
one.)

--
Grover Thomas grover@emunix.emich.edu (Nifty quotes currently down)

1746. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 23:13:57 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h43@abcd.houghton.mi.us>
Source record: 106705

Bill,

So, what do you really think of the Quick language?

Jeff

-- Via DLG Pro v0.995

1747. Re: Why complain about clock speed???

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-28 23:28:28 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h49@abcd.houghton.mi.us>
Source record: 106706

I'd like to mesh together what Glenn, Bill, and Rick have recently said.

First Glenn's excellent points made about why bother worrying about
acceleration. True, most people who are in the 8 bits today are in it
because they're willing to deal with the limitations inherant in the
system. But to make a point, I'd like to carry that idea to an extreme:
why do we bother adding more memory, or using anything beyond a stock
XF551 for storage? It seems that if you're using your 8 bit today, you're
doing so because you're willing to deal with its internal limitations.
Well, for the same reasons that we add 256K, 320K, 576k, and ack! 1088K,
and Black Boxes with hard drives and stuff, that same line of reasoning
can apply to an accelerator. It's job is to boost productivity.
I have to agree with Bill, programs like Daisy Dot III, Jeff Potter's
GIF decoding programs, word processors with BIG documents, all such
processor speed. I think that there are at least a good handful of
us who, while happy with the CPU the way it is, would like to see it
run faster if that becomes possible without sacrificing compatibility.

On the other hand, Rick Cortese's points need to be considered as well.
A production run of accelerator cards would require

A) a significant amount of capital up front, and would end up
with a rather expensive card

B) a sizeable quantity of people willing to open their wallets and
actually purchase the darn thing.

My gut feeling tells me at least one of the two criteria above will
fail to be met. So what are we left with? Well, the only thing left
to hope for is that a small concentrated group of people successfully
design the thing, it becomes a public domain hack, and a few gifted
people hand build the accelerator, cash up front, to the few high
end users who are actually interested in, and financially capable
of purching it. A hand built card is gonna look terrible, and yes,
it does symbolize our deteriorating marketplace, but what else is there?

Jeff

-- Via DLG Pro v0.995

1748. Announcement of Killer 'thello release

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 02:03:13 UTC
From: mark@godzilla.quotron.com
Message-ID: <C7rn1D.KyD@quotron.com>
Source record: 106713

I've just uploaded Killer 'thello to atari.archive.umich.edu (141.211.165.41) under the filename THELLO.ARC. The archive is 41926 bytes long and contains the executable, documentation, and full MAC/65 assembly source. Pending some administrative delays, it should be in the 8bit directory shortly.

Killer 'thello is a computer adaptation of the classic board game Othello (also known as Reversi) with the modification that players don't have to take turns. You can play against another person, the computer opponent, or both at the same time. Killer 'thello was sort-of inspired by Killer Chess written by my pal Greg "maddog" Knauss.

If there's interest, I could also upload a VERY complete Font/Character Set editor I wrote over the period from 1985 to 1989. Too many features to mention. Let me just say that it has everything I ever heard of or saw in another editor. It was used to create both the character sets and screens in Boulder Bombers, Maze War, Killer 'thello, and a few projects that never saw the light of day.

Mark T. Price (sg) mark@godzilla.Quotron.COM
"He who laughs last is sucking up to the boss"
--

1749. Floppy drives WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 03:50:16 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1u6mho$2j1@usenet.INS.CWRU.Edu>
Source record: 106708
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,misc.forsale,misc.wanted

I ** NEED ** some 360k (HH 5 1/4") and/or 720k (HH 3 1/2") drives, these
drives are CHEAP used, so i amm prepared to trade one SNES cart for
each one your willing to send.

I have the following titles for trade:

Populous
Lemmmings
Monopoly (720k drive only)
Zelda:A link to the past (720k drive only)
Bill Lambers commbat Basketball

Also, i will TRADE one of any of the above for ANY power supply capable
of powering these drives.

power supply/drives must be working

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1750. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 05:43:48 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h4m@abcd.houghton.mi.us>
Source record: 106712

Steve,

Regarding linking slow program performance to SIO speeds.
Well, I've got a 980K RAMDISK that I run everything out of,
so for me, SIO access is not the limiting factor, CPU speed is.
Particularly, Word Processors working on large files,
things like Daisy Dot III, GIF decoders, TIFF decoders, things like
that really consume CPU horsepower for me.

Jeff

-- Via DLG Pro v0.995

1751. The Turbo Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 07:19:46 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9305290703.AA19969@theclub.UUCP>
Source record: 106709

[I already posted this once, but it was some bizarre earlier version. If you saw another posting cut strangely short, here it is for real.]

I want to post this because I see discussion again coming around to the popular Turbo Atari 8-bit, in the sense of increasing the clock speed. This is a project I'm very familiar with because I put some effort into it. I have a TRS-80 Model 1 pushed to 300% of design speed, and killed some time with a scope in pursuit of this idea on the Atari.

This is an engineers article. I.e. if you primarily work in BASIC, it's probably way out there. I want to post specifics because I got very close, but haven't had time to continue. Specifically, when another major 8-bit fan and generally bright boy _Ken Sumrall_ and I got to working on it together we got as far as the following. I'm going to write this as an article for publication, with the idea that if this design information is disseminated widely enough, perhaps someone else will have what he needs to finish.

-=-

A popular dream amongst Atari 8-bitters is the idea of a speed-up mod. The purpose of a speed-up mod is, quite simply, to increase the CPU clock rate and thus boost performance. IBM compatibles are commonly identified by MHZ, with given machines like a 386 available at 20 or 40 Mhz. IBM compatibles, and TRS-80s before them, get a more or less linear speed increase. I.E. double the clock is twice speed. A powerful punch for an Atari which already sports co-processors.

Designing the turbo mod, however, involves a number of hurdles. In fact, it's akin to an Olympic Grand Prix, where the horses face impossibly high obstacles and even one mistake means failure. Here are the obstacles we found, and the answers to them, in the order they were encountered:

High speed 6502 processors

On the Atari, until a few years back, 6502 processors were not available in higher speeds. The Atari 6502, running at 1.7+ Mhz, is actually pretty quick for a 6502, which gets a lot of milage out of a given clock cycle much like RISC processors. The 'obvious' speed increase, 100% (a jump to 3.5+ Mhz) requires a 4 Mhz rated 6502. This is now available. Initially from Western Design in the form of the 65C02.

But is it a 6502?

The Atari XL & XE, however, don't use a 6502. They use a custom version of the 6502. Because on the Atari the 6502 processor has to share memory with Antic, (which accesses memory on its own to update the screen,) it has to be able to come 'off the bus,' or 'tri-state,' while Antic does its job. On the

original 400/800 design, a series of tri-state buffers surround the 6502 and do the job of 'detaching' the 6502. To lower the chip count on the XL & XE lines, Atari developed a custom version of the 6502 which had the simple tri-state buffers built-in. Thus, any processor upgrade for the XL/XE lines would have to replace these buffers since the only high speed 6502s are real 6502s and not Atari's custom version. My guess is the Turbo/816 mod has these buffers on it.

Memory chips

Many Atari's are still using original RAM chips which are too slow to handle the CPU's requests at higher speeds. Fortunately, memory upgrades are based on 256K DRAM's and they're almost always fast enough. Now, higher speeds are trivial.

ROMs

The Atari ROMs weren't particularly slow, but may, depending on the speed-up attempted, need to be replaced with faster current technology EPROMs.

What to speed up?

The Atari custom chipset is, necessarily, old. Those chips aren't likely to survive any speed-up attempt. Further, the 1.7+ Mhz clock rate of the Atari is tied to the NTSC Television rate. Antic & GTIA need that rate in order to work with the television set. Our design opted to simply speed up the 6502 and let the rest of the system continue to operate as before.

What about games?

My theory is games should work OK. Most games timed themselves off of VBLANK or the timer, which are external to the 6502 clock rate.

How can you speed up just the CPU?

Surprisingly to most people, in the Atari the 6502 doesn't run the show. Antic does. Antic, when it needs access to memory, just reaches over and shuts down the 6502. Thus, Antic could care less what speed the 6502 runs when it's not involved.

6502 vs 65C02 timings

Now some real problems: the Western Design 65C02 was the first available 6502 that could actually handle 4 Mhz. However, beyond the relatively simple missing buffers, Ken pointed out a fundamental difference: The 65C02 is _edge_ triggered, the 6502 is _level_ triggered. That is, the 6502 considers an 'on' signal to be when the level reaches 5 volts, where the 65C02 considers 'on' to be when the voltage changes.

This is bad. Antic sends a 'halt' signal which shuts down the 6502 while it accesses memory. This signal hits in time for the 6502, but a Western Design chip sees the signal level come up _after_ it's started into it's next cycle. It may arrive in time in a normal speed environment, but at double speed, the 65C02 will be already chugging along and not stop in time.

An alternate halt signal

The next thought was then "what about an earlier halt signal?" Ken stared at the schematics and found that, by combining some signals 'upstream' of Antic, we could re-create the halt signal. We then attached a dual-trace scope to the 6502 halt line and the critical signal, and found that the new signal in fact does hit before Antic's halt. Approximately 10 ns in advance.

Unfortunately, this signal alone is not enough. The combination of it and one or two other signals is needed to recreate 'halt'. A circuit to decode this signal involves three levels of logic. Given our extremely tight 10 ns window (est. from a scope display) we figured that using 74 S-series logic, which has a nominal gate delay of 3 ns, it would just fit. At this point, life kicked in and we did not build a prototype to test it out. My apologies for not having more specific information - this is from memory of work done 4 or 5 years ago.

Post-mortem considerations

Since we embarked on this effort, a couple of new things have come along. First off, we now have new logic devices available, including the 74HCT family, which is supposedly pretty quick. Another option are the now widely available high speed programmable gate arrays and other field programmable logic, which may or may not be fast enough.

Also, in the years inbetween 6502's have progressed. At one point, I saw a reference to a real Rockwell 6502 rated at 4 Mhz. This, should it be a high speed version of the original design, would eliminate much of the hoop-jumping involved with Western Design's chips. 'Sally's' tri-state buffers would of course still need to be replicated.

This is exactly the kind of project that, given this info, would be trivial for a hardware designer. Perhaps you know one? For anyone interested in this project, I will coordinate efforts on The Club's ATARI conference. An extensive library of memory-upgrade docs, software and testing tools is also available on The Club II.

All in all, this is an interesting project because the solution involves technology released as much as 15 years after the 8-bit's original design. Realistically, with today's technology one could reasonably implement an entire Atari-8-bit-compatible motherboard on a single field-programmable gate array, let alone ASIC; transistor counts in 1978 were nothing. It is a fitting tribute to the 8-bit's clean design that it could continue to thrive well into a time where it could fit in a wristwatch.

Terry Conklin
conklin@theclub.mi.org The Club (517) 372-3131
(517) 484-2824 voice Club II (313) 334-8877

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1752. Re: Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 07:52:58 UTC
From: jjmcwill@next5
Message-ID: <1993May29.075258.1381@mtu.edu>
Source record: 106710

In article <1u63o5$smi@usenet.INS.CWRU.Edu> dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:
>The question asked was " Is the AC disk PD, if so can someone send it up "
>
>Thanks for answering the question, but there is no need to attack us.
>Steve

But see, you're missing the point. Ask not if the AC disk is PD, but how I can subscribe to the A.C. disk. Gee, what a concept, actually subscribing to the disk. $9.00 measley bucks, for 3 disks full of goodies. I'm afraid I have to share Ben's pessimism toward the 8 bit community when such posts appear on C.S.A.8. It symbolizes the fact that the 8 bit attitude hasn't changed, despite Atari officially dumping us, despite folks like ICD no longer producing their products, despite Innovative Concepts, who used to carry an excellent selection of memory upgrades, having shut down their operation. It's the something-for-nothing attitude that's killing us folks. Witness how many 8 bitters failed to live up to their campaign promise of subscribing to the magazine. As for the disk, even the disk wouldn't be a reality without the decent folks who are running the disk operation for FREE. Then there's people like Steve Quest who says he'd work an accelerator if we paid him to do it. Gee, whatever happened to folks like Claus Bucholz, who accomplished the ground breaking miracle of adding 256K to an 800XL? He did it for free!

I guess it's no wonder people aren't developing applications anymore. If folks don't want to shell out 9 bucks for 3 disks full of goodies, why should a programmer think his application will meet with financial success?

Jeff

>--
>Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
>P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
>North Royalton | Cleveland Free-Net | " There is no right or wrong
>Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1753. Re: BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 07:58:07 UTC
From: jjmcwill@next5
Message-ID: <1993May29.075807.1560@mtu.edu>
Source record: 106711
Body handling: Inline uuencoded payload not displayed: parta.arc; Inline uuencoded payload not displayed: partb.arc

Richard,

You need to append the files together BEFORE uudecoding.
Each section looks with something like

[Inline uuencoded payload not displayed: parta.arc]

[Inline uuencoded payload not displayed: partb.arc]

well, strip everything from and including the first end, up to and
including the second begin. This should give you one big file, which
should decode properly.

Jeff

1754. Home made cables, help req.

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 14:09:21 UTC
From: rmccall@forth.mcs.dundee.ac.uk
Message-ID: <1u7qqh$mvp@dux.dundee.ac.uk>
Source record: 106714

Could someone tell me how to make a modem cable I already have the pin-out for the 850 but not for the modem (it is a standards 25way serial port).

Yours

Rod

1755. Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 15:19:54 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C7snx6.FEA@usenet.ucs.indiana.edu>
Source record: 106715

Well, I have gotten someone to loan me his XM301 Atari modem and XE-Term software. I am using an Atari 800XL 64K with 1050 standard disk drive. The program was DOS 2.5, but I converted it to DOS 3.0. Neither way quite works, though. I am connecting to the Unix system fine, but file transfer isn't working.
I CAN do cat> and then do 'U' on XE-Term to upload text, and then it will just spit it to stdin. But send and receive XModem aren't working. I'd like to be able to download some of the files at the archive.
I'm using rx filename and sx filename, or sx -b filename on the files from the archive. I can't seem to figure out any other switches that seem appropriate for the command.

Anyone happen to know what I'm doing wrong?

In a related question, is it possible to directly connect one of the Atari ports to my serial or parallel on IBM and transfer that way? I do NOT have an 850 interface, just this XM301 modem.

Any help is appreciated.

Thanks,
Jeff

1756. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 15:38:20 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C7sorw.G95@usenet.ucs.indiana.edu>
Source record: 106716

```
Oh, another question is that the documentation on the software said "T:" was
the name for the modem device, but whenever I tried to open an IOCB on it
from BASIC, like
OPEN #1,8,0,"T:"
I get error 130 - nonexistant device.

The modem is definitely hooked up.
```

1757. Need Help with Disk Drive!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 15:47:50 UTC
From: ae454@cleveland.Freenet.Edu
Message-ID: <1u80j6$mrj@usenet.INS.CWRU.Edu>
Source record: 106717

I bought an XF551 Disk drive from a friend, but the mechanism wasn't working, it wouldn't even begin to read. He used to have to Hit it to get it to work. I swapped mechanism's with a friend and so I know for sure it is the mech. Anyone know would this be some kinda Misalignment problem?

Also, I hooked up 2 different 360K mechs to the controller, and they worked perfectly, Reading and Writing, but neither will FORMAT, in any Density, or option on SpartaDos... Anyone know why there is a problem with Formatting? Any Ideas?

--

1758. Re: BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 16:03:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1u81fn$oc3@usenet.INS.CWRU.Edu>
Source record: 106718

In a previous article, RG9@VAXB.YORK.AC.UK () says:

>When receiving e-mail of stuff from the archive via BART, I understand
>files longer than about 30k are split into two (or more) parts.
> Can anybody tell me how I am supposed to recombine these separate parts?
>I have tried uudecodeing them separately but that gives me two separate
>files! I am using a VAX/VMS, so any help would be appreciated.

By now you've learned that the way to do it is to append all the parts
together and delete all intervening junk text to make one big file.

What I want to know is, what uudecoder DOES know how to properly put
together the multiple-part uuencoded files BART sends? At the bottom of
each part is an "include" line that looks like it tells the decoder where
to look for the next part of the file, and so on. And line part is given a
different intermediate filename as well.

On every system I've tried it, the only way to decode the files is to
delete all these fancy file-part indicators from each part, but somewhere
on some kind of system there must be a uudecoder that makes use of them,
right?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1759. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 16:44:38 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <4oLB5B1w165w@TheRat.Kludge.COM>
Source record: 106724

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
Actually, although I don't really endorse the idea because of the cost
would be more then most people would invest, I did do some serious
thinking about it & the ability to decode stuff *isn't* that bad IMO.
Figure you only need to monitor two lines (@ least in the XL 6502C). The
!HALT line of the CPU at PIN & maybe the MMU !IO lline on pin 17. The
!HALT line stops the CPU when one of the other chips needs access & the
!IO is true for any access to the $D000 to $D7FF or hardware. Whoops! PIN
35 I think for the !HALT ^
You could do that with one or 2 $.20 IC's. Still, The cutting traces for
the CPU to run at a multiple of the clock speed while the rest of the
chips do their stock 1.79'r is iffy at best (IMHO).

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1760. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 18:28:54 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May29.182854.1085@exu.ericsson.se>
Source record: 106719

In article 10831@mnemosyne.cs.du.edu, thester@nyx.cs.du.edu (Uncle Fester) writes:
>
> One famous person that is famous outside of the
> Atari community is Orson Scott Card, science fiction novelist
> among other things.
>
> Btw, Orson Scott Card even wrote some 8-bit Atari programs
> for COMPUTE! magazine back in the 'good ol' days'.

An Atari 800 even played a prominent role in one of his short stories,
which surprisingly has just been reworked into a novel and is available
in hardcover (_Lost Boy_, copyright 1993). Good short story, but I haven't
read the novel.

Also chalk Mr. Card up as a famous C-64 owner. He used to write a
column for _Ahoy_, a Commodore magazine.

--
James Hague
exuhag@exu.ericsson.se

1761. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 19:13:41 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1u8cl5$g07@news.ysu.edu>
Source record: 106720

Steve...How much are we talking about? $$$$$$
--
Joe Sabatino-->ab588@yfn.ysu.edu

1762. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 20:08:59 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <o6uB5B3w165w@iowegia.dsm.ia.us>
Source record: 106723

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> Steve,
>
> Regarding linking slow program performance to SIO speeds.
> Well, I've got a 980K RAMDISK that I run everything out of,
> so for me, SIO access is not the limiting factor, CPU speed is.
> Particularly, Word Processors working on large files,
> things like Daisy Dot III, GIF decoders, TIFF decoders, things like
> that really consume CPU horsepower for me.
>
> Jeff
>
> -- Via DLG Pro v0.995
>

Jeff,

Please don't shoot flaming firballs at me for this, but...
Why would you want to view GIFs on an Atari? Straight VGA is very
cheap today, and is MANY TIMES BETTER resolution than GTIA.

I don't even remotely consider the Atari to be a graphics
machine anymore. At one time, it was the BEST! Only VIC-20 could
compete with it, before the C-64 came out. Even CGA on the IBM's
was not really as good or as color rich.

I guess I have become practical in my old age..........sq

1763. Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 20:27:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <738747053.AA01370@tdkt.kksys.com>
Source record: 106735

Quoting from PHBILL to ALL

> Then again... there may be some new development either FOR this (ie,
> someone WANTEd and WORKED on making a cheap accelerator) or in some
> other industry (some other computer system or whatever... I mean, look..
> we have hard Drives! :))

Speaking of hard drives, does anyone know how the development of
the IDE drive to the parallel bus on the XL/XE's is going? With what I
remember, there was some problem because IDE drives transfer informatio
n 16 bits at a time. I have heard though that there is a Seagate IDE
drive that tranfers at 8 bits. Does anyone else know about this?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Back Up My Hard Drive? I Can't Find The Reverse Switch!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1764. Re: BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 20:33:27 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1u8han$hki@news.ysu.edu>
Source record: 106721

-> RG9@VAXB.YORK.AC.UK says:

>When receiving e-mail of stuff from the archive via BART, I understand
>files longer than about 30k are split into two (or more) parts.
> Can anybody tell me how I am supposed to recombine these separate parts?
>I have tried uudecodeing them separately but that gives me two separate
>files! I am using a VAX/VMS, so any help would be appreciated.
>
> Richard Gore (RG9@UK.AC.YORK.VAXB)

There is a decoder file in the archive called dumas.arc which
is supposed to combine those files but it didn't work for me cuz
the file was corrupted either in the send or its corrupted in the
archive.
The thing you need to do is append the parts of the file together.
I do it on the atari by the copy command ie->
(assuming you have a command line DOS)
COPY D1:FILENAME.AB D1:FILENAME.AA/A and if there's more
COPY D1:FILENAME.AC D1:FILENAME.AA/A etc.
This is of course after you transfer the files to your atari from the VAX.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1765. Re: BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-29 20:48:36 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1u8i74$hp8@news.ysu.edu>
Source record: 106722

Mike->the uudecoder thats supposed to use the "include foo.uab"
line is dumas.arc in the archive..I call it dumbass.act cuz it
don't work. It maybe at one time worked before it was corrupted
in the archive...I sent for it twice and the same part of the
file is corrupted.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1766. UUEDecode...problems...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 00:23:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <738747053.AA01371@tdkt.kksys.com>
Source record: 106736

Well, after I was forced to change how I can get to my Internet account
site (am now dialing a local number, telneting to another local site, and then
telneting to my internet account site), I have been forced to UUEncode/UUDecode
programs, so as not to cause problems with the machines I need to telnet
through. The problem is, I haven't been able to successfully decode. I have
both YAU and UUDECODE.BAS, but the problem is similar, both give an error
message saying "begin" not found. I have tried this with MyDOS
and SDX, but still no luck. I know the "begin" is in the UUE file, and for as
much as I know about the file format of UUE, everything seems to be correct.
Any suggestions as to what to do next? I've tried a couple of different
files...

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1767. Re: Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 01:58:47 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1u94cn$qae@usenet.INS.CWRU.Edu>
Source record: 106725

In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:

>In article <1u63o5$smi@usenet.INS.CWRU.Edu> dh395@cleveland.Freenet.Edu (Steven J Tucker)
writes:
>>The question asked was " Is the AC disk PD, if so can someone send it up "
>>
>But see, you're missing the point. Ask not if the AC disk is PD, but
>how I can subscribe to the A.C. disk.

No, im not.

No one got upset when the question "Is Ataris old software been released to PD
yet" was aked recently.

The point is that his response was in my consideration far over blown in
response to the question I asked, and frankly im dissappointed that
the editor of the ONLY atari 8 bit magazine could not simply answer the
qusetion without 3 pages of belittling and preaching.

A simple NO, BUT WE INVITE YOU TO SUBSCRIBE would have sufficed, instead
of his HOW DARE YOU EVEN ASK response.

A response like that does not encourage people to BUY, expecially when sed
person has such make/break control over the magazine.

I previously DID send mail to Ben asking "WHERE TO SEND MY CHECK AND HOW FAST
CAN I GET MY COPY", but now im reconsidering that.

Steve

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1768. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 02:04:07 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kLBc5B1w165w@cyberden.sf.ca.us>
Source record: 106726

Well one thing... like i said before... we wont exa<tly be using a sound
or graphi<s intensive routine while the system is sped up

i mean, dd3 doesn't make any noise, do any fan<y graphi<s or whatever
while printing (..ahem... <AL<ULATING..)...

imagine how fast DD3'd go with a 128k printer buffer and a super fast <PU
!?!?!?

please ex<use all the "<"'s rather than c's, but this dumb terminal has
had it and i have to press down on the "sea" key RATHER hard and for a
few se<onds for just ONE to <ome out... >:^(grrr

anyways..... PERSONALLY, >I'D< want the massive speed so I <ould do
qui<k memory <omparisons, mathemati<al <al<ulations, et<...

i wouldnt be quite interested in a GAME that took use of this upgrade

then again.. i personally have seen pra<ti<ally >NO< games that took
advantage of digitized sound or graphi<s!!!!

but now with games like MegaBlast <oming out, whi<h use >4<-<hannel
digitized audio, I'm beginning to appre<iate it ;)

that last bit made very little sense, did it? ;)

i guess im just pissed at my "see" key on this stupid thing >:^(

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1769. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 02:10:18 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <VVBc5B2w165w@cyberden.sf.ca.us>
Source record: 106727

snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

> Bill...you left out one very important name, Ronnie Riche (TextPro) How about
> Tom Hunt (CTH ShareWare) John R Dunning (K65 and cc65 additions) and if
> your down Louisiana way, how about Mike Todd, Dean Sweatmen, and Emile
> Gardett, The Atari Archive Project Louisiana.
>
> Mike
> The Atari Archive Project
> Louisiana
>

:) .. true... then again, (unless the above listed folks ARE famous
outside the <omputing <ommunity), the only software listed above that I
personally use is TextPro ;)

Bob Puff is still my god ;)

anyways... <'mon folks, more names! ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
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or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1770. YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 02:14:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <R3Bc5B3w165w@cyberden.sf.ca.us>
Source record: 106728

wow.. i did it! :) thanx to Stan La<key who explained a little bit about
qui<k <ompression to me... :)

i have su<<essfully made a ".ANM" <ompressor for my animation program

at the moment, the <ode is too ineffi<ient (and <urrently in TurboBASI<)
to be suitable for PLAYING <ompressed files...
inotherwords before you <an wat<h an .ANiMation, you must first
un<ompress it... :(

but at least it works...

for some reason my <ode <hoked when <ompiled...
<sigh>, as turboBASI< will do ;)

anyways...pretty <ool..

<an't believe I figured it out

I must admit that before i got it working, i was for<ed to load up
TextPro and make a simple outline using A<tion! fun<tions, then took the
sour<e and xverted it to TBXL....

but hey, it's my first try...at least it works ;)

i think ill post the <ode :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1771. A<tion! sour<e (original) to .ANiM ation player...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 02:18:04 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <T9Bc5B4w165w@cyberden.sf.ca.us>
Source record: 106729

```
*** NOTE: *** ALL LETTER 'C's WILL BE REPLA<ED WITH '@'s ...

@HAR ARRAY STRING(45) ; NOT IMP'D..USES PEEKS TO PRETEND RAM

BYTE FUN@ HOWMANYREPEATS(BYTE START)
BYTE X,MANY
MANY=0
X=START
WHILE PEEK(X)=PEEK(START) DO
MANY==+1
X==+1
OD
RETURN(MANY)

BYTE FUN@ HOWMANYDIFF(BYTE START)
BYTE X,MANY
MANY=0
X=START
WHILE PEEK(X)<>PEEK(START) DO
MANY==+1
X==+1
OD
RETURN(MANY)

PRO@ MAIN()
BYTE Y,ST,SAMES,DIFFS
FOR Y=0 TO 95 DO
FOR X=0 TO 39 DO
SAMES=HOWMANYREPEAT(X)
IF SAMES=0 THEN
DIFFS=HOWMANYDIFF(X)
PUT(DIFFS+128) ; HI BIT="NO REPEATS", SO NUM OF LITERAL
DATA BYTES FOLLOWING IS whatever - 128
; ALSO, NO OUTPUT @HANNEL LISTED ;)
FOR X=X TO X+DIFFS-1 DO
PUT(PEEK(X))
OD
ELSE
PUT(SAMES) ; SIN@E DONE BY LINE, MAX VALUE HERE IS 40
; WHEN YOU LOOK AT IT ALL, THE REPEAT/NOREPEAT
FLAGGING IS TOTALLY POINTLESS! I SHOULD
RE@ODE THIS, NO? ;)
PUT(PEEK(X)) ; BYTE WHI@H WILL BE REPEATED whatever TIMES
(SEE PREVIOUS BYTE)
X=X+SAMES
```

```
FI
OD
OD
RETURN
```

AGAIN, THE ABOVE @ODE SU@KS, IS SLOW, AND DOESNT WORK OR @OMPILE

:)

SEE NEXT POST , ITS THE TBXL @ODE THAT >does< WORK (OR SO IT SEEMS)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
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or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1772. TBXL SOUR@E...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 02:24:29 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iJcc5B5w165w@cyberden.sf.ca.us>
Source record: 106730

```
again .. .all letter "C"s will be repla<ed with "@"s :(

BLAH BLAH BLAH OPEN INPUT FILE AND OUTPUT FILE...

100 GET #1,FRMS ; HOW MANY FRAMES IN .ANiM ation file
PUT #2,FRMS ; LET OUTPUT FILE KNOW THIS...
101 GRAPHI@S 7:S@=DPEEK(88) ; OPEN S@REEN, FIND RAM START...
102 FOR FRM=1 TO FRMS:BGET #1,S@,3840:GOSUB 32200:BGET #1,ADR(@O$),4
BPUT #2,ADR(@O$),4:NEXT FRM ; START LOOP, GET S@REEN, @OMPRESS
AND OUTPUT IT, GET @OLORS,
OUTPUT THEM...END LOOP
500 @LOSE #1:@LOSE #2:RUN
32010 PRO@ REPS
MANY=0
_X=START
WHILE PEEK(S@+_X+Y*40)=PEEK(S@+START+Y*40) AND ((_X+1) MOD 40)
; NO ")" AT END OF ABOVE LINE!!!
; INSTEAD, IT IS "...MOD 40<>0)"

MANY=MANY+1
_X=_X+1
WEND
ENDPRO@
32100 PRO@ DIFS
MANY=0
_X=START
WHILE PEEK(S@+_X+Y*40)<>PEEK(S@+START+Y*40) AND ((_X+1) MOD 40
<>0)
MANY=MANY+1
_X=_X+1
WEND
ENDPRO@
32200 ; HELLO THERE! IM THE BIT THAT A@TUALLY DOES THE STUFF
FOR Y=0 TO 95
FOR X=0 TO 39
START=X:EXE@ REPS:SAMES=MANY
; BASI@ FUN@TION! EEWW!!
IF SAMES=0
START=X:EXE@ DIFS:DIFFS=MANY
PUT #2,DIFFS+128 ; JUST LIKE BEFORE...
FOR XX=START TO START+DIFFS-1
PUT #2,PEEK(S@+XX+Y*40)
POKE S@+XX+Y*40,0 ; @AN BE REMOVED.. THE
S@REEN NEED NOT BE
ERASED...ITD PROBABLY RUN
```

```
FASTER IF THIS IS REMOVED!
NEXT XX:X=XX-1 ; ANYTHING WRONG WITH THIS?? HMMM...?
ELSE
PUT #2,SAMES ; NO HI BIT HERE..
PUT #2,PEEK(S@+X+Y*40)
FOR XX=START TO START+SAMES-1
POKE S@+XX+Y*40,0 ; DITTO HERE.. THIS IS >TOTALLY<
USELESS.. AND @AN, IF DESIRED,
BE REPLA@ED WITH A SETBLOK
OR ZEROBLO@K (ie "MoveIt")
M/L ROUTINE.. (IM LAZY)
NEXT XX
X=XX-1 ; IF REMOVING LOOP, BE SURE TO FIND OUT
WHAT X IS @HANGED TO STILL!!!!!!!
ENDIF
NEXT X
NEXT Y
RETURN

YAY!

THE END

PRETTY LAME @ODE, I KNOW :(

BUT AS I SAID, IT DIDNT TAKE ME LONG TO GET HERE :) :)

THANX AGAIN STAN!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!
```

1773. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 04:34:51 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h56@abcd.houghton.mi.us>
Source record: 106731

Steve Q,

Why view GIFs on my 8 bit? Well, maybe because I don't feel like spending $1000 for a PC just to view GIFs. It was just an example, and in COLRVIEW's 4096 color mode, even though the resolution is very rough, the pictures look quite amazing. I was quite surprised at the clown picture, and I've done some neat Saturn and Jupiter conversions as well, back when I had a GEnie account.
Anybody know if there is a planetary GIF site? Maybe I should check WUarchive, but that place is hard to look around in.

Jeff

-- Via DLG Pro v0.995

1774. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 05:36:10 UTC
From: jjmcwill@next6
Message-ID: <1993May30.053610.3451@mtu.edu>
Source record: 106732

Rick,

Well, I guess the alternatives are either a separate processor running,
say as a PBI card, or no acceleration at all.
A separate processor running wouldn't be able to run CURRENT software,
just programs written to specifically do CPU intensive work on the
coprocessor card. At this point, I can't root too much for that.
This has all been hashed over at least a couple times that I can remember.
Either somebody swallows hard and gets on with the dirty work, or
we just decide that it'll never be feasible.

Jeff

1775. Re: 800xl power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 05:42:10 UTC
From: jjmcwill@next6
Message-ID: <1993May30.054210.3673@mtu.edu>
Source record: 106733

Grover,

Your 800 used a 9 vold AC power supply. The 800XL, 600XL, 130XE, and 65XE
use a 5 volt DC power supply. Looking at the back of your computer,
the right half of the pins are +5v, the left half are ground.
If you were really desperate, all you really need is a 5v power supply rated
at about 1 to 1.5 or 2 amps, depending on how much extra hardware you plan
on stuffing into the 800XL, like memory, Transkey, Gumby, lots of stacked
cartridges, stuff like that. A matching din connector should be available at
your local radio shack. If you're really interested in building your own,
let me know and I'll do some measuring and get back to you with exactly
which pins carry +5, and which carry GND so you don't toast something.

Jeff

1776. Re: Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 06:35:38 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h5e@abcd.houghton.mi.us>
Source record: 106734

Steve,

I'd say your honest attitude is the exception rather than the rule. I've seen several different instances where people were obviously looking for freebies: documentation, disks full of stuff, whatever, and when you even mention shipping and handling they get turned off. On the other hand, there are others who are terrific about registering shareware, sending S&H with documentation requests, etc. I'll also admit that I'm somewhere in between. All the commercial software I use is paid for, and almost all the shareware stuff I use is paid for. I even remember sending Bob Puff money for the use of ARC/UNARC, but I think I "OWE" him for Bobterm and Disk Communicator.

I'm not going to defend Ben's actions. It's not my job. But I will say that he DOES deal with a lot of rabble, groups of people who expect everything for nothing. Sure, he's the Alchemist, but even the Alchemist can get frustrated. Keep in mind also that Ben is not just managing editor, he's also editing EVERYTHING that goes into the magazine, plus he's the distribution editor, plus he writes material, plus he has a full time job and a house to run. He has no life of his own, he either works on the magazine, or puts in 8 to 12 hours a day at work.

Let's not over-react and get our feathers ruffled needlessly here.

Jeff

-- Via DLG Pro v0.995

1777. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 13:42:06 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <Vw8c5B1w165w@iowegia.dsm.ia.us>
Source record: 106741

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> Steve Q,
>
> Why view GIFs on my 8 bit? Well, maybe because I don't feel like
> spending $1000 for a PC just to view GIFs. It was just an example,

Jeff,

You must be in the wrong business. I get a bunch of VGA
monitors FOR FREE, many more defective monochromes (which I fix)
and even get free XT systems, complete with 30 Meg HD's for free.
Businesses just seem to want them "hauled off" when they upgrade.

Within the past year I donated dozens of working VGA, EGA
and CGA monitors to a local science educational institution. I
had no money in them, other than the fact I had to load them into
my truck.

Anyone who is devoid of an IBM compatable computer, and
wants one, I suggest you sniff around the trash bins of major
corporations- they toss out good stuff all the time! Most of the
time, there is only minor things wrong with the stuff, or NOTHING
wrong with them (other than they are ancient technology).

To properly view gifs in MY humble opinion, you should at
least use an XT with at least VGA or a minimum of EGA.....sq

(but to truly experience them, get a 1M Diamond Speedstar SVGA CEG
HI-COLOR card! CEG is Continuous Edge Graphics, HI-COLOR means
MILLIONS more colors than the Atari. View this card's output on a
Nanao monitor, 21" ones are nice! But let me add one important
thing, this is NOT power without the price! This is all the
power, and about 4 grand to buy the card and monitor retail....)

1778. Re: Looking for Atari Light gun

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 14:05:17 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1g5k@amiganet.chi.il.us>
Source record: 106751

jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:

>Hi. I was wondering if anyone had an Atari light gun
>they were willing to sell, or if anyone knows where
>one could be obtained. Thanks.
> --Jeff
>jeffmay@magnus.acs.ohio-state.edu
>
>
>

This light gun was garbage. I went through a lot of them and they were all
VERY inaccurate. Best Electronics sells a much better one, but it is pricey.
($30)

1779. Re: TBXL SOUR@E...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 18:05:13 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <e4JD5B1w165w@cyberden.sf.ca.us>
Source record: 106738

phbill@cyberden.sf.ca.us writes:

[..a bunch of miserable code!...]

IT DONT WORK! I found that it finds repeats of lengths "1" ALL THE TIME,
so whenever there is no pattern, rather than going

"how many literal bytes", "those bytes"

it gors

"just 1 repeat", "that byte" ... thus doubling the size in some cases!

WHOOp!

i went and tried to fix it, but alas.. :) im still working on it

no one help me! i wanna do this myself ;)

(any good HINTS tho...and...well...)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1780. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 18:08:11 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <c9JD5B2w165w@cyberden.sf.ca.us>
Source record: 106737

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> Bill,
>
> So, what do you really think of the Quick language?
>
> Jeff
>
> -- Via DLG Pro v0.995
>

It's.. well... :) interesting. My MAIN dislike is 38 column editor...
then again, I do have what may be an older version of the editor
... at least from how the English manual desribes it...
but that has nothing to do with the 38 columns

i just wonder, tho... does the compiler care if you had, say, a 120 char.
line???

oh well... what I like is the way it made as many assembler-type
commands/routines VERY easily available to a dolt like me :)

i mean, just lately I've been noticing how S L O W a GET call is,
compared to a BGET and then PEEKs..
and this is even in TBXL with a RAMDISK!! <gasp>

are there any good disk-versions of the QuickMagazin's out there???

I'm really hungry for some demo source, and I've already looked over the
demos that <ame on the disk as mu<h as i <ould ;)

who out here has some qui<k that they've written &'d like to show us?

all I <an say that I've done is make a prettier DLI on the scroll.qik
demo :) ehhe
s/

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1781. Re: Announcement of Killer 'thello release

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 19:11:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m7mD5B2w165w@cyberden.sf.ca.us>
Source record: 106739

mark@godzilla.quotron.com (Mark Phillips) writes:

> mention. Let me just say that it has everything I ever heard of or saw in
> another editor. It was used to create both the character sets and screens in
> Boulder Bombers, Maze War, Killer 'thello, and a few projects that never saw
> the light of day.
>
> Mark T. Price (sg) mark@godzilla.Quotron.COM

So, it was you who made Maze War, eh? LOvE that game :) WIsh I had an
800 of my own for the 4-player <ompetition mode :)

anyways.. YES YES YES! I NEeD A BEttER FONT EDITOR1

All I have are the font editors I made (they aren't bad tho! :)), and
FEdit, whi<h was written in A<tion! and to me is a bit more of a demo
than anything reeeally useful.

<ool... another name from the past :) (altho to ME it isnt the past, <uz
altho I've had an 8bit for the past, oh, 11 years..?, I havent been "part
of the <ommunity" more than a year and a half)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1782. Re: BART (not Simpson!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 19:22:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ToND5B3w165w@cyberden.sf.ca.us>
Source record: 106740

Well, the system I use (<yberDen BBS, running Waffle on an IBM .. so it aint exa<tly FAN<Y! ;)) has a <ommand <alled "MUFUd"...

when I get something from BART in the mail, I say "D'OH!" jk ;)

I read part of the mail message, then, if its a 1-parter, I save it to my personal diretory (on <yberDen) by typing "write blah.uue"..

if it's a multipart, I go "write blah.uu1", read the next part (on the ar<hives, they <all it "ab", then <omes "a<", "ad", "ae", et<..) and save it as "blah.uu2", et<...

im sure the name isn't what matters... what the MUFUD <ommand does is look through all the files in my dire<tory and sear<hes for the

"Subje<t: "... line in a file (if it's text) ... it usually spits out massive errors (ie, my "finger" plan, my "join"ed newsgroups, et<.. all files whi<h are saved in my dire<tory..) but the main thing it does is look for

"blah - Part x/x"... I've gotten so used to uude<oding BART stuff that to me, it just goes

mail
<ret> - next
<del> - <an<el the "[More]"
w blah.uu1
<ret> - next
<del>
w blah.uu2
lets say its only two parts
<ret> - next ... opps, no more mail... ba<k to main menu
edit blah.uu1 - <all <yberden's file editor
e 17 - edit line 17 - here the "Subje<t" line when I get mail from BART is always line 17 ...
Subje<t: blah.ar< - Part 1/2 - I retype the entire line
..<hanging it from
"Subje<t: blah.ar< part aa/ab"
...whi<h stupid little MUFUD doesnt understand
s - save the file - ba<k to main menu
... do the same for "blah.uu2"....
mufud - <all mufud UUDe<oder
<ret> - YES, I KNOW! WARNING: DONT APPEND FILEs!
file - go to file area
l - log (same as "CD" in DOS)

user/phbill - my personal directory
s - send (ie, download)
blah.arc - there... im ready to download

then when i "Q"uit ba<k to the main menu, I use <yberden's "dEL" <ommand
to delete all the "blah.*" files from my dire<tory

anyways... as you <an see from above... it works pretty well... MOSt
UUencoded stuff, ie on "Binaries" newsgroups and such, dont need the
subje<t line <hanged, be<ause MUfUD understands it...
when I get stuff from BART tho, it gets mad at the "aa/ab" <rap..
who ever heard of a (lets see... 26 x 26 x 30K = 20280K file
for an Atari!? ;) ;) ;))

anyways/... MUFUD a<tually HATES appended stuff...
it prefers seperate files, then it looks for the "part " in ea<h
"SUbje<t" line, and the "begin"...

not sure about "in<ludes",as mentioned before

havent ever looked at ALL of a uuen<oded, MULTIPArT file!!! :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1783. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 21:42:08 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ub9ngEm9q@uni-erlangen.de>
Source record: 106742

phbill@cyberden.sf.ca.us writes:

>Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

>are there any good disk-versions of the QuickMagazin's out there???

>I'm really hungry for some demo source, and I've already looked over the
>demos that <ame on the disk as mu<h as i <ould ;)

We are right now working on the first english QUICK support disk. We (I
and Dean Garraghty) hope it will be ready in about two weeks. That will
be a double sided disk full of texts, source codes full of comments and some
new libraries.

There we'll also show how to use more than one DLI per screen. Perhaps that
looks nicer than your program, Bill ;-) ?

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

1784. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-30 21:44:56 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ub9soEmbe@uni-erlangen.de>
Source record: 106743

phbill@cyberden.sf.ca.us writes:

>It's.. well... :) interesting. My MAIN dislike is 38 column editor...
> then again, I do have what may be an older version of the editor
> ... at least from how the English manual desribes it...
> but that has nothing to do with the 38 columns

>i just wonder, tho... does the compiler care if you had, say, a 120 char.
>line???

I don't see a use for a 120 char editor for QUICK, as you can't write
more than only one command per line (just like in assembler)...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

1785. Dumasuu.arc

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 00:53:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1ubkv3$e00@usenet.INS.CWRU.Edu>
Source record: 106744

After awhile I did find dumas.arc. It's really called:
8bit/Cc65/dumasuu.arc

And it really is corrupted:

```
arc v dumasuu.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
UUD.BAT 130 Crunched 30% 91 6 Jul 90 11:46a 7db4
UUD.C 6530 Crunched 60% 2639 5 Jul 90 9:49p 2f21
An entry in dumasuu.arc has a bad header. 768 bytes skipped.
UUD.COM 7003 Crunched 37% 4476 6 Jul 90 2:55p 831b
UUD.LNK 44 Crunched 7% 41 6 Jul 90 11:47a d72f
UUDECODE.C 6530 Crunched 60% 2639 5 Jul 90 9:54p 2f85
An entry in dumasuu.arc has a bad header. 768 bytes skipped.
UUDEXTRA.C 669 Crunched 31% 468 5 Jul 90 10:26p e66d
UUE.BAT 86 Crunched 19% 70 6 Jul 90 11:48a 4388
UUE.COM 7342 Crunched 39% 4524 6 Jul 90 4:26p 325c
UUE.LNK 31 -- 0% 31 6 Jul 90 11:47a dda7
UUENCODE.C 5345 Crunched 44% 3021 6 Jul 90 4:15p 855a
==== ======== ==== ========
Total 10 33710 47% 18000
```

It looks like this started out as a C program for IBM-PC's, then translated
for ST's twice, then translated to CC65 by John Dunning.

Does anyone out there have a working copy of this program, in it's 8-bit
version?

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1786. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 01:13:01 UTC
From: bmarcum@world.std.com
Message-ID: <C7vA1q.Evo@world.std.com>
Source record: 106745

It's possible that XE-Term's Xmodem might use checksum instead of CRC for error checking. Also, if I remember right, you had to specify text or binary mode on XE-Term as well as on the host computer. Anyway, the best thing to do with XE-Term is to download Bobterm.arc (and unarc.com if you don't already have it).

1787. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 01:19:38 UTC
From: bmarcum@world.std.com
Message-ID: <C7vACq.I7o@world.std.com>
Source record: 106746

To use the T: handler in a Basic program, you first have to load it. There was a file on the XE-Term disk called THNDLR.OBJ or something like that, that you would rename to AUTORUN.SYS. Unlike the 1030, the XM-301 doesn't have a built-in handler. The XIO commands for T: are different from those in an R: handler, but you can get handlers that create an R: device and respond to AT commands like any other modem.

1788. Re: UUEDecode...problems...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 01:23:42 UTC
From: bmarcum@world.std.com
Message-ID: <C7vAJJ.K9B@world.std.com>
Source record: 106747

Are the files in Ascii or Atascii? I think YAU needs Atascii.

1789. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 01:26:51 UTC
From: bmarcum@world.std.com
Message-ID: <C7vAos.Lox@world.std.com>
Source record: 106748

In article <R3Bc5B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

>
>for some reason my <ode <hoked when <ompiled...
> <sigh>, as turboBASI< will do ;)
>
Most <ompilers don't like it when you use < instead of C :-)

1790. Re: UUEDecode...problems...

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 02:42:33 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1ubrap$og2@news.ysu.edu>
Source record: 106749

I get the "no begin" error when I forget to download the file
with the ASCII->ATTASCII translation off...try running the file
thru a carriage return translator like CR.COM or something.
--
Joe Sabatino-->ab588@yfn.ysu.edu

1791. GEnie price change

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 02:58:10 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1ubs82$oq9@news.ysu.edu>
Source record: 106750

Item 7110113 93/05/27 16:13

From: GENIE.MGMT Genie Management

Sub: New Pricing Effective July 1st

Dear GEnie Subscriber:

GENIE ANNOUNCES NEW PRICING:
SIMPLER, MORE AFFORDABLE, AND AS ALWAYS
THE BEST VALUE ONLINE

An Open Letter to GEnie Subscribers
From John Barber, General Manager of GEnie:

On July 1st, a new pricing structure goes into effect at GEnie. It's a big day for us -- the result of months of planning, number-crunching, monitoring and maneuvering around the competition.

And once again, we're looking forward to showing the online community that no one offers a better value than GEnie.

We have to admit that over the last few months, it's been difficult to watch the other major online companies, one after another, proclaim that their new prices make them "the ultimate value."

But rest assured, we do not intend to give up our leadership position as the best value online.

GEnie has always offered its subscribers the best combination of sophisticated services, information, entertainment -- and affordability.

And we've done it once again. Starting July 1st, GEnie will offer you the lowest hourly connect time of all the major online services; combined with a highly-competitive monthly subscription fee; and credit each month for up to four hours online.

Effective July 1st, this is GEnie's new U.S. pricing structure:

% Our monthly subscription fee becomes $8.95 a month.
% Our standard hourly connect rate drops to $3.00 an hour.
% And every month, you'll get a credit for up to 4 hours of standard $3.00 connect time.

It's about that simple. For our Canadian and international PDN customers, a complete price chart follows at the end of this

letter. It also contains the fine print regarding prime time, baud rates, etc., so it's worth taking some time to look over.

SIMPLY BETTER

You might notice one more important benefit to our plan.

We kept it simple. It's easy to understand, easy to live with.

For starters, we've simplified the pricing. All the services formerly in GEnie*Basic and in GEnie Value are now treated equally, and available at the same low price -- $3.00 an hour in non-prime time.

Multi-player games, downloading, computing bulletin boards, real-time conferences -- they're all just $3.00 an hour. (Half what you've been paying for GEnie Value services!)

GEnie*Basic services, yes, they're now included in the $3/hour group, too. GE Mail -- it's $3.00 an hour, with no limit to the number of messages. Internet Mail is now $3 an hour, with no registration fee. And don't forget. You also get a credit for up to four hours of $3/hour time, every month.

OK, NOW WHAT DOES IT MEAN TO MY MONTHLY BILL?

Let's cut to the chase. This is what everyone really wants to know.

The answer is -- for the majority of our users, it means very little change at all, or a change for the better.

When we started working on the price change, we studied the usage patterns of our active members to see who would be affected, and to what extent. We concluded that more than 85% would see about the same or lower bills at the end of the month.

For the people who like to keep to a strict budget each month, this plan offers a lot of flexibility and a broader range of services than before.

You have a set subscription fee. And for that fee, you get a credit for four hours of standard connect time to spend just about anywhere on GEnie.

There's no asterisk-chasing to make sure you haven't strayed into Value services. Less worry of credit card shock. You can even explore areas of GEnie you thought you couldn't afford before.

For the active users who spend significant hours a month on GEnie, especially in the former GEnie Value services, you should see a tremendous savings. The hourly rate is half what it was before -- and the best in the business!

Now -- who will see prices rise under the new system? Generally speaking, anyone who's accustomed to making unusually heavy use of GEnie*Basic services will have to change his or her usage to keep monthly bills down.

SO WHY CHANGE?

Maybe you're wondering why we're bothering to change the rate, if so few people are affected. After all, GEnie has had flat fee pricing for three years now.

Well, we did it for a couple of reasons. With our new pricing, we can continue to stay competitive in the marketplace, and we can continue to improve our service to you.

We found that, under the former pricing, a small number of our customers were making heavy demands on our service -- demands which began to outpace our infrastructure and capacity. The result was a level of performance that pleased no one. Not you. Not us. And yet, while other companies were eliminating or reducing their flat-rate access, we were holding to ours.

Something had to change. And a price restructuring was the best solution for the majority of our users.

Now, with the new rates, no one group of members is unduly favored; GEnie can continue to stay highly competitive among online companies; and we can continue to improve our service to you.

OTHER IMPROVEMENTS IN THE WORKS

There are other changes involved here besides our prices. "Staying competitive" means offering you better products, better service and better system performance.

Right now, we have a number of improvements in the works. We're developing new front-end software packages for Windows and Macintosh systems -- look for more on that over the coming months. We're making technical improvements to enhance our performance and speed. We'll be adding new services soon, along with new bulletin boards and of course, we'll continue to update our software libraries with more valuable files.

SOME THINGS NEVER CHANGE

GEnie has always been the very best service for people who really enjoy being online, and who expect great products and the best value for the time they spend with us.

That's not going to change. In fact, this new pricing structure should make it even easier for you to enjoy everything we have to offer. We're looking forward to seeing you online.

Sincerely,

John Barber
General Manager, GEnie

G E n i e P r i c i n g
(effective July 1, 1993)

GEnie Services	U.S. (U.S.$) [5]	CANADA (CAN $)
Monthly Subscription Fee	$8.95/month	$10.95/month
Hours Credited Per Month [1]	Up to 4 hours	Up to 4 hours
Hourly Connect Charge	$3.00/hour	$4.00/hour
GEnie Premium Services	Prices vary per individual service. These include: Charles Schwab Brokerage Services (not available in Canada), Dow Jones News/Retrieval (R), The Official Airline Guides Electronic Edition (R) Travel Service, QuikNews clipping service, Telebase Investment ANALY$T (SM),ARTIST (R) gateway.	
Additional Charges (where applicable) [4]		
Prime Time Surcharge [2]	$9.50/hour	$12.00/hour
9600 Baud Surcharge	$6.00/hour	$8.00/hour
Communications Surcharge:		
R800S Service [3]	$6.00/hour	--
Extended Network	$2.00/hour	--
SprintNet	$2.00/hour	--
Datapac	--	$6.00/hour

[1] Credit for up to 4 hours of standard $3.00 U.S. ($4.00 CAN$) connect time. Hours credited apply to current month only.
[2] Prime-time: 8 a.m. - 6 p.m. local time on weekdays only. The prime-time surcharge is in addition to $3/hour charge. Prime-time surcharge is waived for selected holidays. Residents of Hawaii, Alaska, Indiana, Arizona and Puerto Rico, please verify hours with GEnie Client Services.
[3] "800" Service surcharge waived at 9600 baud.
[4] State taxes will apply in some areas.
[5] International PDN subscribers billed in U.S.$ at U.S. rates.

=END=
--

Joe Sabatino-->ab588@yfn.ysu.edu

1792. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 04:30:34 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h69@abcd.houghton.mi.us>
Source record: 106752

Bill,

Hmm, interesting thoughts on Quick. It's been like December since I looked at the original version of the manual. Since I haven't purchased it, I haven't booted the disk since then either. I'll purchase Quick before
I ever use it, because I think that's only fair. Anyway, some things about it bothered me. For instance, it seemed that arrays were limited to 255 bytes in length. There are no logical AND, OR, NOT available for IF..THEN, DO...WHILE, and DO....UNTIL loops.
And you can't do mathematical evaluations like
OFFSET=y*40+xMOD8
On the other hand, Quick has some interesting features, like the built in mouse handler, the DLI/VBI stuff, and the fact that it's on disk, so you can possible run it off your hard drive, or off of two different computers at the same time.

I've spent years looking for the right programming language, looking at versions of BASIC, Pascal, C, even PILOT way back.
BASIC, or more specifically BASIC XL seems good for me for doing little test type things, like testing algorithms, or printer commands, etc.
I keep in online to run Turbofile/Turboword, so it's always there.
Action! seems good for me for doing anything more demanding and bigger, and if I am really hurting for speed or size I move to MAC/65.

Jeff

-- Via DLG Pro v0.995

1793. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 04:33:59 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h6b@abcd.houghton.mi.us>
Source record: 106753

Steve,

If you REALLY want to view GIFS, use SUN Workstations with 1024x1024 color displays. That's what I use at school. GIFs are well, pretty and all, but they're sort of like demos. You load them up, state at them for a while, and then put them away.

There are no major companies in Houghton. There aren't even any minor companies in Houghton!

Jeff

-- Via DLG Pro v0.995

1794. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 04:35:03 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h6d@abcd.houghton.mi.us>
Source record: 106754

Harald,

Sounds great. Will the disk contain the multitasking code, or the code
to automatically use 130XE expanded RAM?

Jeff

-- Via DLG Pro v0.995

1795. A new company to support the Atari 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 11:15:41 UTC
From: djg0@aber.ac.uk
Message-ID: <1993May31.111541.9570@aber.ac.uk>
Source record: 106504

In just 8 days time I will be heading off home from University for the
very last time. After 3 long years, it's all over! So, what happens now?
Well, as fellow Atari 8-bit users, the answer will (hopefully!) please you!
After a lot of thought, and planning, I have decided to support the Atari
full time, by setting up and running a company supporting the Atari! Here
are some questions and answers about the operation:

What will the name of this company be?

At the moment, the name will probably be D.G.S., but this may change after
discussions with the legal people.

What will the company sell?

The company will support the Atari 8-bit only with the following products
and services: a large P.D. library with REALISTIC prices, an on-disk
newsletter (just a continuation of the News-Disk), the Digi-Studio system,
most PPP products (for the UK only): (QUICK, SAM, QUICK Ed, Rubber Ball,
Glaggs It, Minesweeper), new&used hardware and software, a software
exchange scheme for you to cash in your old commercial software in exchange
for P.D. disks, and lots of free help and support!!

Where will the company be based?

D.G.S will be based in a spare room at my house in Doncaster, England.

Who will be able to buy all this stuff?

ANYONE! Even if you don't live in the UK, it doens't matter. I already ship
to the U.S. now. We will continue to be able to accept payment in US$ in cash,
or UK pounds sterling in cash. And, who knows, one day we may even be able to
take credit cards!

Who will work for this company?

ME, and only me! In order to keep costs down, I will be the only employee.
By cutting costs to the bone, I can continue supplying quality software to
the Atari 8-bit community at REALISTIC prices. I am fed up of companies
charging utterly stupid amounts for items just for the sake of their own
bank balances. D.G.S does not aim to become rich! Indeed, I have worked out
that even if I do well, I will only scrape enough to just about live, if I
give up some luxuries, such as food!

So, what do you want from me??

Orders! Lots of support! The only way I can go on is by selling enough stuff to keep the operation ticking along. Tell you Atari friends about this new operation, post details to your favourite BBS!! Shout it from the roof-tops!!

What do you mean exactly by "realistic" prices?

By this I mean prices which I believe things are actually worth, not what somebody in a big office has to charge to pay all his staff, office rent, holidays abroad, etc.! For example, P.D. disks will cost as little as $2.50 each, and 95% of our disks are double sided, so you get loads of stuff for your money. Also, I don't include junk in the library. If I don't like it, it doesn't go in! We currently have 166 disks in the library.

So, where abouts are you again??

D.G.S. can be contacted at:

D.G.S.
62 Thomson Ave
Balby
Doncaster
DN4 0NU
ENGLAND

Phone: (0302) 855026 (from within the UK)
+44-302-855-026 (from outside the UK)
(09:00 - 19:00 BST/GMT only please!!)

Fax: Come on, I said I was keeping costs to a minimum!!

Email: djg0@aber.ac.uk

When does all this start to happen?

I am approaching the bank and all the relevant authorities on June 9-10th. That means I should be up and rearing to go on about June 15th.

Do you have a catalogue?

Yes, we do! It is currently available on disk, but I am having it printed in booklet style soon. These will cost $5 to send to the U.S. If you want one, then send $5 in cash to the address above, and you'll be one of the first to get one when they come back from the printers!

Any questions??

If you have any questions relating to all this, then please email me at djg0@aber.ac.uk.

Thanks for reading all this. I hope to be trading with you very soon!!

Dean Garraghty. djg0@aber.ac.uk.

1796. Bus interface between UNIXpc and Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 12:31:18 UTC
From: charles@nybble.acs.com
Message-ID: <1993May31.123118.433@nybble.acs.com>
Source record: 106655
Cross-posted to: comp.sys.3b1,comp.sys.atari.8bit

[Crossposted to comp.sys.3b1 and comp.sys.atari.8bit]

Hello all,

I've been thinking lately about the two (pairs of) computers I own. Both have an expansion bus. The UNIXpc has a 10MHz 68010, so it has a faster CPU, but it has monochrome graphics and a slow serial interface. The Atari 800XL has a 6502, but it has a color display and can be persuaded to move serial data pretty fast (as those of us with Warp Dos XL from Happy Computers can attest).

I'm sure the UNIXpc has at least a 16-bit-wide data bus while the Atari's is 8-bit, and there are certainly cycle time differences, but has anyone looked into lashing these two beasts together? I have dreams of at least a reliable 19.2K serial interface for my UNIXpc via a loadable device driver.

Thanks for any opinions,

Charles Green charles@nybble.acs.com
--
Charles Green "The...fireworks...have just...begun!"
charles@c3pe.tfd.com -Captain Zilog
signature virus 2.1c - Copy me into your .signature if you love Jesus!

1797. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 16:39:15 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <5RaF5B1w165w@TheRat.Kludge.COM>
Source record: 106669

jjmcwill@next6 (Jeffrey J. McWilliams) writes:

> Rick,
>
> Well, I guess the alternatives are either a separate processor running,
> say as a PBI card, or no acceleration at all.

I want to make it clear I'm not at all against it. I wish that would have been the upgrade path Atari took vs the ST. There really are things that could use that kind'a speed increase. For instance, stuff like Speed Script refeshes a it's entire screen during a VBI. If we had something on the order of a 5X speed increase, even graphics(8) screens could be done during a VBI. I have been thinking about other esoteric hacks that are in my limited range of abilities<g>. Just something simple like a 6507/PIA/8k static ram tied on the buss: Doing something like loading the RAM from the host then letting the 6507 run. My three chip limit! There's a world of things that we haven't done that could be done with existing hardware. For instance, a cache in banked ram. If you booted up something like Ultima III, it would fill the cache with the disk info then only do writes/updates to disk. Same thing for any other software that doesn't use ram disk.

I've got a hard head, but our 6502C is fast enough for 90% of what I do. My complaints always run towards the tools that you use rather then the computer they were implemented on. ST Basic *SUCKS* the big one so I'll keep programing on the 6502 except when I have the ocassion to use Turbo C on my clone. I do have HiSoft Basic for the ST which is good, but still, W/O the inexpensive reference materials like I have on the 8-bit it's impossible to do anything cute on the ST.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1798. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 17:05:55 UTC
From: savagem@Software.Mitel.COM
Message-ID: <14749@savagem>
Source record: 106626

Did someone mentioned the Creative Computing 8-bit Atari columnists? I became hooked on computers because of them and learned how great lessons from their articles. They were among the first who described accurately and very enthusiastically the mystical and powerful features lurking into an Atari computer.

The names: David Small, Sandy Small and George Blank.

There was another guy also in this team, John Anderson, who has been my mentor for years. In his columns, he was constantly believing in the superiority of the Atari computer over others in his class, even when times were difficult for Atari Corp. This guy learned me to recognize what makes a good computer. According to Michael Swaine, sadly, he died in the Chicago earthquake back in 1989.

Perpetual thanks to all those people who fostered my love for computing.

1799. A couple of 8-bit carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 20:08:20 UTC
From: jrl8@cunixa.cc.columbia.edu
Message-ID: <1993May31.200820.28841@news.columbia.edu>
Source record: 106656

I have the following games for sale in new, unopened boxes, for
Atari 800/XL/XE computers (1 of each):

Joust (Atari)
Millipede (Atari)

Each has *slight* damage to the box but are otherwise fine. Make
an offer for one or both if interested, and please include $4.50
for first class, insured shipping in an insulated envelope (I feel
that it isn't worth the risk of losing the package to save a
buck or so in shipping costs).

Best regards, and happy gaming!
-JRL

James R. Lendino | |
Computer Science | i486 | Summer Phone: (718)-891-6741
Columbia S.E.A.S. |______| Internet: jrl8@cunixa.cc.columbia.edu

1800. UUencoders/UUdecoders

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:24:53 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GYTZK2PU128ZEE6L@vax.edinboro.edu>
Source record: 106657

I have used to use the yau and yaue programs quite a bit and I noticed
that unless you had BASIC off there could be some problems. The other big
thing is EOL charactors. With all of todays technology, systems still seem
to disagree with how to handle and end of line. In order for the UUCP stuff
to work properly on an 8bit, the EOL chars. have to be ATASCII 155
(The standard 8bit EOL). Unix, CP/M, VMS, MAC, etc... differ from this so
EOLs must be converted.

The 'begin not found' error is often caused by this EOL problem. Also, like
others have said, you must concat. all the parts and make sure there is no
garbage in the file. I do belive there is a UUdecoder that works with
multiple files, but I have never used it (or mabey it just didn't work).

For anyone who has access to PCs, there is a really nice UUdecoder for MS-DOS
that is PD (or perhaps ShareWare). The program will sort through multiple
files and multiple parts within files and spit out a complete decoded
version. There is no editing or pasting necessary.. If anyone need it
I could probably get it to you....

-Adam Conover.
a644690c@edinboro.edu

P.s. For converting EOLs in files on the 8bit the is a program called
FILEFIX2 that works nicely. Otherwise you need an editor that can handle
large files and do a global search and replace. Atari Writer+ (128k) is nice
for this for files up to about 45k. Textpro is good too, but much slower.

1801. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:31:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <RaoF5B1w165w@cyberden.sf.ca.us>
Source record: 106663

Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:

> Speaking of hard drives, does anyone know how the development of
> the IDE drive to the parallel bus on the XL/XE's is going? With what I
> remember, there was some problem because IDE drives transfer informatio
> n 16 bits at a time. I have heard though that there is a Seagate IDE
> drive that tranfers at 8 bits. Does anyone else know about this?
>
>
>
> *---
> * .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
> * "Back Up My Hard Drive? I Can't Find The Reverse Switch!" *
> * Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

All I know is that Bob Woolley has su<essfully installed an IDE drive
internally into one of his many 1200xl's..

unfortunately, it has no real handler (last I heard. ..whi<h i admit was
quite a while ba<k...) but what you do is run a program that <opies stuff
from the internal HD onto a RAMdisk..

that sorta turned me off ... but hey, I <opy everything to RAMdisk as it
IS ... soo :)

but I dunno .. I wouldn't mind a ni<e "IDEINSTL.AR0" on my MyDOS boot
disk to get everything going! ;)

maybe he <ould somehow sti<k a handler in an OS EPROM or something...
like he did with the [^F4] boot I have on my 256k 800xl OS 1200xl board

anyways.. I should <all him one of these days, shouldnt I? ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1802. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:36:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <aJoF5B2w165w@cyberden.sf.ca.us>
Source record: 106662

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

> There we'll also show how to use more than one DLI per screen. Perhaps that
> looks nicer than your program, Bill ;-) ?
>

HEY HARALD! YOU'VE NEVER >SEEN< MY PROGRAMS! ;)

I've done some simple multiple DLI's.. in TurboBASI< XL .. I used the
SYN<() a bun<h more times on the S<ROLL.QIK demo .. and of <OURSE,
there's always RAMBrandt! ;)

sheesh

The only thing >I< didn't understand was how one got more than one DLI
per LINE (ie, a Gr.2 line with 16 <olors down it or whatnot) ...

of <ourse, looking at the INTER() .. ENDDLI <ode of S<roll.Qik helped
"show me the light"
:)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1803. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:38:42 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <8moF5B3w165w@cyberden.sf.ca.us>
Source record: 106665

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

> I don't see a use for a 120 char editor for QUICK, as you can't write
> more than only one command per line (just like in assembler)...

Yes...THAt's true, but what if you wanted to, say, <reate a string that's
like 100 bytes long... you'd need to split up the <ode and do things like

.Str<at

a bun<h of times... it got annoying after a while ;)

but I <an live with it... too bad I <an't repla<e "EDI" with , oh, I
dunno ... textpro? ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1804. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:41:18 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iRoF5B4w165w@cyberden.sf.ca.us>
Source record: 106664

bmarcum@world.std.com (Bill Marcum) writes:

> Most <ompilers don't like it when you use < instead of C :-)
>
>

HAR HAr HAr... what a WASTE OF BANDWIDTH, MR.MAR<UM!!!

I <an't help that this pei<e of <rap Dumb Terminal has gone to hell..

>:^(don't make fun of me...

my SIO port is busted and I <ant do any R: or even P: on my <omputer
(at least the more used motherboard)

besides... I have homework loaded on the atari

sheesh

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1805. Re: Quick - english manual

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:44:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <RwoF5B6w165w@cyberden.sf.ca.us>
Source record: 106666

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> about it bothered me. For instance, it seemed that arrays were limited
> to 255 bytes in length. There are no logical AND, OR, NOT available
> for IF..THEN, DO...WHILE, and DO....UNTIL loops.
> And you can't do mathematical evaluations like
> OFFSET=y*40+xMOD8

Well.. I do sort of miss how A<tion! would handle arrays... but oh well

And when I look at the mathemati<al evaluations, like you des<ribed
above... yes...i <an imagine what a pain it'd be to do

A=10
Add(A,B,A)

or whatever.. but when you look at it... think of how little the
<ompiler needs to figure out, and how ungeneral things need to be

a good example of generalization is the OS draw routines... we all know
how slow THoSe are... but they are very versitile..

but if the language you are using is good enough, you <an write your own
spe<ifi< purpose <ode to do it, and it'll be mu<h faster..

anyways... I <an understand why PPP made Qui<k ... and how relatively
simple it must have been .... its more of a translator and less of a
<ompiler ;) ;) ;) (I wrote an xlator in BASI< on<e that took <ode
<ode that looked a bit like TBXL (never seen it ba<k then) and XLAtED it
into BASI< ... it handled While/Wend, Repeat/Until .. and other goodies)

anyways...i digress.. have you seen the eng. dox to Qui<K?

they show a ni<e, simple way of going about

IF A=1 and B=10

it's like this

IF A=1 THEN
IF B=10 THEN
do whatever you must when A=1 and B=10
ENDIF
ENDIF

Ive never programmed assembly, but I imagine its exa<tly like this, but
mu<h more <rypti<....

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1806. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 21:49:54 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <V6oF5B7w165w@cyberden.sf.ca.us>
Source record: 106667

It's like Steve said before..

"it's NOT power w/o the pri<e! it's 4 grand!"...et<.et<...

I think I'll just sti<k with 4096 <olors for only a bit more than $50,
thank you ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
I WANT MY 17.9 Mhz AT - AR - I!

1807. Disk format

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 22:38:32 UTC
From: withers_n@kosmos.wcc.govt.nz
Message-ID: <1ue1d8INNrpm@golem.wcc.govt.nz>
Source record: 106659

Could someone tell me what exactly is the Atari format system?
Is it MFM format?
Yhe reason I ask is that using a Commodore 128 I would like to be
able tread Atari text files, as I can CPM and MS Dos.
Any help would be appreicated.

Nick
withers_n@kosmos.wcc.govt.nz ** extl377@csc.canterbury.ac.nz
Christchurch (NZ) Commodore Users Group ** Co-sysop Connection II BBS
ARS ZL3TRK

1808. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-05-31 23:52:06 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C7x0yu.A5C@cbfsb.cb.att.com>
Source record: 106660

In article <1tt4gp$1gp@nz12.rz.uni-karlsruhe.de> "Marek Tomczyk" <UJ1G@DKAUNI2.BITNET> writes:
>
>Jeff,
>
>> Anyhow, the Antic and GTIA chips which are responsible for generating the
>> video display are very closely tied with the clock speed. The clock speed
>> of the 8 bit isn't arbitrary, it's either twice, or half the NTSC
>> frequency (or something like that.. Alchemist, care to embellish?)
>
>How are the Antic GTIA chips tied with the clock speed? Last
>

<deletions>

>Since the clock frequency of NTSC is 60 Hz, the 8-bit clock
>can't be half or twice as high as the frequency of NTSC.
>My manual lists the clock speed of my 130XE with 1.79MHz which

1.79MHz is one half the NTSC color reference frequency of 3.58MHz, from which _all_ the timing on an NTSC color signal is based. Frame rate for color is something like 59.95 Hz, and line rate is something like 15735 Hz .. slightly less than the 60 Hz and 15750 Hz rates for B&W NTSC.

1809. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 00:07:12 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C7x1o0.Arz@cbfsb.cb.att.com>
Source record: 106661

In article <4Ho54B7w165w@iowegia.dsm.ia.us> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
>quest@iowegia.dsm.ia.us (Steve J. Quest) writes:

<deletions>

>
> I have another idea, suprised I hadn't thought of it years
>ago. One could simply change out the crystal with a clock board,
>one that has say a divide by 10 chip on it, and use a custom
>crystal cut to 35.795450Mhz. By selecting how much divide by you
>have, you could shoot your CPU speed up accordingly. Make it a
>divide by five (by changing one interconnect on the chip, I'm
>thinking a 74LS190 here- hope I have that decade counter chip
>number right, anyway- move it to a divide by five, and double your
>CPU speed.
>
<more deletions>

Sorry for the out of place comment (not Atari related), but I did something like this on a 6800 board running the Flex operating system. I wasn't sure how fast things would run, so patched the board with a register and programmable divider to select (I think) 8 steps from 1 MHz to 2 MHz. Reset condition was 1 MHz (stock). I think the fastest I could run at was 1.5 or 1.6. Same register also controlled a PROM/RAM switching setup ala the Atari XL's. (there .. it is about Atari's <grin>).

Richard Dell

1810. Free vintage magazines to good home!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 04:22:24 UTC
From: cyclone@netcom.com
Message-ID: <cycloneC7xDHC.FK9@netcom.com>
Source record: 106668

I need to make space - I've got almost every Antic (since issue #3) and Analog (since issue #9) and Atari Explorers dating all the way back to the Atari Connection days. I'd rather not throw them away - if you'll come get them (Sunnyvale / South Bay area) or pay for shipping they are yours for the taking. All together I would guess they might weigh twenty pounds, probably a $10 UPS shipment cross country.

In the event of multiple requests I'll accept token bids...

Email to 'cyclone@netcom.com'.

Bill

1811. Re: Looking for Atari Light gun

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 04:42:51 UTC
From: gkomatsu@uhunix.uhcc.Hawaii.Edu
Message-ID: <C7xEFF.6Ju@news.Hawaii.Edu>
Source record: 106670

In article <bzandrew.1g5k@amiganet.chi.il.us> bzandrew@amiganet.chi.il.us (Bill Zandrew) writes:
>jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:
>>Hi. I was wondering if anyone had an Atari light gun
>>they were willing to sell, or if anyone knows where
>>one could be obtained. Thanks.

>This light gun was garbage. I went through a lot of them and they were all
>VERY inaccurate. Best Electronics sells a much better one, but it is pricey.
>($30)

Another alternative is to find a Sega Master System Light Gun and
hack it up. Don't know how well it works as I haven't gotten to work on
mine yet...
Below is an article I pulled off the net a while back.

Here's what ANTIC says about the Sega gun being used on the 8-bits.

from: "First Look Inside the XE Game System," ANTIC V7,#4, Aug.1988, p.42

"..If you're tired of waiting, you may wish to pick up the Sega light gun
for about $25 (when on sale) and modify it for the Atari.
" To modify the Sega gun for the Atari, you'll have to cut off the
incompatible connector. The wires must be stripped back and soldered
into an Atari joystick connector as follows:
SEGA GUN ATARI JOYSTICK PORT
Blue wire Pin 1 stick FWD
Gray wire Pin 6 trigger
Green wire Pin 7 +5 volts
Black wire Pin 8 ground
" Because of the close-fitting connections for the XEGS ports, don't
wire in a DB9 female connector that has "ears." Most joysticks don't
have wires for unused signals, so cutting up an old joystick may not
work. Specifically, an Atari joystick does not need the +5 volts, so
there isn't likely to be a wire connected to Pin 7. Howeverm you can find
joystick extension cables at Radio Shack [I don't think this is true
these days...check MCM Electronics...], which have all nine pins wired
>From male to female. [...Antic disclaimed responsibility for damages or
deaths...hehe]
" Once it's all hooked up, you'll notice that the gun fires when you
/release/ the trigger, which is annoying. The Sega trigger wiring is the
opposite of what the Atari light gun uses. To rewire the trigger switch,
remove the five screws (one is under the Sega logo on the side). Find the
trigger micro switch with three connections. Wire to the normally
/closed/ contacts instead of the normally open."

There ya go. Sounds like a bit of work, but I suppose it's worth it.
Does anyone know if the Genesis has a seperate light gun and if it works
identical to the Masters or what??

--
Galen Komatsu ! Apple //e ! XTC
ar592@cleveland.freenet.edu ! Sega Mega Drive ! Sakai Noriko
gkomatsu@hawaii.edu ! Classic Atari ! Checkers

1812. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 05:56:57 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1uer39$4o3@usenet.INS.CWRU.Edu>
Source record: 106671

In a previous article, phbill@cyberden.sf.ca.us () says:

>my SIO port is busted and I <ant do any R: or even P: on my <omputer
>(at least the more used motherboard)
>
>
Bill,

What is wrong with your SIO port, and how did you toast it?

Jeff McWilliams, man of a thousand email addresses

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

1813. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 06:09:28 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1uerqo$5ug@usenet.INS.CWRU.Edu>
Source record: 106672

In a previous article, ricortes@TheRat.Kludge.COM (Rick Cortese) says:

>I want to make it clear I'm not at all against it. I wish that would have
>been the upgrade path Atari took vs the ST. There really are things that
>could use that kind'a speed increase. For instance, stuff like Speed
>Script refeshes a it's entire screen during a VBI. If we had something on
>the order of a 5X speed increase, even graphics(8) screens could be done
>during a VBI. I have been thinking about other esoteric hacks that are in
>my limited range of abilities<g>. Just something simple like a
>6507/PIA/8k static ram tied on the buss: Doing something like loading the
>RAM from the host then letting the 6507 run. My three chip limit! There's
>a world of things that we haven't done that could be done with existing
>hardware. For instance, a cache in banked ram. If you booted up something
>like Ultima III, it would fill the cache with the disk info then only do
>writes/updates to disk. Same thing for any other software that doesn't
>use ram disk.

Well, I have been thinking about the separate processor again, and how
I would love to take a couple years off from EVERYTHING, win the LOTTO,
and spend all my time doing neat thing for the 8bit.
If I could figure out what it takes to handle DRAM access properly,
and do automatic refresh on a 1 MEG SIMM, a coprocessor on a card
would be great. Similar to your 6507, PIA, SRAM, but with a
65816, VIA, DRAM, and maybe a D/A A/D so that I could write some really
cute stuff for my daughter that plays digitized sound without hogging
the 6502 CPU, thus maximixing the sample/playback rate, and avoiding having
to shut off ANTIC DMA. Obviously, this is WAY above the 3 chip limit.
I don't even have a clue as to what it would take to generate RAS/CAS,
and run a timer to halt the CPU and do automatic refresh. It vexes me, this
DRAM stuff, and I've got at least 2 data books on it.

>I've got a hard head, but our 6502C is fast enough for 90% of what I do.
>My complaints always run towards the tools that you use rather then the
>computer they were implemented on. ST Basic *SUCKS* the big one so I'll
>keep programing on the 6502 except when I have the ocassion to use Turbo
>C on my clone. I do have HiSoft Basic for the ST which is good, but
>still, W/O the inexpensive reference materials like I have on the 8-bit
>it's impossible to do anything cute on the ST.

I agree, but geeze, documents seem to be getting bigger these days.
I have Omniwriter, which can use up to like 128K of banked RAM, but
man, do a search and replace, or an insert/delete, and it's horrid.
Omniwriter is a gr. 8, 80 column display version of Speedscript.
And other programs are showing up, or being deveoped that could
potentially hog CPU like crazy. (you know what I mean).

>--
>Rick Cortese
>internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes
>

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

1814. Atari 800 FOR SALE - * VERY MINT *

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 08:14:09 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1uf34h$icc@usenet.INS.CWRU.Edu>
Source record: 106673
Cross-posted to: misc.forsale,misc.wanted,cle.forsale,ba.forsale,comp.sys.atari.8bit,rec.games.video.marketplace

Atari 800 Computer for sale, VERY mint, still have ORIGINAL box, power supply, and (yes!) even the original Atari RF Cable.

Asking $70 OBO

Also, Atari 410 tape drive (works great) included free.

Reply via E-Mail

Steve
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1815. Re: Disk format

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 14:54:01 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <qk1g5B1w165w@TheRat.Kludge.COM>
Source record: 106674

withers_n@kosmos.wcc.govt.nz writes:

Single density is FM encoding at 128 bytes/sector, 18 sector/track, 40
tracks. Enhanced density just changes to MFM & puts down 26
sectors/track. Our double density is 256 bytes/sector with 18
sectors/track. All formats use 128 bytes for the first 3 sectors in
single density.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1816. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 15:05:35 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <141g5B2w165w@TheRat.Kludge.COM>
Source record: 106675

ACTUALLY, according to Wooley the technology is catching up to you. Turns out the new sims only need column refresh or something like that. You'd have to check it out with him 'cause "I'm not that bright" but I think all you have to do is have an interrupt occur at least every 10th of a second & the processor read a single byte from each 4k block or something simple like that.I guess a path of least resistance would be something like a Z80 that has it's own refresh built in, but I don't know enough about the chip to even dream of getting it to work.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1817. 6502 versions?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 15:56:31 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GYV2QEF1HU8ZEE9A@vax.edinboro.edu>
Source record: 106676

I was wondering if any of the XL/XE machines ever had a 6502 that
understood the NCR extentions.

Some of the instructions were:
INA - Inc. Acc.
DEA - Dec. Acc.
BRA - Branch Always.
PHX - Push X onto Stack.
PHY - Push Y onto Stack.
PLY
PLX
STZ - Store 0 in memory.

JMP (ind,X)

- indirect mode was added to many instructions.

- etc.

I wrote a little ML program in MAC/65 test some of the out on my XL, but
no luck. Anyway.... Does anyone know if these were ever suported by Atari's
custom 6502s???

-Adam Conover.
a644690c@edinboro.edu

1818. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 15:57:32 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun01.155732.42517@dcc.uchile.cl>
Source record: 106677

How about doing a list of all 8bit "members" (those who read at least
once a week) ?
Send me a small post with your e-mail address, your name, and some other
information as follows:

vparada@inf.utfsm.cl Victor Parada G. (++Vitoco)

Let's see who are we.
I'll wait up to June 12, 1993. Then, I'll post the result.

Ok? Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1819. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 16:28:33 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun01.162833.42905@dcc.uchile.cl>
Source record: 106679

Hello fan-atari-cs...

I want to know if it's possible to connect 2 modems directly by the phone
plug-in cord (without going through the telephone company $$$).
I just want to xfer some files from a PC to my 800XL using XM301, because
I have no AT850.

Thanks... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1820. POKEY/GUMBY upgrade for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 17:14:48 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1ug2q8$ddo@usenet.INS.CWRU.Edu>
Source record: 106678

Does anyone know if its possible to install the Gumby updrade in a
400 or 800 instead of an XL?

If not, why?
Thanks

Steve

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1821. Re: clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 18:20:10 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Jun1.182010.3804@ge-dab.GE.COM>
Source record: 106680

In a previous article, S. Quest wrote:

> Please don't shoot flaming firballs at me for this, but...
>Why would you want to view GIFs on an Atari? Straight VGA is very
>cheap today, and is MANY TIMES BETTER resolution than GTIA.

To which J. McWilliams replied:

>Why view GIFs on my 8 bit? Well, maybe because I don't feel like
>spending $1000 for a PC just to view GIFs. It was just an example,
>and in COLRVIEW's 4096 color mode, even though the resolution is
>very rough, the pictures look quite amazing.

and to which I'll reply: it's a nice niche I've found. I like doing it, and several dozen people have replied, saying they have thanked me for supporting the old Atari with APACVIEW and COLRVIEW. And why shouldn't we view GIFs on our Ataris? The C-64 and Apple II have GIF decoder/viewers, why not us too? Admittedly, it's a little like training a dog to talk, but it's fine for a 12 year old computer that would only set you back about $100 today.

If anyone gets a dual-processor, sped-up processor, or similar upgrade (or tells me how to interface a VGA board to the 8-bit), I'll code (or at least help the guy who does code) a GIF viewer to support it.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1822. want an 400 or 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 20:50:59 UTC
From: pakumar@ocf.berkeley.edu
Message-ID: <1ugffj$8ar@agate.berkeley.edu>
Source record: 106682

Anyone have any old atari 800 or 400 that they would like
to sell. What I need it for is to play some old cartridges that
I have which don't work on my 130xe.
I don't care if the outside is in good condition or even if
it has only 16K of memory as long as I can play some of my
cartridges. So if you have one, please email me with how much
you would like for it.

Prasanth Kumar EMAIL : pakumar@ocf.berkeley.edu

1823. Re: UUencoders/UUdecoders

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 22:14:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <HZkH5B3w165w@cyberden.sf.ca.us>
Source record: 106683

A644690C@vax.edinboro.edu writes:

> For anyone who has access to PCs, there is a really nice UUdecoder for MS-DOS
> that is PD (or perhaps ShareWare). The program will sort through multiple
> files and multiple parts within files and spit out a complete decoded
> version. There is no editing or pasting necessary.. If anyone need it
> I could probably get it to you....
>

hey adam, this isn't that same MUFUD program I talked about Cyberden BBS
having?

I know they have a version for download, so I guess it's just a stand
alone EXE and Waffle (the BBS system) does some sort of shell-call to
MUFUD.EXE and has MUFUD output reports to either the modem (unlikely) or
to a file (ie, "MUFUD > temp.txt") and then the BBS displays the text (ie
"temp.txt") to the user (modem).

>
> P.s. For converting EOLs in files on the 8bit the is a program called
> FILEFIX2 that works nicely. Otherwise you need an editor that can handle
> large files and do a global search and replace. Atari Writer+ (128k) is nice
> for this for files up to about 45k. Textpro is good too, but much slower.

1) AtariWriter+ does 45k files with 128k machines!?

time for me to get out my AW+ docs and look into this! ;)

2) yes, textpro DOES get annoyingly slow :(... also, I still don't
understand why the text scrolling on Tpx works as it does.. I love AW+'s
... anyone understand the difference in the display code?
AW+'s scrolling intrigues me ;) ...

3) FILEFIX2 !?!?!?? Isn't that Bob Puff's double-block fixer for
DiskCommunicator!?!?! I mean, sure double-blocks may be the problem
(I've never in my LIFE found a problem with double-blocks with a DCM or
any OTHER downloaded file! What's with this!? Anybody have any DCM
problems which FileFix2 fixed up?)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1824. expanded ATARI 400 with real keyboard and drive forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 22:52:01 UTC
From: traynor@fnalf.fnal.gov
Message-ID: <1993Jun1.165201.1@fnalf.fnal.gov>
Source record: 106681

Atari 400 with real keyboard, 48 K memory (I think), joysticks, disk drive, massive amounts of software.

Any reasonable offer will be entertained. Buyer pays shipping.

-Mike Traynor

(Disclaimer: How could I speak for Fermilab???)

NNN NN DDDD Mike Traynor (ND '86)(Rice '94?) ||| Amiga 500 owner ///
N N N DR D Fermilab PO Box 500 MS 221 E683 ||| w/MMR 13 Meg RAM ///
N NN D RD Batavia IL, 60510 USA //|\\ 190 Meg HD \\\///
NN NN DDDD (708) 879-6095 [ans. mach.] /// \\\ 14.4Kbps modem\XX/

1825. Atari 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-01 23:50:12 UTC
From: derekd@hpcc01.corp.hp.com
Message-ID: <1530002@hpcc01.corp.hp.com>
Source record: 106691

Hello,

I've been thinking about selling my 800XL for a long time now. But, have
not gathered enough courage to do so until recently (it's a great computer
for tinkering, but my wife is threatening to store it in the local dumps :{
just kidding... It's cleaning house time). Here's what I have:

- 800XL computer w/ 128K of memory (it should work almost like a 130XE
and, sorry, I don't remember what I did any more. I'll try to dig up
the schematic if the buyer is interested). *
- 2 1050 drives *
- Atari dot-matrix printer *
- Atari 300-baud modem.
- Cartridges: Action (a C-like language), Logo, and others.
- All the cables necessary to hook up the system.
- Atari reference books (including THE technical reference manual for
the Atari 800XL).
- Other Atari-related stuffs.

* the starred items are in original boxes.

Make me a reasonable offer and I'll consider it. Also, please email me
because I don't read this notes group very often.

Derek.
derek@hpnst.mayfield.hp.com

1826. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 00:33:07 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GYVIUZWZQ08Y5CAR@carleton.edu>
Source record: 106684

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 8-May-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current, currentm@carleton.edu.

NOTE: I expect my address to change from the above to mcurrent@carleton.edu
around June 12 or so. If one bounces, try the other.

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. Hence no automatic
archiving of this FAQ List occurs, though there's usually a fairly recent copy
on the Atari Archive (see below) as the file 8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the
Internet side of this discussion group. All contributions to the Info-Atari8

Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu. The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP
a) FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4)
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1)
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to: atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server
doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to

retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it
is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr

Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

STAK Atari
Revista STAK
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-W-6457 Maintal
Germany
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT
L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Excel
Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
L2.50/1 disk
L15.00/6 disks
overseas shipping extra

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60 (or, Puttershoeksestraat 63a - which is right?)
3114 RK Schiedam (or, 3114 PK Schiedam - " ?)
Holland
fl10.00/disk

News-Disk
Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
L4.00/4 disks
(all issues also available on the Atari Archive)
djg0@aber.ac.uk

User Mag

TOP-Magazin

What product developers or vendors support the 8-bit Atari?
See the companion frequently posted text file, "All Known World-Wide 8-Bit
Atari Vendors and Developers" for complete information.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Filename:
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80

File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible

XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

What are the pinouts for the...?

850 Interface Module

From: generic@rahul.net (Chris Rosenthal)
850 Interface Module, serial: (R1-R4)
R1:
Pin 1 Data Terminal Ready (DTR, Ready Out)
Pin 2 Carrier Detect (CRX, In)
Pin 3 Send Data (out)
Pin 4 Receive Data (In)
Pin 5 Signal Ground
Pin 6 Data Set Ready (DSR, Ready In)
Pin 7 Request to Send (RTS, Out)
Pin 8 Clear to Send (CTS, In)

R2:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive Data
Pin 5 Signal Ground
Pin 6 DSR

R3:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive
Pin 5 Signal Ground
Pin 7 RTS
Pin 8 -8 Volts

R4:
Pin 1 Send Data +
Pin 3 Send Data -
Pin 7 Receive Data +
Pin 9 Receive Data - (20 mA)

Map of connector is:
5 4 3 2 1
9 8 7 5

From: Jim Evans, donor@max.u.washington.edu
850 Interface Module, parallel:

8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

1: Data Strob
2: D0
3: D1
4: D2
5: D3
6: D4
7: D5
8: D6
9:
10: Data pins pull up + 5v
11: Ground
12: Fault
13: Busy
14: -
15: D7

[Pinouts for all ports on the 8-bit, plus the XEP80, should be added.]

End of FAQ List.

1827. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 00:34:50 UTC
From: CURRENTM@carleton.edu
Message-ID: <01GYVIX936EM8Y5CAR@carleton.edu>
Source record: 106685

ALL KNOWN WORLD-WIDE 8-BIT ATARI VENDORS AND DEVELOPERS

A Companion to the 8-bit Atari FAQ List

Updated 21-May-93

Please send updates to:
Michael Current
215 East High St.
Mt. Pleasant, MI
U.S.A. 48858-3437
Internet: currentm@carleton.edu

NOTE: I expect the above address to change to mcurrent@carleton.edu around
June 12 or so. If one bounces, try the other.

UUCP: ...!umn-cs!ccnfld!currentm
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

This list previously maintained by Ray Wilmott, wilmott@remus.rutgers.edu.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

Alpha Systems
1012 Skyland Drive
Macedonia, OH
U.S.A. 44056
tel: (216) 668-6469
Developer: Chipmunk, Scanalyzer, Impersonator, Schematic Designer,
Your Atari Comes Alive, MagniPrint II+, Parrot II, Pop-n-Rocker,
Atari Software Protection Techniques

AMC-Verlag
Bluecherstr. 17

W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario

Canada K9J 7A5
Vendor: PD/shareware

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, LabelMaster, Multi-Column Lister

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660

Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

Data Rush
644 E. Clinton St.
Atwater, CA
U.S.A. 95301
?????: ?????

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
P.O. Box 1226
Norman, OK
U.S.A. 73070
tel: 1-800-843-5242
Developer: Educational Master Cartridge, 30+ course cassettes

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.

Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Software
27 Stiles St.
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-W-6457 Maintal 4
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Eternal Dagger, Tactic, Zador II, Ogre, Atomit II,
Tecno Ninja

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain Software
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

Lotsa Bytes
P.O. Box 1756
Winton, CA
U.S.A. 95388
Vendor: PD/shareware

Mars Merchandising
1041-B East Charles Road
Lombard, IL
U.S.A. 60148-2059
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, SBM, SBM 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847

U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE, Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware

Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Starbase Atari Computers
2369 Austin Highway
San Antonio, TX
U.S.A. 78218
tel: (512) 590-7122
???what???: ???what???

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 07831
tel: (908) 928-9371

Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

1828. /+ MINT +\ Atari Equiptment For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 02:26:13 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1uh345$8g5@usenet.INS.CWRU.Edu>
Source record: 106686
Cross-posted to: misc.forsale,misc.wanted,comp.sys.atari.8bit,rec.games.video.classic,ba.forsale,cle.forsale

Atari 800 Computer for sale, VERY mint, still have ORIGINAL box, power
supply, and (yes!) even the original Atari RF Cable.

Asking $70 OBO

Also, Atari 410 tape drive (works great) included free.

Reply via E-Mail

Steve
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1829. FLOPPY DRIVES WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 03:57:00 UTC
From: Bob.Stettina@fquest.FidoNet.Org
Message-ID: <739031772.2@fquest.FidoNet>
Source record: 106704

SJ> From: dh395@cleveland.Freenet.Edu (Steven J Tucker)
SJ> Path:
SJ> uudell!news.dell.com!natinst.com!cs.utexas.edu!usc!howland.resto
SJ> n.ans.net!agate !usenet.ins.cwru.edu!cleveland.Freenet.Edu!dh395
SJ> Newsgroups: comp.sys.atari.8bit
SJ> Subject: Floppy drives WANTED
SJ> Organization: Case Western Reserve University, Cleveland, OH
SJ> (USA) Reply-To: dh395@cleveland.Freenet.Edu (Steven J Tucker)
SJ> Message-ID: <1u6mho$2j1@usenet.INS.CWRU.Edu>
SJ> Date: 29 May 93 03:50:16 GMT

SJ> I ** NEED ** some 360k (HH 5 1/4") and/or 720k (HH 3 1/2")
SJ> drives, these drives are CHEAP used, so i amm prepared to
SJ> trade one SNES cart for each one your willing to send.

SJ> I have the following titles for trade:
SJ>
SJ> Populous
SJ> Lemmmings
SJ> Bill Lambers commbat Basketball

How about 4 5.25" h/h 360 drives for the above? The fourth drive would
cover shipping costs... (eg. You pay shipping, both ways).

If interested, reply here or call (512)255-2891 9:30PM-midnite (CST)

1830. Re: The 65C02 (was 6502 versions?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 04:02:37 UTC
From: rkim@mars.uucp
Message-ID: <1993Jun1.210238.5438@nic.csu.net>
Source record: 106687

In article <01GYV2QEF1HU8ZEE9A@vax.edinboro.edu> Adam Conover writes:

| I was wondering if any of the XL/XE machines ever had a 6502 that
| understood the NCR extentions.
|
| Some of the instructions were:
| INA - Inc. Acc.
| DEA - Dec. Acc.
| BRA - Branch Always.
| PHX - Push X onto Stack.
| PHY - Push Y onto Stack.
| STZ - Store 0 in memory.
|
| - etc.
|
|-Adam Conover.
| a644690c@edinboro.edu

Those extra instructions were present in the 65C02, a CMOS version
of the 6502. Don't know if it was pin compatible with Ataris.

The latest version of MAC/65 mentions those extended instructions as
it supported their use.

Rich K.
email> rkim@mars.calstatela.edu

1831. Re: Disk format

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 04:39:33 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0h84@abcd.houghton.mi.us>
Source record: 106689

In a message dated Tue 1 Jun 93 0:19, Withers_n@kosmos.wcc.govt.nz wrote:

W> Could someone tell me what exactly is the Atari format system?
W> Is it MFM format?
W> Yhe reason I ask is that using a Commodore 128 I would like to be
W> able tread Atari text files, as I can CPM and MS Dos.

Atari 5.25 inch diskettes are either FM (Atari model 810 SS/SD) or MFM (Atari 1050 dual density (single sided) or Atari XF551 DS/DD). Of the three, dual density disks will be the toughest to read in a non-Atari drive as part of the disk is in single density, and part of the disk is in an odd-ball double density mode.

There are also several disk operating systems for the Atari computers which use very different file management systems. AtariDOS (in its varied forms) uses a directory and sector alocation table located near the center of the disk, rather than the near the beginning sectors to average head travel. SpartaDOS uses a directory structure similiar to MS-DOS.

This probally doesn't help a lot, but there is some excellent literature available for each disk operating system describing how the disk surface is setup and used.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

1832. RGB Files

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 05:25:28 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1uhdk8$l3b@usenet.INS.CWRU.Edu>
Source record: 106688

how about a section at the archive for RGB files that have been converted
from GIF files?

Steve
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1833. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 06:37:19 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1uhhqv$s7q@usenet.INS.CWRU.Edu>
Source record: 106690

In a previous article, ricortes@TheRat.Kludge.COM (Rick Cortese) says:

>ACTUALLY, according to Wooley the technology is catching up to you. Turns
>out the new sims only need column refresh or something like that. You'd
>have to check it out with him 'cause "I'm not that bright" but I think
>all you have to do is have an interrupt occur at least every 10th of a
>second & the processor read a single byte from each 4k block or something
>simple like that.I guess a path of least resistance would be something
>like a Z80 that has it's own refresh built in, but I don't know enough
>about the chip to even dream of getting it to work.
>
>--
>Rick Cortese
>internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes
>
Well, from what I understand, that is one way. You only need
to read every column. On a 1 meg simm, which is 20 bits of address,
you only need to refresh 10 bits, which is 1024 locations.
So like you said, you could do a NMI every 10th of a second,
read 1024 locations, and consider DRAM refreshed. What I still can't
figure out, is how to generate CAS and RAS, and when the power is
first turned on, you have to pulse the DRAMS RAS/CAS signals or
something like that to get them "primed" for lack of a better term.
Automatic refresh is something a little different. You pull one
of the RAS/CAS signals low, then the other, and hold them. An internal
clock in the DRAMs automatically switches into action refreshing the DRAM
for you. Manual refresh sounds easier. You have to halt the processor
for automatic refresh anyhow, so might as well just do things
manually I suppose.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

1834. Re: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 06:58:07 UTC
From: winston@merk.com
Message-ID: <C7zFCv.16n@merk.com>
Source record: 106692

On Saturday, May 22, 1993 at 06:19:42 GMT,
dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:

ST> It doesn't matter at all which device (disk drives, etc.) you turn on
ST> first as long as the interface is --ON-- when the handler is called.

Try this little experiment...
o Turn on your disk drive.
o Turn on your ATARI 8-bit and load DOS.
o Now turn on your ATARI 850 INTERFACE after the boot-loading
of the DOS handlers and your device table has --ALREADY--
previously taken place.
o Now try loading the KERMIT-65 that uses the "R:" handler,
or try loading the BOBTERM with the built-in "R:" handler.

...KERMIT-65 and BOBTERM will report that the "R:" device has not been
added to the device handler table and that the system needs to be rebooted.

P.S. Of course you could append the "R:" handler device, but that
defeats the purpose of having the "R:" handler load and install from
off of hardware ROM.

1835. Re: Atari 800XL help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 07:15:30 UTC
From: winston@merk.com
Message-ID: <C7zG5v.1Dp@merk.com>
Source record: 106693

On Sunday, May 23, 1993 at 19:56:26 PDT,
ScottM@cup.portal.com (Scott - Maxwell) writes:

SM> Anybody know where I can get a hold of the Translator Disk?

Forget about the ATARI Translator Disk! Use the much better ULTRAFIX
AOS and ULTRAFIX BOS translator disks. ULTRAFIX.AOS and ULTRAFIX.BOS allow
for loading in the various configurations of OS A and OS B, both with and
without BASIC being present, as well as both with and without the extra RAM
of the XL/XE series of machines being addressable and visible to the OS.

1836. Re: kermit programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 08:18:15 UTC
From: winston@merk.com
Message-ID: <C7zJ2H.2Du@merk.com>
Source record: 106695

On Friday, May 28, 1993 at 02:56:59 GMT,
aj227@yfn.ysu.edu (Matthew A. Topinka) writes:

MT> To download, I have to access a Gopher Server, FTP to
MT> the archives, and finally get to the directory/files
MT> I need. The settings on Kermit have to be:
MT>
MT> Parity Even, File-type Binary, Word Size Seven,
MT> and Eight-Bit-Quoting ON.
MT>
MT> I have tried to download the same way on a PC, using MS-Kermit,
MT> but I have been unsuccessful, since there is no eight-bit-quoting.
MT> At present, this method, along with the BART mailer, are the
MT> two methods of receiving files I have available. I should say again
MT> that I have been successfully downloading through a Gopher Server
MT> using the 8-bit Kermit programs because of the fact they allow
MT> this eight-bit-quoting.
MT>
MT> What is eight-bit-quoting anyway? I have not gotten any
MT> real answers when I asked people strickly in the PC world.
MT>
MT> Any help would greatly be appreciated.

"Eight-Bit-Quoting" is a method of sending an 8-Bit byte along a data pathway that it only 7 Bits wide. It works by sending what is called a "Quote Character" which tells the Kermit on the other side that the next byte is not actually a character, but "some bits left over" which should be combined with the 7-Bits of the byte sent before the quote character was sent. It essentially works the same way that the UUENCODE program works.

What this means essentially is that somewhere along your data pathway of machines transmitting your data is a machine that is probably communicating with a data word of SEVEN-EVEN-TWO, that is a 7-Bit wordsize (a.k.a. low ASCII or "regular" ASCII), EVEN parity, and TWO stop bits. A 7-Bit wide data pathway is considered "ancient" by today's standards, however that was the one main purpose that Kermit was written, namely, to transmit code successfully through these 7-bit wide data bottlenecks. A Kermit that does not allow for Eight-Bit-Quoting is absolutely meaningless! The whole --PURPOSE-- behind the writing of Kermit was to allow for 8-Bit quoting! You have an ancient machine or an old 7-Bit cable somewhere along the mailer pathways from the archives to your local host.

(By the way, besides using KERMIT, something else you could try is setting up XMODEM to emulate 7-Bit wide CP/M Ward Christensen XMODEM, which is known as MODEM-7 emulation. Some versions of XMODEM still provide for

this 7-Bit CP/M format. You may be able to get around your 7-Bit wide data bottleneck by using MODEM-7, provided that the local and remote machines can still handle the format. Good Luck!)

1837. Re: UUencoders/UUdecoders

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 08:41:46 UTC
From: winston@merk.com
Message-ID: <C7zK5r.2ts@merk.com>
Source record: 106696

If you are connected to the USENET/InterNET via a UNIX machine, a painless method of converting <LINEFEED>/<CARRIAGE RETURN> combinations into ATASCII 155s is to use the UNIX system software tool "TR". One of the main uses of UNIX "TR" is in the converting of these various END-OF-RECORD/END-OF-SCREEN markers used by the jungle of hardware and peripherals out there.

1838. Re: Disk format

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 09:00:51 UTC
From: withers_n@kosmos.wcc.govt.nz
Message-ID: <1uhq83INN5u6@golem.wcc.govt.nz>
Source record: 106694

In article <qk1g5B1w165w@TheRat.Kludge.COM>, ricortes@TheRat.Kludge.COM (Rick Cortese) writes:
>withers_n@kosmos.wcc.govt.nz writes:
>Rick Cortese
>internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

Thanks Rick, and Jim Johnston. I think that you have told me all I needed to know. I am an ex-ATARI 800XL user but defected to a C=128 D some years ago. Sold all my gear and manuals and now wish I hadn't!!!!!
Cheers, Nick.

withers_n@kosmos.wcc.govt.nz ** extl377@csc.canterbury.ac.nz
Christchurch (NZ) Commodore Users Group ** Co-sysop Connection II BBS
ARS ZL3TRK

1839. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 09:08:09 UTC
From: winston@merk.com
Message-ID: <C7zLDM.34B@merk.com>
Source record: 106697

On Tuesday, Jun 1, 1993 at 16:28:33 GMT,
vparada@inf.utfsm.cl (Victor Parada G.) writes:

VG> I want to know if it's possible to connect 2 modems directly by
VG> the phone plug-in cord (without going through the telephone
VG> company $$$). I just want to xfer some files from a PC
VG> to my 800XL using XM301, because I have no ATARI 850.

No problem. Just wire up the modems, load up the terminal programs,
and type "ATA" on one machine and them type "ATDT" on the other machine
before the first modem has time to timeout, then wait for a "CONNECT".
(This is assuming that both modems use the HAYES Command Set...) This
method will work between two terminal programs because both programs look
for a "CONNECT" condition. However, this will not work between a Bulletin
Board Host and a terminal program because most BBSes will look for a "RING"
condition, rather than a "CONNECT" condition, and no "RING" will be present
in a local loop. (However, you can purchase what is known as a "RING tone
generator" at your local electronics hobby shop. A RING tone generator can
be used for such things as having a theatre stage manager cue a telephone
to ring onstage at a particular moment in a theatrical performance, for
example. Essentially you are just ringing the Bell on the phone.)

1840. Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 16:01:29 UTC
From: pgoudas@gomer.bellcore.com
Message-ID: <1993Jun2.160129.806@walter.bellcore.com>
Source record: 106698

I have the following accessories available for trade

Atari 850 interface
64K printer buffer box
brand new acoustic coupler (don't know the exact part number)

ALSO

Can anyone tell give me the specs for the Indus GT's power supply?

Can anyone out there tell me how to fix a 1050 drive or recommend a place
that can repair them.

pgoudas@faline.bellcore.com

1841. want an 400 or 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 18:29:11 UTC
From: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
Message-ID: <679.2C0FAD1F@mechanic.fidonet.org>
Source record: 106630

PK> Anyone have any old atari 800 or 400 that they would like
PK>to sell. What I need it for is to play some old cartridges that
PK>I have which don't work on my 130xe.
PK> I don't care if the outside is in good condition or even if
PK>it has only 16K of memory as long as I can play some of my
PK>cartridges. So if you have one, please email me with how much
PK>you would like for it.

I have BOTH
Atari 400 with full stroke Keyboard (48k) $25
Atari 800 with Imposible Upgrade (128K) $75

Both excellent condition. You pay shipping! You can reply here or my BBS
(813) 787-8644

Dave

* OLX 2.1 * The Ultrasound Connection BBS (813)787-8644 Florida 14.4k

--
Internet: Dave.Redfern@f20.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!20!Dave.Redfern
Note: Mechanic is a free gateway between FIdonet<>USENET
for the TAMPA BAY,FL. metropolitan area.

1842. Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 18:42:48 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306021823.AA26189@smithkline.com>
Source record: 106699

Steve,

Maybe to you it seems a fairly straightforward exercise to make an
accelerator via the Master/Slave technique you describe. But I have a
6th sense about these things. NOTHING is ever simple! Clock speed is so
ingrained into the very core of the 8-bit's design that to go monkeying with it
is to make changes that are bound to have unaccountable effects in other areas
not to mention software interactions. The whole idea gives me the willies.
I 'd rather see the pundits of the 8bit world put their energies into products
immediately useful to the market, such as a 256K upgrade for the 600XL or a
PAL programmer or a decent VT-100 emulator/KERMIT protocol for BobTerm.

A few months ago I recall you seemed to feel it would be a straightforward
exercise to make a CV-->TTL video convertor. Well, we're still waiting for
THAT, too.....

- BEN POEHLAND
The 8-Bit Alchemist

****

1843. Re: clock speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 19:57:40 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <Ta0i5B3w165w@iowegia.dsm.ia.us>
Source record: 106611

ricortes@TheRat.Kludge.COM (Rick Cortese) writes:

> ACTUALLY, according to Wooley the technology is catching up to you. Turns
> out the new sims only need column refresh or something like that. You'd
> have to check it out with him 'cause "I'm not that bright" but I think
> all you have to do is have an interrupt occur at least every 10th of a
> second & the processor read a single byte from each 4k block or something
> simple like that.I guess a path of least resistance would be something
> like a Z80 that has it's own refresh built in, but I don't know enough
> about the chip to even dream of getting it to work.
>

Rick,

Pseudo read ops are used to refresh drams in most
computers, and the refresh is usually performed every 17 to 28
milliseconds. I think I was playing with drams once, old 16k
chips and found that I could push the window out to 250+ms without
data loss, but that is pushing it.

Drams are nothing more than a matrix of charged
capacitors. Natural internal leakage causes them to return to the
ground state, or zero. The refresh cycle keeps the high state
bits at the high state by "recharging" them. Static rams (sram)
on the other hand doesn't require refresh, don't need to interrupt
the processor, and give faster cpu speeds because they use
transistors to latch and hold.................sq

(has anyone else stored and compared values in drams while
sequentially increasing the delay between refresh cycles? I would
be interested in exact figures, and figures for NEW chips, as I
did this in the early '80s just as an experiment.......)

1844. UUencoders/UUdecoders

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 21:17:18 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01GYWSKE81HE8ZEHFH@vax.edinboro.edu>
Source record: 106700

> > For anyone who has access to PCs, there is a really nice UUdecoder for MS-DOS
> > that is PD (or perhaps ShareWare). The program will sort through multiple
>
> hey adam, this isn't that same MUFUD program I talked about Cyberden BBS
> having?

It is: R.E. Marks' Fast UUencoder/UUdecoder. (It will handle XX coding
as well as UU, also).

> 1) AtariWriter+ does 45k files with 128k machines!?
>
> time for me to get out my AW+ docs and look into this! ;)

Well, 3 blocks of around 15k each. Each block has to be processed separately,
but the resulting save is one big file.

> 2) yes, textpro DOES get annoyingly slow :(... also, I still don't
> understand why the text scrolling on Tpx works as it does.. I love AW+'s
> ... anyone understand the difference in the display code?
> AW+'s scrolling intrigues me ;) ...

I *THINK* that TPx moves the text though the Screen Window where AW+
move the window over the text (with special handling for word-wrap
and such). But this is just a guess.

> 3) FILEFIX2 !?!?!?? Isn't that Bob Puff's double-block fixer for

Bob Puff's program is called FILEFIX, the program I mentioned is called
FILEFIX2. (Or perhaps the other way around). The names are similar but they
are different programs.

-Adam Conover. | 'Control for smilers can't be bought...'
a644690c@edinboro.edu | - Phish

1845. Re: clock speed, now DRAM access

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 21:40:45 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Jun2.214045.19410@ge-dab.GE.COM>
Source record: 106701

In article <1uhhqv$s7q@usenet.INS.CWRU.Edu>, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
|> Well, from what I understand, that is one way. You only need
|> to read every column. On a 1 meg simm, which is 20 bits of address,
|> you only need to refresh 10 bits, which is 1024 locations.
|> So like you said, you could do a NMI every 10th of a second,
|> read 1024 locations, and consider DRAM refreshed.

Well that would be one way. It would be saner to spread those refreshes around, say located in the VBI, or even finer (every 15 us or so?).
BTW, you access every row, not every column.

|> What I still can't
|> figure out, is how to generate CAS and RAS, and when the power is
|> first turned on, you have to pulse the DRAMS RAS/CAS signals or
|> something like that to get them "primed" for lack of a better term.

Create a faster clock than you would otherwise need (say 2X or 4X) and create gated versions of that clock for CAS and RAS. I've never heard of this "priming" when you first turn it on, though.

|> Automatic refresh is something a little different. You pull one
|> of the RAS/CAS signals low, then the other, and hold them. An internal
|> clock in the DRAMs automatically switches into action refreshing the DRAM
|> for you. Manual refresh sounds easier. You have to halt the processor
|> for automatic refresh anyhow, so might as well just do things
|> manually I suppose.

Normally you bring RAS low while you have the row address valid, then bring CAS low with the column address. If you instead leave RAS high and drop CAS, the chip goes into auto refresh. Interrupt the processor every so often (especially if it isn't always accessing memory, then it doesn't notice the missing state) and do some of these. Auto refresh is simpler when you do it this way, as you don't need to generate the address during refresh. In rare memory applications, you can guarantee the memory is accessed in the right way, and is refreshed by the application.

--
Jeff Potter, survivor of several DRAM designs
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1846. <urious

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 21:44:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <49DJ5B3w165w@cyberden.sf.ca.us>
Source record: 106702

it was prob. mentioned b4, & I missed it ...

but why <an't one speed up ANTI<????

i know... hard job, but it IS POSSIBLE, right???

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1847. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 21:49:11 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ogeJ5B4w165w@cyberden.sf.ca.us>
Source record: 106703

cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:

> In a previous article, phbill@cyberden.sf.ca.us () says:
>
> >my SIO port is busted and I <ant do any R: or even P: on my <omputer
> >(at least the more used motherboard)
> >
> >
> Bill,
>
> What is wrong with your SIO port, and how did you toast it?
>
> Jeff McWilliams, man of a thousand email addresses
>
> --
> Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.
>
> cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

<<ough....>

Well, I BELIEvE it was the same thing whi<h literally fried (sniff, sniff
.. is that smoke!?!?!? I gotta go! Something's on fire in here!) one of
my xmm801 printer ports

well, the xmm is no biggy to me be<ause

1) i usually use the laser's at s<hool
2) it has 2 sio's (of <ourse), and the only thing that ever got hooked
up past it was the sx212
here, it goes:
1) rarely use sx212 ('<ept for downloading)
(using a borrowed 2400 on my dumb terminal)
(until i get an 850 or P:R:! ;) then its ba<k to bobterm
and a WONDERFUL 1200xl keyboard!)
2) I rarely have both printer and modem <onne<ted at on<e
ANYWAYS
3) going to hopefully get a better FASTER!!! printer when/if I get
an 850 / P:R:

as for the port on the 1200xl, it's miserable be<ause
1) it's the 256k 1200xl
2) it's the 800/800xl OS 1200xl
3) it's s<rewed into the base, and im lazy ;)

anyways...what exa<tly <AUSED all this turmoil?

that dumb terminal ... >:^(

ya know...the one with no "sea" key...

anyways.. for a while, i had both the 1200xl and the Dumb Terminal
<onne<ted to my poor, miseable, stupid SX212...

of <ourse, we all remember from reading above, that it was <onne<ted to
the printer...

hen<e, printer melted

so I had to <onne<t it to the 1200xl....
But WAIt! When exa<tly did I kill my 1200xl's port!?

I DUNNO! I HOOKED UP Both AS LittLE AS POSsiBLE!!!

but still, the SIO doesn't re<ognize a P:rinter and sends 99% garbage to
the R:S232 handler (via, guess what!? SIO!!)

so

im sunk at the moment

on top of this, i got disks full of Atari stuff that I need
to either upload or Mule onto IBM for a tea<her of mine so I
<an put it on his Ma<....

and I got a resear<h paper to write for English

and my girlfriend dumped me Sunday before last
and now she's being an utter twit >:^(

and i got senior ball to worry about

and a proje<t for E<onomi<s is <oming up soon, I think
(I have to write about a <orporation/<omany...
GUESS WHO I'M PI<KIng!
Yep! Atari! I saw today that AtarI's
sto<k was below $2 ... <sigh>)

oh well, just like the Egyptians, Atari In<. was on<e a powerful and vast
influen<e to the world

now they make ST's and Lynx's and buy expensive <ars for themselves ;)
^^^ btw - that's just a rumor I'v e
heard... but i dont find it
surprising ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1848. Ape-face printer interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-02 22:14:02 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1gtd@amiganet.chi.il.us>
Source record: 106606

I have an ape face printer I will sell or trade for some cartridges. With it you can connect any old epson compatible printer for sure.

1849. Re: 6502 versions?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 03:28:59 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <17TJ5B1w165w@TheRat.Kludge.COM>
Source record: 106607

A644690C@vax.edinboro.edu writes:

I posted a list some time ago on the net about undocumented op codes such as LAX. I checked most of them out & them seemed to work. Other then that, the only way I know to get more op codes is to buy an old 400 or 800 & replace the CPU. I guess you could buy a Apple IIC <grin>.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1850. Re: Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 03:41:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1ujrtf$4fd@usenet.INS.CWRU.Edu>
Source record: 106605

In a previous article, pgoudas@gomer.bellcore.com (Paul Goudas) says:

>
> Can anyone out there tell me how to fix a 1050 drive or recommend a place
>that can repair them.

American Techna-Vision specializes in 1050 repairs

15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1851. Re: Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 04:26:48 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h9l@abcd.houghton.mi.us>
Source record: 106608

Paul,

Regarding the Indus GT floppy drive power supply: From what I recall,
it's the same power supply used by your 1050 drive, or a 800 computer,
or a 400 computer, i.e. 9VAC.

Jeff McWilliams
jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1852. Re: clock speed, now DRAM access

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 04:44:41 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h9n@abcd.houghton.mi.us>
Source record: 106609

Jeff P.,

Okay, yeah yeah. I remember reading somewhere else that a 4x clock
would help produce CAS and RAS signals.

Quoteth the Motorola Memory Data Manual, on the
MCM81000 1Mx8 SIMM module:

Device Initialization:

On power-up, an initial pause of 200 us is required for the internal
substrate generator to establish the correct bias voltage. This must
be followed by a minimum of eight active cycles of the row
address strobe (clock) to initialize all dynamic nodes within the RAM.
During an extended inactive state (greater than 16 ms with the device
powered up), a wake up sequence of eight active cycles is necessary
to ensure proper operation.

END QUOTE

was the refresh method you mentioned CAS before RAS?

The thing is, such a mode would require a little extra hardware to
reverse the the normal RAS before CAS read/write sequence.
For a beginning DRAM engineer, like myself, if I were to do the
project, I'd prefer to simplify the hardware a little, and do
all the ROW refreshes at once, during one interrupt, every 8ms.

Sort of the K.I.S.S. way of doing things I suppose.

Jeff

-- Via DLG Pro v0.995

1853. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 04:50:45 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0h9p@abcd.houghton.mi.us>
Source record: 106610

Bill,

Well, don't expect an 850 or P:R: connection to help if your SIO
port is toast. You need a qualified technician to get in there,
and see what components and/or circuit traces got wrecked. Sound like
maybe your VT100 terminal pushed some + or minus voltages through the
systems that shouldn't have been, and it passed through your various
peripherals into your computer.

Oh, and regarding speeding up the Antic. Haven't you been listening?!!
(sigh)

jjmcwill@mathlab.mtu.edu

-- Via DLG Pro v0.995

1854. Re: Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 06:22:24 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <282J5B4w165w@iowegia.dsm.ia.us>
Source record: 106613

poehland%phvax.dnet@smithkline.com writes:

> Steve,
>
> Maybe to you it seems a fairly straightforward exercise to make an
> accelerator via the Master/Slave technique you describe. But I have a
> 6th sense about these things. NOTHING is ever simple! Clock speed is so
> ingrained into the very core of the 8-bit's design that to go monkeying with
> is to make changes that are bound to have unaccountable effects in other area
> not to mention software interactions. The whole idea gives me the willies.
> I 'd rather see the pundits of the 8bit world put their energies into product
> immediately useful to the market, such as a 256K upgrade for the 600XL or a
> PAL programmer or a decent VT-100 emulator/KERMIT protocol for BobTerm.
>
> A few months ago I recall you seemed to feel it would be a straightforwa
> exercise to make a CV-->TTL video convertor. Well, we're still waiting for
> THAT, too.....
>

Ben,

I am still trying to convince myself that it will be
worthwhile to dig my Atari 800 hardware out of the box it has been
stored in for the past MANY years! Comp Vid to TTL is fairly
simple, I suppose I could dig out my TTL monitor, photocopy both
sides of the hack-in PCB that makes it a composite monitor,
identify the scant few parts, and mail it to you. That wouldn't
be too much work. You see, I used to run a green TTL on Atari's
and even as a video monitor for my VCR (with nasty trails) at one
time. I still have the monitor, and I assume it still works.

I have a lot of "must do" work ahead of any new projects,
and when I have free time- like just before I go to bed, I like to
get on the nets. I don't have a lot of extra time, nor motivation
I fear. Flipping floppies doesn't sound fun to me- that has to be
the major reason why I don't want to dig the Atari out of the box,
also that 40 column screen and mushy keyboard. And to think I was
one of the most loyal die-hard Atari fans at one time.....sq

(true that the Atari has critical timing alignments, but
conversely, it is one of the SLOWEST and EASIEST to hack computer
circuits I can think of! I like and know that system layout, the
chip selects are straight forward, adding more is NO problem. All
in all, building a high speed slave processor to gate out of a
patch of memory is not that big a deal. Simply tri-state the main
cpu, do your high speed thing, and allow the main cpu back on the

bus. Like I said, no big deal. Any engineer can tell you my suggestions are purely straight forward. In my job I often perform tasks such as this- but alas, I get PAID to do it. If I had money coming my way, the Atari projects might seem a bit more interesting. I am suffering job burnout I guess- hardware hacking is work to me, not hobby. I need to get money to have motivation. But if I were to somehow GET motivation, the things I could send your way! Say, you once expressed interest in my lighting controller circuit that uses the joystick (pia) ports to control theatrical lighting. I could photocopy that as well- or even send you the whole board, software and all! That is a fairly straight forward, simple, elegant, and easy design which is also USEFUL.)

>>DETAIL ON LIGHTING CONTROL CIRCUIT: This device operates with any Atari computer as a controller for it. The device reads a SMPTE timing track on a multi-track tape system (Tascam) and sends decoded timing signals to the Atari by pulsing a joystick fire button. The software on the Atari is written in basic, it simply sets up the ports as output devices, then reads for specific count numbers. At certain counts, it will change the state on the pia pins (joystick pins) according to the commands YOU PROGRAM. At timing intervals you define with IF THEN statements, it changes state on the pia pins to cause transistor drivers to saturate and pull in relays which control the lights. The software is completely programmable, and the first show I did with it was a lighting demo to AC/DC Back In Black on tape. The lighting changes were fast and smooth, and computer controlled- so they were always PERFECT. It has been used for several theatrical shows, sync'd to the tape. I don't have a schematic for a SMPTE encoder, but could whip one together easy enough- if I can motivate myself. I may even have the skiz for this controller somewhere filed away. Anyway, that's waht it is and does. <<

1855. Clock Speed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 06:33:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739147104.AA02236@tdkt.kksys.com>
Source record: 106621

Quoting from JEFF MCWILLIAMS to ALL

> at the clown picture, and I've done some neat Saturn and Jupiter
> conversions as well, back when I had a GEnie account.
> Anybody know if there is a planetary GIF site? Maybe I should
> check WUarchive, but that place is hard to look around in.

*As I recall, I once ftp'ed a listing of all the sites that had GIF files
on Internet, but unfortunately I don't currently have that file. Try
using Archie -- that led me on to that file.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "The only good cat is a stir-fried cat!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1856. Let's buy-out Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 06:43:16 UTC
From: phruby@ucrengr
Message-ID: <32108@galaxy.ucr.edu>
Source record: 106612

I saw this article in the current issue of ST-Report. I though it would be interesting to talk about it or maybe even support it.

> A FRESH OUTLOOK! STR Feature A few GOOD Ideas??
"""""""""""""""""""""""""""""

ATARIANS TRYING TO HELP ATARI
=============================

by Robert Dytmire

Since my article in STReport 9.20 I have received some very enthusiastic responses. Some questions were raised on how feasible the takeover of Atari really is. Well, if Atari goes to federal bankruptcy court and we, the users have bundled together a recovery plan AND some support from a major backer (Xerox is now a stockholder in Atari!). If Warner Communications could be convinced to support us, then the money issues take care of themselves. What these companies will want to see is a strong business plan and lots of support from the people involved. That means FIRM support of my general business plan, and ACTIVE participation from ALL the Atari users left. After all, several major companies have been bought out by their employees, why not a user group buying out Atari.

Some Details:

* Our purchasing power as a user group is, at the moment, rather limited. On the good side (for us) Atari's stock is now valued at $.88/share. That means $88 bucks will buy 100 shares! Now multiply that by 100,000 users we're talking 100,000,000 shares of stock (enough to control, maybe even buy outright-I'm having a broker check out the details) the company. Now, in my last article, I said you only needed to invest $15-$20 bucks apiece. I still stand by that for the following reasons:

1) If (when) Atari drives themselves into the ground the stock will be worth much less than $0.88/share. It could be bought for as little as $.10/share if Atari really screws up.

2) We only need to show that we are SERIOUS about this project and raise some REAL money and we'll be able to attract investors. Remember, it's Atari with the bad name, not us.

3) These big companies have no wish to lose money with Atari. If they see we're serious and think we can increase the value of their stock then they will be willing to take additional steps to secure their investment (namely, supporting us!).

EVERY USER COUNTS! I cannot stress this enough. Letters, organizers are NEEDED! If you have never done anything active in the Atari community, if you're reading this in a depressed Atari Community and you feel alone, and if your thinking of going Big Blue then HELP US and HELP YOURSELF! If you are a professional of some sort I NEED YOUR ADVICE! Please don't send any money until I can square away the legal aspects of this project. Organization is needed most RIGHT NOW, EVERY DAY COUNTS and I cannot continue this on my own.

If you know any investors have them contact one of the people on the list at the end of this article and they'll be happy to answer any questions they might have.

Some more details:

I think the best way to go will be for all of us to decide when and how much stock we will purchase. We then elect amongst ourselves a leader who will then be given proxy to vote with our shares. This will, in effect, allow us to control Atari through it's stock. You, the user, will form a block that effectively owns Atari corp. Later, when we've started to re-build, we can issue new stock and re-build the company.

Potential investors:

* Many professionals are always looking for a good deal, even if it involves some risk. Show my articles to your doctor/lawyer/boss and ask if they want to get involved. If they do, show them how to contact me and I'll be happy to work with them.

* Some large direct vendors of IBM clones are taking a beating in the current computer market. Our project may be just what they need to revive themselves. If our business plan is put together correctly, we stand a good chance of attracting a large, established, corporation as a partner in investment.

Additional comments:

* I have read Atari's dealer contract. This contract is probably one of the reasons Atari has such a hard time breaking into the market. I wouldn't sign the thing as written. I admire the current set of dealers all the more because of the risk of potential for loss they are taking (by Atari Corp itself!). One of the first things I would like Atari to do is hire a large customer support/tech staff and re-write that awful dealer agreement.

* The Falcon is an AWESOME machine, but I would like to tell you all a little story (and remember my last article):

In walked a couple looking to spend quite a chunk of money on a new system. They looked at the 386 system and then were shown the new Atari Falcon. The Falcon was shown very expertly to these folks. It's graphics, and built-in windowing features were displayed to perfection. Atari Works (which is the first piece of decent software out of Atari in years) drew their attention. The sale was all but made (I overheard the wife saying "I

WANT it!") UNTIL then husband asked the fatal question: "Can it run EXCEL?". After it was admitted the machine could not (at least not without an expensive emulator) they lost interest in the machine.

Why bring this up? Because it supports my argument that Atari MUST get the BIG TIME software houses supporting their platform AT ALL COSTS! Many users could care less if the machine preforms better than the box over there if the machine cannot run that nifty program that the box can (the old Beta/VHS story). Atari is rapidly painting itself into the BETA corner and can only get out my MASSIVE MASSIVE customer support and a re-tailoring of it's machines. Atari needs a customer support service that is second to none and a very liberal dealer agreement (they should go so far as to GIVE a demo unit to EVERY dealer). They NEED to get a contract with WAL-MART or K-Mart and most of all, they need to stop living in surreal world of their own design.

Contact points:

Robert Dytmire
633 Pony Farm Road.
Jacksonville, NC 28540
(919)-347-2202

G. Allan Mangam
50 Prince Drive
Maumelle, AR 72120

Note: I could use some more regional contact points (Duh!). If you are interested then contact me pronto!

Note: Dropix ST will be out within 30 days!!

Final note: This article may be published freely (PLEASE!) as long as it appears in it's entirety and the contents are not edited.

1857. Uuedecode...Problems...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 06:53:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739147104.AA02237@tdkt.kksys.com>
Source record: 106622

Quoting from BILL MARCUM to ALL

>
> Are the files in Ascii or Atascii? I think YAU needs Atascii.
>
>

The files are in ASCII. I ftp them to my Internet site, UUEncode
them, and then transfer them to my eight-bit. I thought YAU and
UUDecode.BAS were supposed to understand ASCII though.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "On a clear disk you can seek forever" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1858. Uuedecode...Problems...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 06:56:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739147104.AA02238@tdkt.kksys.com>
Source record: 106623

Quoting from JOSEPH SABATINO to ALL

> I get the "no begin" error when I forget to download the file
> with the ASCII->ATTASCII translation off...try running the file
> thru a carriage return translator like CR.COM or something.

OK, I'll try this. Hope it works!

*

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "hELP! mY cAPSLOCK kEY hAS fALLEN aND iT cAN'T gET uP!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1859. Odds & Ends

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 19:17:55 UTC
From: un037302@wvnvms.wvnet.edu
Message-ID: <1993Jun3.151755.6418@wvnvms.wvnet.edu>
Source record: 106614

Does anyone have/has anyone used the windowing tool "screens" I know
it came out about 4 or 5 years ago.

What's the latest word on Quick. Is their an english version out? Is
there a stateside vendor yet?

Has anyone used Dataque's GOE system? Is it cart based or not. For that
matter, does it stack up well against PPP's SAM. (I have Diamond Gos 2.0
and it has something to be desired. Goe demo at the FTP site looked
promising, but i guess never saw the light of day)

Finally, can anyone recommend a good source of material concerning
arcade/adventure programming on the 8bit? I think I might do a summer
project.

Thanx in advance,
Mephistopheles
"you pay for love
but the hate comes free"
gorden sumner

1860. Re: Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 20:17:30 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun3.201730.20839@cs.tulane.edu>
Source record: 106615

An interesting thing, I just went under the computer desk here to see just what kind of supply the IndusGT had... When I peeled back the Indus lable to see what the specs were guess what I found... Yeah, an Atari power supply... the same one I got with my MIO in a box labled "For 5200 only"..

9.3v dc 1.95a part no. c018187

neg -----------< *------------pos
what that means is, neg to the outside pos to the center

Mike
Atari Archive Project
Louisiana

1861. Color monitor (commodore 1702) for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 20:45:49 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <0096D7B7.00773DC0@BORN.PHYS.VIRGINIA.EDU>
Source record: 106616

I have for sale a Commodore 1702 color monitor, in mint condition.
Please make offer to e-mail address COHEN@BORN.PHYS.VIRGINIA.EDU
or call (804) 293-8973 evenings (prefer e-mail).
Thanks!

1862. Re: clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 22:19:18 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ViaL5B3w165w@cyberden.sf.ca.us>
Source record: 106617

potter@sunny0.DAB.GE.COM (Jeff Potter) writes:

[stuff in favor about viewing GIFs on the 'ol 8bits]

Hey Jeff.... ever going to make a GIF -> @olrView or vi@e-versa
@onverter?

I'd LOVE it! I mean, one pass would be WAY better than 3, even WITH a
RAMdisk! ;)

And to be able to make @.V.'s into GIFs would be QUITE ni@e, as well! :)

And what ever happened to GIFN@ODE? I want some APA@ supported!

;)
;)

I hate to bug ya about this ... :) It's just, I've tried a little (well,
looked over some sour@e and a "bitmapped graphi@s" book, and found that I
ARE 2 DUMB 2 NO HOW 2 DO DIS! ... ;))

what lang. did you make APA@View in?

are you ever going to put up some PD sour@e / routines for viewing APA@ /
APA@-Il@ / @olorView ????? 8^9

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1863. Re: Atari 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 22:25:44 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <LTaL5B4w165w@cyberden.sf.ca.us>
Source record: 106618

derekd@hpcc01.corp.hp.com (Derek Dang) writes:

> Hello,
>
> I've been thinking about selling my 800XL for a long time now. But, have
> not gathered enough courage to do so until recently (it's a great computer
> for tinkering, but my wife is threatening to store it in the local dumps :{
> just kidding... It's cleaning house time). Here's what I have:
>
Ya got a MEEEAAAN wife! ;) j/k ... sheesh.... well, if you don't use
it, I guess it's a good enough ex@use... How mu@h into the Atari world
were you? Do you have any other @omputers?

I dont mean to be nosey, but from the "enough @ourage" bit, it seems you
mighta been @loser to a "never say die" 8bitter than a "hey, ill get an
ibm instead" type of person! ;)

jeez... im @yni@al, arent i?
well...sorry... im in a MISERABLE mood today ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1864. mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-03 22:28:56 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XyaL5B5w165w@cyberden.sf.ca.us>
Source record: 106619

alright... i even noti@ed it mentioned in the MyDOS te@hni@al manual, but ive never SEEN it or heard of anyone who HAS it...

WHAt out there @an undelete a deleted file on a MyDOS disk!?!?!

I even went as far as to try Atari DOS's "DiskFix" a few times, but of @OURSE it died :) (i was using 2.5 on my unenh. 1050)

anyways... if i were brighter, I might be able to use a se@tor editor, or make something that undeletes (hell, even SORTS dire@tories! wow!)

but alas , im a dolt ;)

btw- anyone got a good se@tor editor (pd/ otherwise? dire@t me! :))

also, the te@h dox didnt help me find where MyDOS stores the "@urrent dire@tory" (ya know, the string it displays at the top of the MyDOS menu...!?)

HELP! ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1865. PBI vs. ECI ports...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 02:09:27 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1umasn$e4n@usenet.INS.CWRU.Edu>
Source record: 106620

I have been rummaging through my 8bit hardware notebooks once more,
and have started to continue trivial work on a few projects. Mostly
providing a simple general PBI board that provides the standard signals
and some additional ones, somewhat like the vaporware 1090xl box.
I, however, have a 130xe. The ECI provides nearly everything else you need
in combination with the Cartridge port, but one thing makes me sceptical.
The ECI does not provide the PBI External-Enable [EXTNB] signal.
Is there a way to simulate this signal, or must you merely change protocols
from the PBI one? If I understand thins correctly, the PBI EXTNB tells the
PBI-Device that it is enabled [In combination with Device Select at $D1FF].
Even using a combination of the READ/write and address decoding of $D8xx-DFxx
still will not work. How would one wire up a signal to the external ROM's
Chip Select [CS] line w/o the EXTNB signal? (Or is it provided by ECI pin A) ?

Thanks,
BRiTiSH
ai792@po.cwru.edu

BTW: Does anyone know if the XE Adapters can still be purchased, if so
where at? (Although I think Im too stuborn to buy it, when I can nearly
build it myself.)

--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

1866. Help with PERCOM drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 05:19:28 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1umm10$s0m@usenet.INS.CWRU.Edu>
Source record: 106624

Can somone please tell me what the 4 dip switches on the back of the
Percom DD drives are for?

Steve

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1867. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 05:50:15 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hb6@abcd.houghton.mi.us>
Source record: 106625

Bill,

Perhaps the Black Box Enhancer is the only tool that properly lets you
do "Norton Utilities" type work on MyDOS type disks, especially anything
beyond 180K. I found that DISKWIZARD and similar utilities choke on
MyDOS, because the file links don't exist. Lemme see if I can remember
it right. Each sector has a byte that identifies which file that
sector belongs to. Useful for undeleting or rebuilding a file from
a bad disk. MyDOS doesn't seem to use it, and it causes problems with
your standard 180K type disk editing utilities. Luckily, I'm a Sparta
kinda guy, and DISKRX and CLEANUP work well. :)

Jeff

-- Via DLG Pro v0.995

1868. Macro for C.Richter.....

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 12:00:21 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jun4.120021.4227@aber.ac.uk>
Source record: 106555

For Carlos Richter:

Make the IMO drawn on Barclays Bank.

Dean Garraghty.

1869. Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 14:26:19 UTC
From: pgoudas@gomer.bellcore.com
Message-ID: <1993Jun4.142619.26526@walter.bellcore.com>
Source record: 106633

Hi guys and gals,

I need to downgrade my Atari 8 bit system from a 130XE to an
800XL (my original machine). It seems that all my favorite games that I played
a while ago do not work with the XE. The XE works fine but doesn't run old games
like Bezerk ...

Any takers.

pgoudas@faline.bellcore.com

1870. Atari 800,130xe,850,Indus,Percom system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 17:09:23 UTC
From: smw@carson.u.washington.edu
Message-ID: <1unvk3INNe44@news.u.washington.edu>
Source record: 106627

have the following items for sale:

ATARI 800 $30.00
ATARI 130XE w/basicXE $60
PERCOMM DUAL DSDD 5.25 Drive $50
INDUS-GT $45
ATARI 850 Interface $35
ATARI 810 w/special copying chip (Archiver, I think) $25

OR everything here for $200.00

In all cases, you pay shipping. I will deliver in Seattle, WA area.

ALL REPLIES/OFFERS to mweath@atl.com ONLY!!!!!!!

1871. FOR SALE: 8bit Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 18:03:08 UTC
From: rmccall@spey.mcs.dundee.ac.uk
Message-ID: <1uo2os$9eo@dux.dundee.ac.uk>
Source record: 106628

I have various bits of 8-bit hardware as followins:
800XL, 1050 Drive and 850 interface.

Software: Programming Languages - Turbo Basic & Ace C
also Atari Assem Editor
also 20 cassette games and around 50 disks + 1 cart (Rescue on Frac).
Various utilities incl DigiDrum .
Applications incl: Mini Offce II (2 copies) plus TextPro.
Visicalc (with docs)

Books: Mapping in The Atari, Mapping on The Atari (rev), Computes Book of Atari, Your Atari Computer.

MANY MORE ITEMS MAIL FOR MORE INFO!

I can't remember off hand exactly what I've got but if you email me on CIS at address 100115.1765@Compuserve.com. When I go home I will mail you a list.

Sell in UK only, please reply via CIS.

Rod McCall

1872. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 19:29:37 UTC
From: jbmorris@bronze.ucs.indiana.edu
Message-ID: <C843HD.3Kv@usenet.ucs.indiana.edu>
Source record: 106629

This probably won't be of too much help, and you may have already thought of this kinda stuff anyway, but I can tell you how I did this on Atari DOS 3.0 before.
On there, the first three blocks are used to tell where all the files are. Also, when you copy a complete disk using the copy utility and only one drive, it will read and write those three blocks first separate from the rest.
So, I made a disk with a file that was 127 blocks long, and then copied its first three blocks onto the disk I had accidentally deleted stuff from. This allowed me to access all of the info on the disk, including some interesting stuff that I had deleted long ago!
There's probably an easier way to do it than that, though. Just giving my experiences.
- Jeff

1873. B & C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 23:25:13 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9306042308.AA15447@theclub.UUCP>
Source record: 106631

I called these folks and picked up a copy of Deep Blue Secrets, and got their catalog.

Wow! Hey, if you're an 8-bit fan check out their ad in Atari Classics and get something so you can get their catalog. It's cool.

It's was fun going through and seeing everything from the old days. Now I need to check out the other places.

Terry Conklin conklin@theclub.mi.org

1874. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-04 23:53:03 UTC
From: deand@anl433.uucp
Message-ID: <C84FoF.HCy@kla.com>
Source record: 106632

savagem@Software.Mitel.COM (Martin Savage) writes:
> Did someone mentioned the Creative Computing 8-bit Atari columnists? I
> became hooked on computers because of them and learned how great lessons
> from their articles. They were among the first who described accurately and
> very enthusiastically the mystical and powerful features lurking into an
> Atari computer.
>
> The names: David Small, Sandy Small and George Blank.

Wow, Dave and Sandy Small. If anyone knows how to get in touch with them,
let me know. I haven't talked to them in years.

Dean
--
|\ +---
_|_|_ | Dean Dierschow Reply to: work (408) 456-6528
|_|_|_> | 3634 Congress Ct. dean@xocolatl.com home (510) 226-8219
| | | Fremont, CA 94538 data (510) 226-6108
|/ | "You must have really hated that moose." -- Arthur

1875. need spartados

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-05 09:03:38 UTC
From: ad717@yfn.ysu.edu
Message-ID: <1upnha$325@news.ysu.edu>
Source record: 106634

Want Spartados if you have it or know where I can get it
Email me at ecunning@heartland.bradley.edu

Thanks in advance
--
EDWARD CUNNINGHAM EMAIL
ecunning@heartland.bradley.edu

1876. New support for the Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-05 10:25:20 UTC
From: djg0@aber.ac.uk
Message-ID: <1993Jun5.102520.14052@aber.ac.uk>
Source record: 106556

In just 3 days time I will be heading off home from University for the very last time. After 3 long years, it's all over! So, what happens now? Well, as fellow Atari 8-bit users, the answer will (hopefully!) please you! After a lot of thought, and planning, I have decided to support the Atari full time, by setting up and running a company supporting the Atari! Here are some questions and answers about the operation:

What will the name of this company be?

At the moment, the name will probably be D.G.S., but this may change after discussions with the legal people.

What will the company sell?

The company will support the Atari 8-bit only with the following products and services: a large P.D. library with REALISTIC prices, an on-disk newsletter (just a continuation of the News-Disk), the Digi-Studio system, most PPP products (for the UK only): (QUICK, SAM, QUICK Ed, Rubber Ball, Glaggs It, Minesweeper), new&used hardware and software, a software exchange scheme for you to cash in your old commercial software in exchange for P.D. disks, and lots of free help and support!!

Where will the company be based?

D.G.S will be based in a spare room at my house in Doncaster, England.

Who will be able to buy all this stuff?

ANYONE! Even if you don't live in the UK, it doens't matter. I already ship to the U.S. now. We will continue to be able to accept payment in US$ in cash, or UK pounds sterling in cash. And, who knows, one day we may even be able to take credit cards!

Who will work for this company?

ME, and only me! In order to keep costs down, I will be the only employee. By cutting costs to the bone, I can continue supplying quality software to the Atari 8-bit community at REALISTIC prices. I am fed up of companies charging utterly stupid amounts for items just for the sake of their own bank balances. D.G.S does not aim to become rich! Indeed, I have worked out that even if I do well, I will only scrape enough to just about live, if I give up some luxuries, such as food!

So, what do you want from me??

Orders! Lots of support! The only way I can go on is by selling enough stuff to keep the operation ticking along. Tell you Atari friends about this new operation, post details to your favourite BBS!! Shout it from the roof-tops!!

What do you mean exactly by "realistic" prices?

By this I mean prices which I believe things are actually worth, not what somebody in a big office has to charge to pay all his staff, office rent, holidays abroad, etc.! For example, P.D. disks will cost as little as $2.50 each, and 95% of our disks are double sided, so you get loads of stuff for your money. Also, I don't include junk in the library. If I don't like it, it doesn't go in! We currently have 166 disks in the library.

So, where abouts are you again??

D.G.S. can be contacted at:

D.G.S.
62 Thomson Ave
Balby
Doncaster
DN4 0NU
ENGLAND

Phone: (0302) 855026 (from within the UK)
+44-302-855-026 (from outside the UK)
(09:00 - 19:00 BST/GMT only please!!)

Fax: Come on, I said I was keeping costs to a minimum!!

Email: djg0@aber.ac.uk

When does all this start to happen?

I am approaching the bank and all the relevant authorities on June 9-10th. That means I should be up and rearing to go on about June 15th.

Do you have a catalogue?

Yes, we do! It is currently available on disk, but I am having it printed in booklet style soon. These will cost $5 to send to the U.S. If you want one, then send $5 in cash to the address above, and you'll be one of the first to get one when they come back from the printers!

Any questions??

If you have any questions relating to all this, then please email me at djg0@aber.ac.uk.

Thanks for reading all this. I hope to be trading with you very soon!!

Dean Garraghty. djg0@aber.ac.uk.

1877. buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-05 15:47:47 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C85nvn.5BI@mentor.cc.purdue.edu>
Source record: 106635

I read the article that Paul Hruby posted about people wanting to buy out Atari. I personally think that if it could be done, it might breath a little bit of fresh air into the ol' 8-bits. Some how convice them to open a small deparment (say 6-10 people) to do some research, answer peoples questions, and repair the hardware that people send in.

Then again this would be hard, to buy out Atari, because people are having problems forking out $9 for three disks. I don't think that it is too hard to support the people trying to keep our machines going. It just benefits everyone. They are not asking outragous prices, just enought to keep them motivated and sometimes just o cover he expenses that they incoure (sp). Ben, with my next paycheck i'm going to send you money for a subscription. And i applaude your efforts.

I know that most of us are college students with little money. If nothing else try saving a little and help support these people. Else in a few years we will regret it.

Just my two cents...

Mike

1878. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-05 17:28:04 UTC
From: phruby@ucrengr
Message-ID: <32277@galaxy.ucr.edu>
Source record: 106636

That is strange. My 130XE has no problem with playing Bezerk. Of course the version I have is the one translated from the 5200. (remember the talking Bezerk version). I don't think it is the OS. They are the same. Maybe the cart slot needs to be cleaned or the disk drive needs it. I have not seen anything that won't run on 130XE that will on an 800XL. Strange...

Paul
phruby@ucrengr.ucr.edu

1879. Okimate 10

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-05 19:11:28 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <T6qo5B2w165w@cybernet.cse.fau.edu>
Source record: 106637

I have an Okimate 10 and I'm trying to get it
to print linefeeds so I can do overstrikes as the Okidata ribbons are
kind of cheesy. I tried the usual ascii codes to no avail. I don't
have a manual but I was able to invoke the graphics set by accident.
If anyone out there has experience with either the 10 or the 20 (the
three color composite version of this printer) please post or email
me.

Jerolim Supe'
jsupe@cybernet.cse.fau.edu
CSE Major
Florida Atlantic University
Boca Raton, Fl

1880. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 00:19:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <82785@cup.portal.com>
Source record: 106638

In a recent article here (whose header Portal does not allow me to include here!), Jeff McWilliams writes:

> I found that DISKWIZARD and similar utilities choke on
>MyDOS, because the file links don't exist. Lemme see if I can remember
>it right. Each sector has a byte that identifies which file that
>sector belongs to. Useful for undeleting or rebuilding a file from
>a bad disk. MyDOS doesn't seem to use it, and it causes problems with
>your standard 180K type disk editing utilities. Luckily, I'm a Sparta
>kinda guy, and DISKRX and CLEANUP work well. :)

Aha! Talk about yer "timely posts." :-) I encountered a disk like this -- or close to it, anyway -- just last week, and wondered what the hell had written it! On the disk in question, the inter-sector "file links" were present, but the "file number" field was always zero, rather than representing a file's position in its directory as in AtariDOS 2.0. (This makes sense when you start trying to figure out whether a given file is "file #2" in the "main" directory, or in subdirectory "A," or in subdiretory "B," or what. You'd have to change the format of the file-number field to something that could represent this distinction, if you anted to continue using it, in MyDOS. From a programming standpoint, it's easier just to IGNORE that field and trust to God and DOS to never mis-allocate or mis-link a sector.)

Anyway, I found that SpartaDOS X liked this MyDOS disk-sans-file-numbers just fine, but that when I used one of the aforementioned DISKWIZARD-sector editors to rebuild the AtariDOS-style file-number fields I thought OUGHT to be there, SDX choked! On the other hand, it handles AtariDOS disks-with-file-numbers just fine. SOMEHOW, SDX seems to "know" whether it is looking at a MyDOS or AtariDOS disk. Anybody know whether this is actually the case, and if so, HOW SDX manages the trick? Enquiring minds, etc....

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1881. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 00:28:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yu6o5B3w165w@cyberden.sf.ca.us>
Source record: 106640

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

>
> Oh, and regarding speeding up the Antic. Haven't you been listening?!!
> (sigh)
>

Jeez Jeff! I said "it was probably mentioned, but I missed or ignored
it" or something like that when I ASKED about speeding up the
@opro@essors! :)

dont mind me im depressed :(

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

1882. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 00:36:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <82786@cup.portal.com>
Source record: 106639

In an article whose header Portal does not include for me here, Mike somebody (no .signature, and I can't get the header in here) writes:

>Ben, with my next paycheck i'm going to send you money for a subscription.
>And i applaude your efforts.
>
>I know that most of us are college students with little money. If nothing els
e
>try saving a little and help support these people. Else in a few years we wil
l
>regret it.

Maybe some enterprising Atari-loving person reading this could offer loans, in the amount of the cost of an Atari Classics subscription, in effect allowing the economically disadvantaged to support the cause on the "installment plan." Aren't most of you already paying for college the same way? Heck, maybe Ben could set something up directly, heheh... C'mon, Ben, what's one MORE huge responsibility? :-)

I'd offer loans myself but I'm greedy and would charge such outrageous interest rates that I'd never do any business... :-)

Chris "30%, compounded half-hourly" Chiesa
Chris_F_Chiesa@cup.portal.com

1883. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 03:00:07 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1urmjn$4s7@usenet.INS.CWRU.Edu>
Source record: 106641

In a previous article, Chris_F_Chiesa@cup.portal.com () says:

>Anyway, I found that SpartaDOS X liked this MyDOS disk-sans-file-numbers
>just fine, but that when I used one of the aforementioned DISKWIZARD-
>sector editors to rebuild the AtariDOS-style file-number fields I thought
>OUGHT to be there, SDX choked! On the other hand, it handles AtariDOS
>disks-with-file-numbers just fine. SOMEHOW, SDX seems to "know" whether
>it is looking at a MyDOS or AtariDOS disk. Anybody know whether this
>is actually the case, and if so, HOW SDX manages the trick? Enquiring
>minds, etc....
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com
>
[Enter Humor Mode]

Well, maybe Tom Harker and Co. figured they'd finally have the last
laugh and "get Bob fer good". (grin)

Actually, you make a good point about the MyDOS removing it because
subdirectories were being supported. hadn't thought of that.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

1884. Re: YESS! I <AN <OMPRESS!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 03:02:16 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1urmno$523@usenet.INS.CWRU.Edu>
Source record: 106642

In a previous article, phbill@cyberden.sf.ca.us () says:

>
>Jeez Jeff! I said "it was probably mentioned, but I missed or ignored
>it" or something like that when I ASKED about speeding up the
>@opro@essors! :)
>
>
Bill,

[Thwack] Well, lishen up shunny, pay more attenshun. :)

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

1885. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 05:02:03 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1urtoc$csu@usenet.INS.CWRU.Edu>
Source record: 106643

>In a previous article, Chris_F_Chiesa@cup.portal.com () says:
>
>>Anyway, I found that SpartaDOS X liked this MyDOS disk-sans-file-numbers
>>just fine, but that when I used one of the aforementioned DISKWIZARD-
>>sector editors to rebuild the AtariDOS-style file-number fields I thought
>>OUGHT to be there, SDX choked! On the other hand, it handles AtariDOS
>>disks-with-file-numbers just fine. SOMEHOW, SDX seems to "know" whether
>>it is looking at a MyDOS or AtariDOS disk. Anybody know whether this
>>is actually the case, and if so, HOW SDX manages the trick? Enquiring
>>minds, etc....

Sparta-Dos 2.x+ and SDX knows wether or not its a MyDos or AtariDOS disk
based off of the boot_sectors. [Sectors 1-3 contain the code to boot the disk
as well as various other information] I'm sure that Mydos, much like Sparta
has a data area [first 48 bytes] or at least a byte_flag specifying which
version of MyDos its running.

Quite trivial once you know some tech info about the various doses.

-BRiT
ai792@po.cwru.edu
--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

1886. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 05:21:20 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1urusg$rk8@charm.magnus.acs.ohio-state.edu>
Source record: 106644

In article <14749@savagem> savagem@Software.Mitel.COM (Martin Savage) writes:
>
>Did someone mentioned the Creative Computing 8-bit Atari columnists?
[...]
>There was another guy also in this team, John Anderson, who has been
>my mentor for years. In his columns, he was constantly believing in
>the superiority of the Atari computer over others in his class, even
>when times were difficult for Atari Corp. This guy learned me to
>recognize what makes a good computer. According to Michael Swaine,
>sadly, he died in the Chicago earthquake back in 1989.

What Chicago earthquake? It was San Francisco.

Sorry, but I just had to clear that up.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

1887. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 08:17:19 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jun6.031719.18104@miavx1.acs.muohio.edu>
Source record: 106647

In article <C84FoF.HCy@kla.com>, deand@anl433.uucp (Dean Dierschow) writes:
> savagem@Software.Mitel.COM (Martin Savage) writes:
>> Did someone mentioned the Creative Computing 8-bit Atari columnists? I
>> became hooked on computers because of them and learned how great lessons
>> from their articles. They were among the first who described accurately and
>> very enthusiastically the mystical and powerful features lurking into an
>> Atari computer.
>>
>> The names: David Small, Sandy Small and George Blank.
>
> Wow, Dave and Sandy Small. If anyone knows how to get in touch with them,
> let me know. I haven't talked to them in years.
>

Well, they've been realy big in the Mac emulation market on the STs. (But
they had an accident with one of their kids last summer, and haven't had
time for much of anything, or so I've heard.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 6-JUN-1993

1888. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 08:45:17 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jun6.034517.18106@miavx1.acs.muohio.edu>
Source record: 106648

In article <C7snx6.FEA@usenet.ucs.indiana.edu>, jbmorris@bronze.ucs.indiana.edu (Jeff Morris) writes:
> Well, I have gotten someone to loan me his XM301 Atari modem and XE-Term
> software. I am using an Atari 800XL 64K with 1050 standard disk drive. The
> program was DOS 2.5, but I converted it to DOS 3.0. Neither way quite works,
> though. I am connecting to the Unix system fine, but file transfer isn't
> working.
> I CAN do cat> and then do 'U' on XE-Term to upload text, and then it will
> just spit it to stdin. But send and receive XModem aren't working. I'd like
> to be able to download some of the files at the archive.
> I'm using rx filename and sx filename, or sx -b filename on the files from
> the archive. I can't seem to figure out any other switches that seem
> appropriate for the command.
>
> Anyone happen to know what I'm doing wrong?

Make sure you are connecting to your Unix system at 8 bits. (I forget how to set that up in XE-Term, but I don't think it's a menu option. Check the manual.) This is the usually the biggest problem with uploading. Once you get this working, download a better term program (like Bobterm.)

> In a related question, is it possible to directly connect one of the Atari
> ports to my serial or parallel on IBM and transfer that way? I do NOT have
> an 850 interface, just this XM301 modem.

Well, here's something I just tried last night, and it worked:

1. Connect the modems to the phone lines in you house. Don't connect the Atari modem to the phone jack on the IBM modem because the IBM modem usually disconnects that jack from the phone line.

2. Make sure each computer is talking at the same speed. (300 baud if you're using a SX212)

3. Type ATO or ATD (I forget which one now.) on the IBM and set XE-term or whatever term program you're using up for auto-answer. (or dial with the Atari and hit ATA with the IBM)

4. You should get connect on both systems, and then can transfer at will. Just keep in mind that your phone line is in use, and you will be tying up the phone for as long as you are online.

I just tried this two nights ago to transfer a file from my Mac to my 8bit, and it worked just fine.

Just work with it and you should be able to get it to work.

Later.......

```
------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{{=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
------=======}}}}}}}}(((((()))))))){{{{{{{{{=======----- 6-JUN-1993
```

1889. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 08:52:45 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jun6.035245.18107@miavx1.acs.muohio.edu>
Source record: 106646

In article <XyaL5B5w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
> also, the te@h dox didnt help me find where MyDOS stores the "@urrent
> dire@tory" (ya know, the string it displays at the top of the MyDOS
> menu...!?)

I'd like to know this too. Does anyone know how to get the current
directory from MyDos?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((((((((}}}}}}}}=======----- 6-JUN-1993

1890. Misc ramblings!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 09:01:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jun6.040128.18109@miavx1.acs.muohio.edu>
Source record: 106645

Well, since I have to call long distance now thatI'm home, I can't log on as often, so here I'll go and post everything I've been thinking about in the past couple of weeks.

1. I've just got done playing with Daisy Dot II, the one from the archive, and I'm going to send in the shareware fee to get DDIII. Is it ten dollars as stated in the DDII docs or is it more, and does anyone have the most current address to send to? And also, does it support pictures any better than DDII?

2. I had a flash after using DDII. If I could use Atari Writer+ and produce my own printer driver for it, could I set up the different fonts to insert the \fROMAN\ whenever I wanted to change to the Roman font? (for instance)

3. I finally got a hold of an XF551 drive. I took it apart, and I was suprised at what little was inside!! The circuit board consisted of approximately four chips: an Intel 8050 (with the Atari name slapped on it), a WD1772 drive controller chip, a couple of 74LS chips, and a ROM chip. I'm surprised that nobody has come up with a clone of this to make it cheap to hook up 3.5" drives.

Well, gotta go, the system here is going down for back up.

Later.......

```
-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 6-JUN-1993
```

1891. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 11:25:33 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1usk7d$f4f@samba.oit.unc.edu>
Source record: 106649

In article <82785@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>written it! On the disk in question, the inter-sector "file links" were
>present, but the "file number" field was always zero, rather than repre-
>senting a file's position in its directory as in AtariDOS 2.0. (This

The reason the file number is "always zero" is that these bits are used to link sectors on disks with up to 65535 sectors (or any disk with 1024 or more sectors, including enhanced denisty disks). One of the flag bits in the directory tells DOS which type of link a file has. I've found that the "Dis-kassembler" sector editor works well with Mydos, even on a hard disk.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1892. Re: Okimate 10

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 11:35:55 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1uskqr$fhh@samba.oit.unc.edu>
Source record: 106650

Did you get the Atari graphic characters on your Okimate 10? I had one, and the documentation told how to get the international charactes or bit-mapped graphics. I gave away my Okimate and the documentation, but: The Okimate 10 CAN print color graphics, if you can get color ribbons and software that supports it.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1893. Atari 8-bit Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 13:52:24 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ussqo$7od@usenet.INS.CWRU.Edu>
Source record: 106651

THIS IS A POST FOR A FRIEND THAT DOES NOT HAVE USENET ACCESS. PLEASE DO NOT REPLY TO IT, AS IT IS NOT MY STUFF. PLEASE SEND MAIL TO BryEdewaard@Delphi.Com. Thanks!

8-BIT SOFTWARE

WARGAMES PACK: Carrier Force, Panzer Grenadier, Battle Cruiser, Midway Campaign, Gulf Strike, Batallion Commander, Wargame Construction Set

.....ALL SEVEN FOR $10

ST SOFTWARE

Starbase (Tracker), King's Quest, Hardball, TV Sports Football, RBI II Baseball, Sundog, Hippo Backgammon, Speedball, Wayne Gretzky Hocket, Revolver

....ALL TEN FOR $20

First Word Plus (with manual)... $10

Software must be sold as a packaged set please.

Discovery Cartridge with ROM Option... $50

Prices do not include shipping.

PLEASE DO NOT SEND ME EMAIL ABOUT THIS STUFF. PLEASE REPLY TO BryEdewaard@Delphi.Com

Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

1894. ATARI 8-BIT STUFF FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 13:53:04 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1usss0$7rc@usenet.INS.CWRU.Edu>
Source record: 106652

```
##################################################################################
Hardware
##################################################################################

Atari 800XL (64K, works great, incl. power supply - 2 available)..ea 30
Atari CX85 Numeric Keypad.....................................................5
C.Itoh Prowriter Jr. 9-pin dot-matrix printer.....................40
Panasonic KX-P1124 24-pin dot-matrix printer.....................150

##################################################################################
Programs & Games (All on Disk except where noted)
##################################################################################

Atari's Timewise (disk, manual, box)..............................10
Caverns of Mars (disk, manual, box)...............................10
Ballblazer (disk, box, manual)....................................10
Tigers in the Snow (disk, box, manuals)...........................10
Silent Service.....................................................5
Touchdown Football.................................................5
Text Wizard (Datasoft).............................................5
Jewels of Darkness (with docs).....................................5
Silicon Dreams (with docs).........................................5
SSI Tigers in the Snow (in box w/all docs).........................5
Zork I ............................................................5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs).........................................5
OSS's Action! Runtime Library.....................................10
Hardball...........................................................5
Print Power (Commodore/Atari) (w/all docs).........................5
Award Ware (Commodore/Atari) (w/all docs).........................5
Spell Checker!.....................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)..................5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....3
Zaxxon (cassette -- in box w/docs).................................3

Book Package... Atari Basic Reference Manual, Inside Atari Basic,
Atari Games and Recreations, Atari Basic: A Self-Teaching Guide,
Your Atari Computer ...all for 20

##################################################################################

Prices do not include shipping.

If you're interested in any of these items, please send me Email. If
you don't like the price, make me an offer! I'm tired of this stuff
taking up space in my closet.
```

Thanks!
--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

1895. tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 19:13:23 UTC
From: John Trivelli <jt2n+@andrew.cmu.edu>
Message-ID: <kg4Y7He00WB=84RVct@andrew.cmu.edu>
Source record: 106653

```
i recently found an old tape of mine with some
programs i wrote for my 800 a LONG time ago.
i'd really like to see what's on this tape,
but i cant get any of it to load. does anyone
out there know of any way to load damaged or
'faded' data from tapes?

thanx in advance...

JT

jt2n@andrew.cmu.edu
```

1896. Atari.archive.umich.edu faq of sorts

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-06 22:26:14 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1utqu6$ifl@terminator.rs.itd.umich.edu>
Source record: 106654
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

[I thought I'd post this now, before I leave for vacation. Get your questions
in within the week, cuz after that: look out Eurpoe, here I come....]

The atari.archive.umich.edu "Just the 'faqs' faq" - an Umich Atari Posse Product

Recent changes are marked with a *

This faq has been revamped to provide just the "faqs", less talk
and more rock. Ready?

1. How the hell do I get to atari.archive?

By order of preference:
1. AFS (if you don't know what it is, you don't have it, forget I
mentioned it).

2. Gopher (Other gophers/North America/USA/Michigan/Merit/Software
* Archives or Popular Gopher Servers/Software Archives at Michigan).

3. FTP - Be sure to check for mirrors that are closer to home. For
instance src.doc.ic.ac.uk (/computing/systems/atari/umich) and
wuarchive.wustl.edu (/mirrors/archive.umich.edu/atari).
* wustl ran out of disk space and hasn't been keeping all of
us there. Please avoid it until they fix their problem.

4. Mail - Send mail to atari@atari.archive.umich.edu with a body
of help for the help file. Questions about BART to
brode@atari.archive.umich.edu

2. Uploads?

You bet we want 'em. Via afs, cp into /afs/umich.edu/group/itd/archive
/atari/New. Via ftp, ftp into atari/New (will not work at mirrors).
Via gopher, impossible, see mail. By mail, uuencoded chunks to
weiner@atari.archive.umich.edu.

3. Sacrifices in our honour?

You bet. Small children and farm animals only please.

4. Why the hell do things take so long to get from New to the
archive?

* Come on, things haven't been that bad lately, have they?

5. I'm completely confused by this post, who can clarify it for me?

I'll do my best, weiner@atari.archive.umich.edu. If that don't work,
weiner@terminator.rs.itd.umich.edu. If that don't work,
weiner@stat.umn.edu. If that don't work, weiner@beryl.labmed.umn.edu.
If that don't work, Jeff Weiner 414 Erie St SE #14, Mnpls, MN 55414.

* Although note that I will be on vacation from June 14 to July 5.
Look out Europe, here I come!
Good night,
--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
"It's not the way you look - it's you culo...." - 24-7 Spyz, Culo Posse

1897. Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 02:18:08 UTC
From: mwandel@bnr.ca
Message-ID: <1993Jun7.021808.14503@bnr.ca>
Source record: 106456
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

This weekend I acquired an Atari 2600 VCS with 39 game cartridges at a garage sale for $5. I'd never really played with one before. Well, it is obvious that the machie is very primitive, yet some games achieve amazing effects like scrolling large parts of the screen horizontally and vertically or moving lots of high-resolution graphic objects around. I'd like to know what is in there. What I know: Crippled 6502 (6507), very little RAM (not enough for a video refresh memory), no interrupts, some sort of sprite facility (player-missile graphics?) I would like to know more. Discussions of this machine's guts have happened in the past and I didn't save any of the articles, would someone care to educate me?

Markus Wandel
markus@pinetree.org <-- I cannot receive e-mail at 'mwandel@bnr.ca' which is where this is posted from. Mail will not bounce, it will just disappear.

1898. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 02:18:47 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <C88BrC.4xx@mentor.cc.purdue.edu>
Source record: 106455

>Maybe some enterprising Atari-loving person reading this could offer loans,
>in the amount of the cost of an Atari Classics subscription, in effect al-
>lowing the economically disadvantaged to support the cause on the "install-
>ment plan." Aren't most of you already paying for college the same way?
>Heck, maybe Ben could set something up directly, heheh... C'mon, Ben, what's
>one MORE huge responsibility? :-)

>I'd offer loans myself but I'm greedy and would charge such outrageous
>interest rates that I'd never do any business... :-)

>Chris "30%, compounded half-hourly" Chiesa
> Chris_F_Chiesa@cup.portal.com

So you are trying to say that you couldn't save up $25 over a month or two to
get a subscription??? Or better yet, $9 for a subscription to the disk????
You are too funny....

Mike

1899. PR Connection & SX212 FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 03:23:49 UTC
From: mam65@cas.org
Message-ID: <1993Jun7.032349.28477@cas.org>
Source record: 106457

I'm posting this message for a friend who does not have internet access.
Please respond to me if you are interested.

For Sale:

P.R. Connection with disk and manual - $45

SX212 Modem - $35

Shipping included within the US.

I'm not sure if these are reasonable prices or not - so make an offer if
these prices are too high.

Marco Moreno
mam65@cas.org
(614)899-0504
--

Marco Moreno
mam65@cas.org

1900. Re: Classics Disks

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 04:04:19 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun7.040419.26523@apgea.army.mil>
Source record: 106458

In article <Jeff_Mcwilliams.0h5e@abcd.houghton.mi.us> Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
>Steve,
>
>I'd say your honest attitude is the exception rather than the rule.
>I've seen several different instances where people were obviously looking
>for freebies: documentation, disks full of stuff, whatever, and when you
>even mention shipping and handling they get turned off. On the other hand,
>there are others who are terrific about registering shareware, sending
>S&H with documentation requests, etc. I'll also admit that I'm somewhere
>in between. All the commercial software I use is paid for, and almost all
>the shareware stuff I use is paid for. I even remember sending Bob Puff
>money for the use of ARC/UNARC, but I think I "OWE" him for Bobterm and
>Disk Communicator.
>
>I'm not going to defend Ben's actions. It's not my job. But I will say
>that he DOES deal with a lot of rabble, groups of people who expect
>everything for nothing. Sure, he's the Alchemist, but even the
>Alchemist can get frustrated. Keep in mind also that Ben is not just
>managing editor, he's also editing EVERYTHING that goes into the magazine,
>plus he's the distribution editor, plus he writes material, plus he has
>a full time job and a house to run. He has no life of his own, he either
>works on the magazine, or puts in 8 to 12 hours a day at work.
>
>Let's not over-react and get our feathers ruffled needlessly here.

Ok, I miss something, what did Ben do?

Anyways, I've been despratly wanting to send in my subscrption to AC and
for AC Disk. However, everything that could possibly gone wrong has.
I've gotten sick, muffler fell of my car, needed new pants..etc..
PLUS on the IBM front there is os/2 2.1 and might and magic 5!
AND KB Toys has been having a clearance sale on atari carts for 1.97 each!
(I've gotten 2 dozen or so for my 800xl and my 7800)

So I'm hoping to subscribe come mid July. Ben has given me alot of help
in the past few months. I wish to suport his effords..

>
>Jeff
>
>-- Via DLG Pro v0.995

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+

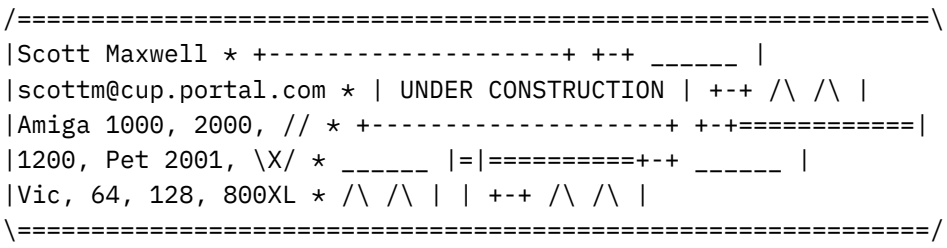
```
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I have seen the truth, and it is OS/2" -- me I
+---------------------------------------------------------------------+
```

1901. Re: Disk format

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 04:27:48 UTC
From: ScottM@cup.portal.com
Message-ID: <82866@cup.portal.com>
Source record: 106459

>This probally doesn't help a lot, but there is some excellent literature
>available for each disk operating system describing how the disk surface is
>setup and used.
>
What sort of literature? I'd like to get my hands on it.

>jim_johnson@abcd.houghton.mi.us
>from Calumet, Michigan, USA -the world's former copper mining capital,
>located on Lake Superior and home to America's newest National Park,
>** The Keweenaw National Historic Park **



1902. 5200 games on 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 04:46:28 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun7.044628.28156@apgea.army.mil>
Source record: 106460

ok, I have a few questions. I have an Atari 800xl with 1050 disk drive.
(it has nooo upgrades..yet)
Anyways, I've been hearing alot about running 5200 games on an Atari computer.
1. Is this legal? I know it wasn't but I heard resently that atari made
all their old atari programs public dominion. If it isn't, never mind. :)
2. Assuming that it is, where do I find them and how do I get them?
(I haven't figured out how to get programs to my Atari yet, but one day
I might get a modfem for the thing.)
3. ok, I'm looking specificallu\y for Bezerk, Vangaurd, and Jungle Hunt.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I have seen the truth, and it is OS/2" -- me I
+---+

1903. Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 12:01:12 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <1uvam8$lda@usenet.INS.CWRU.Edu>
Source record: 106461

This msg. was originally sent to M. Current, who said other people
(Jody Lenn) were the archivists. I'm posting here for general input
and also I can't find Jody Lenn's address in the Cleveland Freenet
Atari 8-bit group. Please note that I'm offering commented list
of files, not the files themselves.
Hi.

I am an avid collector of Atari 8-bit PD programs. I have

written a program I call DiskCat to catalog disks. It allows

a 65 byte description of each file on a disk. I have

cataloged about 860 files, over 8 megabytes of prgms. for

the Cleveland Atari Classics User Group. Now, I am thinking

of uploadng the catalogs, six categories, games,

communications, utilities, misc/finance, ams and

graphics/sound. I am not sure I should do this, since my

criteria for PD may not be quite so rigid as yours. Many of

the programs are from Analog and Antic magazines for

instance. The most questionable in the list are SmartDOS,

which I heard was put in PD, SpeedScript from Compute

magazine, High Res Dump from the PaperClip disk, all three

BASICs in file form. To the best of my knowledge, none of

the programs ever was or is now part of a commercial

software package, except those mentioned above. So, if you

are interested, I will upload the catalogs to umich.edu.

They six catalogs are arced data files for DiskCat, but

are simple ATASCII to send to your printer. Let me know.

1904. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 12:16:58 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <82884@cup.portal.com>
Source record: 106462

(In an article whose header Portal does not let me include here) Bill Marcum
(bmarcum@delphi.com) writes:

>In article <82785@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>written it! On the disk in question, the inter-sector "file links" were
>>present, but the "file number" field was always zero, rather than repre-
>>senting a file's position in its directory as in AtariDOS 2.0. (This
>
>The reason the file number is "always zero" is that these bits are used to
>link sectors on disks with up to 65535 sectors (or any disk with 1024 or more
>sectors, including enhanced denisty disks). One of the flag bits in the
>directory tells DOS which type of link a file has. I've found that the
>"Dis-kassembler" sector editor works well with Mydos, even on a hard disk.

Ah! Very interesting! I never thought of that, although I SHOULD have!

Where would one obtain this "Dis-kassembler?" It sounds like it has abilities
beyond those of mortal men^H^H^Hprograms and yet I've never heard of it before.

Chris
Chris_F_Chiesa@cup.portal.com

1905. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 12:40:57 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <82885@cup.portal.com>
Source record: 106463

Mike somebody (still no .sig) writes, in response to MY earlier comments:

>>Maybe some enterprising Atari-loving person reading this could offer loans,
>>in the amount of the cost of an Atari Classics subscription, in effect al-
>>lowing the economically disadvantaged to support the cause on the "install-
>>ment plan." Aren't most of you already paying for college the same way?
>>Heck, maybe Ben could set something up directly, heheh... C'mon, Ben, what's
>>one MORE huge responsibility? :-)
>
>>I'd offer loans myself but I'm greedy and would charge such outrageous
>>interest rates that I'd never do any business... :-)
>
>>Chris "30%, compounded half-hourly" Chiesa
>> Chris_F_Chiesa@cup.portal.com
>
>So you are trying to say that you couldn't save up $25 over a month or two to
>get a subscription??? Or better yet, $9 for a subscription to the disk????
>You are too funny....

Good Lord, NO. That wasn't what I was saying, or implying, at all. I have
no idea how you could possibly have come up with THAT interpretation of what
I said.

Someone (you?) mentioned that college students might have a hard time coming
up with $25 for an AC subscription. I recalled from MY college days that
a) it was nearly impossible to "save up" ANY amount of money at all,
b) $25 was an astronomical amount to spend on ANYTHING, and
c) if one ever DID come into $25 all at once there was always something MUCH
MORE IMPORTANT than an AC subscription to spend it on.
Therefore, it seems likely that if the $25 AC subscription rate could be
made LESS of an OBSTACLE for the college student (or other financially-strapped
but Atari-spirited party), AC subscriptions might shoot up to where "The
Cause" needs them to be.

And then I pondered how that $25 obstacle might be reduced. If, in my college
days, I had wanted to buy something that cost $25 (or more), and had to pay the
whole amount in a lump sum, I probably would not have done it. However, if
the seller had said to me, "pay me $1 a week for 25 (or whatever) weeks," I
probably WOULD have done it. It would be a lot easier to spare $1 a week over
a long period of time, than $25 all at once. It's a cash-flow thang. :-)

Putting these two thoughts/paragraphs together, then, I arrived at the
idea of "AC subscription financing plans," wherein some party buys the
poor college student his AC subscription "up front" or "on credit," then
collects payments over a period of time. There was a day when I myself
was so altruistic that I might have volunteered to perform such a function,

and not even charge any interest -- i.e. I'd collect exactly the $25 to cover the AC subscription, and no more, making no profit. Today, however, I am less altruistic and more profit-driven (it's funny how things change as you accumulate car, wife, house, etc.). I would NOT do it "for nothing," and probably also not "for just a little." I'd want to get a hefty percentage out of ANYTHING I undertook at this point in time -- not just AC subscription financing, but ANYTHING. So, while I can suggest the idea and throw it into the ring for discussion and possible action, I can ALSO see that I myself would

not be the best person for the job since in my attempt to make a hefty profit I

would make the plan too expensive, therefore unattractive, and thereby destroy its effectiveness.

Does it make more sense now?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1906. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 14:40:30 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jun7.144030.8881@cs.nott.ac.uk>
Source record: 106466

I was in the bath yesterday, relaxed and my mind drifting form subject to subject (you know how it is), when suddenly this idea of buying out Atari popped into my head along with the name Nolan Bushnell (did I spell that right?), I seem to remeber Nolan saying that one of his regrets was selling Atari, plus every time I hear of him (books, newspapers etc.) he seems to have a new scheme up his sleeve. So how about convincing him to come back and help buy Atari out? Maybe the original 'Mr Atari' could come back and get the whole thing back on the road again, give us 8-bitters loads of support etc, etc.

Oh well, maybe I'm just dreaming here, longing for the 'good old days' even though I'm too young to remember the 'good ol days' hehehehe :-)

It is a nice thought though!

Raphael Espino
rje@cs.nott.ac.uk
"Life is never simple, I learnt that with my first train set."
quote - Norman Clegg - Last of the Summer Wine

1907. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 14:50:38 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jun7.145038.9441@cs.nott.ac.uk>
Source record: 106464

In article <1993Jun4.142619.26526@walter.bellcore.com> pgoudas@gomer.bellcore.com (Paul Goudas) writes:
> Hi guys and gals,
>
> I need to downgrade my Atari 8 bit system from a 130XE to an
>800XL (my original machine). It seems that all my favorite games that I played
>a while ago do not work with the XE. The XE works fine but doesn't run old games
>like Bezerk ...

Hmmm, this reminds me of my 65XE, I have several games that play on my 800XL, but crash on my 65XE for apparently no reason at all. What's more these games work on my 130XE. All other software on my 65XE works fine, it is just a selection of games that crash. I have checked out the O.S. on each machine and they are all identical to each other. Maybe there is some obscure techincal fault at play here. One idea that strikes me is a loose chip somewhere. I'll have to take my 65XE and try pushing down on all the chips see if that helps. :-)

Anybody else have any ideas as to what could be going wrong here?

Raphael Espino
rje@cs.nott.ac.uk
"Life is never simple, I learnt that with my first train set."
quote - Norman Clegg - Last of the Summer Wine

1908. What is up with ZIP format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 16:17:55 UTC
From: ae390@Freenet.carleton.ca
Message-ID: <C89ELv.E38@freenet.carleton.ca>
Source record: 106465

I heard that there was going to be a ZIP program for our ATARIs. Is this
true?

--
Miguel Farah |
ae390@freenet.carleton.ca | >>no funky quote yet<<
#include <disclaimer.h> |

1909. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 17:32:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun7.173201.17481@newshost.lanl.gov>
Source record: 106467

In article HCy@kla.com, deand@anl433.uucp (Dean Dierschow) writes:
>
>Wow, Dave and Sandy Small. If anyone knows how to get in touch with them,
>let me know. I haven't talked to them in years.

Dave's internet address is dsmal@well.sf.ca.us and is also available on
GEnie at d.small (I think) and CIS at 76606,666/76004,2136 . He has not
been very active in any of these lately, however.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1910. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 17:42:18 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun7.174218.20822@iplmail.orl.mmc.com>
Source record: 106468

In article <1993Jun7.145038.9441@cs.nott.ac.uk>, rje@cs.nott.ac.uk (Raphael J Espino) writes:
|> In article <1993Jun4.142619.26526@walter.bellcore.com> pgoudas@gomer.bellcore.com (Paul Goudas) writes:
|> > Hi guys and gals,
|> >
|> > I need to downgrade my Atari 8 bit system from a 130XE to an
|> >800XL (my original machine). It seems that all my favorite games that I played
|> >a while ago do not work with the XE. The XE works fine but doesn't run old games
|> >like Bezerk ...
|>
|> Hmmm, this reminds me of my 65XE, I have several games that play on my 800XL,
|> but crash on my 65XE for apparently no reason at all. What's more these games
|> work on my 130XE. All other software on my 65XE works fine, it is just a
|> selection of games that crash. I have checked out the O.S. on each machine
|> and they are all identical to each other. Maybe there is some obscure
|> techincal fault at play here. One idea that strikes me is a loose chip
|> somewhere. I'll have to take my 65XE and try pushing down on all the chips
|> see if that helps. :-)
|>
|> Anybody else have any ideas as to what could be going wrong here?
|>
|> Raphael Espino
|> rje@cs.nott.ac.uk
|> "Life is never simple, I learnt that with my first train set."
|> quote - Norman Clegg - Last of the Summer Wine
|>
|>
|>
|>
|>

I had an XL some time ago that used to misteriously lock up for no apparent reason. I got another XL and the problem went away. Something bad internally maybe???

Larry Richardson
richards@elmer.orl.mmc.com

1911. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 19:27:12 UTC
From: pgoudas@gomer.bellcore.com
Message-ID: <1993Jun7.192712.10551@walter.bellcore.com>
Source record: 106470

> Hi guys and gals,
>
> I need to downgrade my Atari 8 bit system from a 130XE to an
>800XL (my original machine). It seems that all my favorite games that I played
>a while ago do not work with the XE. The XE works fine but doesn't run old games
>like Bezerk ...

After getting some email about this I tried some more things out over the weekend. When running the XL translator I get a message that says cartridge present on the bottom of the screen. I also got this when trying to load another game.

Most of the time the software loaded crashes or shows no video. Can anyone help?

pgoudas@faline.bellcore.com

1912. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 19:59:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930607145901MIS0160@MVS.UDEL.EDU>
Source record: 106469

In article <1993Jun7.144030.8881@cs.nott.ac.uk>,
rje@cs.nott.ac.uk (Raphael J Espino) writes:

>I was in the bath yesterday, relaxed and my mind drifting form subject to
>subject (you know how it is), when suddenly this idea of buying out Atari
>popped into my head along with the name Nolan Bushnell (did I spell that
>right?), I seem to remeber Nolan saying that one of his regrets was selling
>Atari, plus every time I hear of him (books, newspapers etc.) he seems to have
>a new scheme up his sleeve. So how about convincing him to come back and help
>buy Atari out? Maybe the original 'Mr Atari' could come back and get the whole
>thing back on the road again, give us 8-bitters loads of support etc, etc.
>
Nolan K. Bushnell was the genius behind the early Atari, although marketing
was his Achilles heel. Differences in marketing strategies caused the
Warner board to oust him (although their marketing didn't seem any better).
This was the same individual who laughed off Atari engineer Steve Job's
proposal to build inexpensive general-purpose computers. Of course, we
all know Steve left Atari and helped co-found Apple Computers. Nolan
has tried his hand at several unsuccessful ventures since leaving Atari,
the most unforgettable was trying to market personal robots. I'm afraid
we can't go back home again.

Roger

1913. Re: mydos undelete

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-07 22:30:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <soPs5B1w165w@cyberden.sf.ca.us>
Source record: 106471

I'm wondering how programs like TextPro determine what DOS has been
booted? Like when you first go into TP it says "MDOS" or "SDOS" or
"ADOS" or something like that, for My, Sparta, and Atari (ie, 2.5)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1914. 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 04:50:32 UTC
From: phruby@ucrengr
Message-ID: <32353@galaxy.ucr.edu>
Source record: 106472

I have the following games that were converted from the 5200 for use on the
XL/XE computers. I believe a hacker group did these. The games are:
Centipede (more details than the computer version)
Xevious
Bezerk (talking version)
Super Pac-man
Jr. Pac-man
Gremilns
and a couple others I can't remember.

My question is are these pirated? Atari never released some of these to
my knowledge and never to the computers. If they are not pirated, could I
distribute them or should I erase them?

Paul
phruby@ucrengr.ucr.edu

1915. 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 04:54:39 UTC
From: phruby@ucrengr
Message-ID: <32354@galaxy.ucr.edu>
Source record: 106473

If they are not considered pirate, does anyone have a translated version
of Countermeasure or Space Dungeon?

Paul
phruby@ucrengr.ucr.edu

1916. Update - free vintage magazines to good home!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 06:14:41 UTC
From: cyclone@netcom.com
Message-ID: <cycloneC8AHCI.61L@netcom.com>
Source record: 106474

The response was somewhat better than I expected! Many people offered to take the Antics, Analogs, and Atari Connection/Explorers off my hands. Currently the highest bids are $20 + shipping or $30 including shipping (after taking inventory my guess is that shipping may exceed $10 - there may be 40 or 50 lbs of magazines).

I will take one more round of requests, choose the recipient Wednesday night, and ship the magazines Thursday morning C.O.D., so please include an address and phone number with the bids (I'm leaving for vacation Thursday afternoon so if I don't ship them Thursday AM it'll have to wait a week-and-a-half).

If two bids are close I'll give preference to a)the couple of schools and user groups that have already written and b)the earliest message I receive. I'll send the lucky recipient e-mail to let you know the COD amount.

I did a more exact inventory. I have around 83 issues of Antic up through March of '90 except for #1 and #3 and approximately 65 ANALOG from #9 - #73 (there may be one or two issues missing in either set, as I didn't check every issue closely). The others are assorted Atari Connection/Explorer and possibly some other onesy-twosies.

Thanks for your response - those who don't end up with the magazines, keep your eyes peeled, 'cause next up will be the _ton_ of eight-bit software I have in the closet!

Bill
cyclone@netcom.com

1917. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 06:18:07 UTC
From: stevev@miser.uoregon.edu
Message-ID: <STEVEV.93Jun7231807@miser.uoregon.edu>
Source record: 106475
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

This file was posted to alt.sources some time ago. I apparently
removed or maybe just lost the attribution information, so if the
original author is out there to see this, he has my thanks.

Specifications for the Atari 2600/7800

2600 7800

CPU: 6507 6502C (custom, NOT 65C02)
RAM: 128 Bytes, in VLSI 4K, high speed
ROM: 6K max 52K max
Cpu Clock: 1.19 MHz 1.79 MHz
Graphics Clock: 3.58 MHz 7.16 MHz
Slot Config: Rom access only Most CPU lines + video/audio
CPU Avail: less than 50% over 90%

Notes:
1. ROM specs are based on a non-bank select scheme.
2. Graphics Clock is the master clock used to drive the video chips.

Programming the 2600 in a nutshell.
The Atari 2600 consists of 3 important ICs: the CPU (6507),
the Television Interface Adapter (TIA or Stella), and the RIOT (6532).
The 7800 has a CPU (6502C or Sally) instaed of the 6507 and a GCC1702
(Maria) chip in addition to the Stella chip.

The CPU:
The 6507 CPU is a 6502 with 2 important exceptions: it only has
external address lines for 8K of memory and there are NO interrupt lines
connected. This is not as limiting as it seems if you examine some of
the games for the machine.

The Stella chip:
This chip makes all the video displays and sounds for the 2600 VCS.
It also has 6 registers which are used as A/D converters and for the trigger
buttons on the joysticks. The chip also controls the RDY line of the CPU
to initiate horizontal syncronization control. The chip is NOT a DMA chip.
The CPU must write each line of data into the chip registers AS it draws
the screen. This accounts for the low CPU availability. The Chip is addresed
through 44 write only registers, and 13 read only registers mapped to
the low end of page 0. For those familiar with the Atari 800, this chip
is about 1/2 of a TIA/Pokey in all respects. But, there is no ANTIC chip to
drive it; the CPU must do all the work that the ANTIC does in the 800.

The RIOT
This chip reads all the console switches (excluding power), the
joysticks, and other controllers. It also contains the only RAM in the
system and a general purpose timer. The RAM is mapped to the high end of both
page 0 and page 1. This means that it acts as both page 0 fast access memory
and the 6502 stack. The timer and I/O ports are mapped to Page 2 and 3.

In order to produce a video display, a program must do the following:
1. Start the vertical blanking interval
2. Start the vertical sync interval immediately
there is time for about 80 instructions after this
3. End vertical sync
the game computations must be done now as there won't be time later
4. End vertical blanking
5. Set up each line of the video display as it is drawn
there is time for about 6 instructions to the video chip before
the current line starts being displayed. Atari recommends changing
the display every other line to gain processing time.
6. Loop back to step 1

The Cartridge:
A standard cartridge contains the equivalent of a 2716 or 2732/2532
with one notable exception: the chip select line is active high, not low.
The high order address line of the 6507 (A12) is used as the chip enable.
There was at least one company that used EPROMs with a 74LS04 inverter to
compensate for this.

The Pinouts:
Note: numbers indicate left to right numbering

Top Row Bottom Row
Slot 2716 CPU 2716 CPU

1 13 D3 1 A7
2 14 D4 2 A6
3 15 D5 3 A5
4 16 D6 4 A4
5 17 D7 5 A3
6 * A12 6 A2
7 19 A10 7 A1
8 NC A11 8 A0
9 22 A9 9 D0
10 23 A8 10 D1
11 24 +5V 11 D2
12 12 Shield Ground NC Ground
* to inverter and back to 18 for chip select

Major differences between 2600 and 7800 mode:
2600 mode is default in the 7800. If it finds 128 bytes at the high
end of memory to match its encryption scheme, it will enable 7800 mode. There
is a small ROM inside the unit which displays the Atari pattern on screen as
it does this.
The 7800 mode is DMA driven, so the processor is free most of the time

to do other things, as the graphics chip runs 4 times faster than the CPU.
The 7800 cartridge slot includes 8 more lines: A13, A14, A15, R/W,
phase 2 clock, audio, video, and HALT (unique to Atari 6502).
The 2600 video has foreground/background, 2 player/missiles, and one
ball. The 7800 can display as many objects as the DMA can read in one line.
The sound is exactly the same as it still uses the Stella chip
(except Ballblazer which has its own sound chip in the cartridge).

Atari 2600 Stella Memory Map

Write Address Registers
Addr Assy Name Bits Used Function

00 Vsync 0000 00x0 Vertical Sync Set-Clear
01 Vblank xx00 00x0 Vertical Blank Set-Clear
02 Wsync ---- ---- Wait for Horizontal Blank
03 Rsync ---- ---- Reset Horizontal Sync Counter
04 Nusiz0 00xx 0xxx Number-Size player/missile 0
05 Nusiz1 00xx 0xxx Number-Size player/missile 1
06 Colup0 xxxx xxx0 Color-Luminance Player 0
07 Colup1 xxxx xxx0 Color-Luminance Player 1
08 Colupf xxxx xxx0 Color-Luminance Playfield
09 Colubk xxxx xxx0 Color-Luminance Background
0A Ctrlpf 00xx 0xxx Control Playfield, Ball, Collisions
0B Refp0 0000 x000 Reflection Player 0
0C Refp1 0000 x000 Reflection Player 1
0D Pf0 xxxx 0000 Playfield Register Byte 0
0E Pf1 xxxx xxxx Playfield Register Byte 1
0F Pf2 xxxx xxxx Playfield Register Byte 2
10 Resp0 ---- ---- Reset Player 0
11 Resp1 ---- ---- Reset Player 1
12 Resm0 ---- ---- Reset Missile 0
13 Resm1 ---- ---- Reset Missile 1
14 Resbl ---- ---- Reset Ball
15 Audc0 0000 xxxx Audio Control 0
16 Audc1 0000 xxxx Audio Control 1
17 Audf0 000x xxxx Audio Frequency 0
18 Audf1 000x xxxx Audio Frequency 1
19 Audv0 0000 xxxx Audio Volume 0
1A Audv1 0000 xxxx Audio Volume 1
1B Grp0 xxxx xxxx Graphics Register Player 0
1C Grp1 xxxx xxxx Graphics Register Player 1
1D Enam0 0000 00x0 Graphics Enable Missile 0
1E Enam1 0000 00x0 Graphics Enable Missile 1
1F Enabl 0000 00x0 Graphics Enable Ball
20 Hmp0 xxxx 0000 Horizontal Motion Player 0
21 Hmp1 xxxx 0000 Horizontal Motion Player 1
22 Hmm0 xxxx 0000 Horizontal Motion Missile 0
23 Hmm1 xxxx 0000 Horizontal Motion Missile 1
24 Hmbl xxxx 0000 Horizontal Motion Ball
25 Vdelp0 0000 000x Vertical Delay Player 0

```
26 Vdelp1 0000 000x Vertical Delay Player 1
27 Vdelbl 0000 000x Vertical Delay Ball
28 Resmp0 0000 00x0 Reset Missile 0 to Player 0
29 Resmp1 0000 00x0 Reset Missile 1 to Player 1
2A Hmove ---- ---- Apply Horizontal Motion
2B Hmclr ---- ---- Clear Horizontal Move Registers
2C Cxclr ---- ---- Clear Collision Latches

Read Address Registers
bit 6 bit 7
0 Cxm0p xx00 0000 Read Collision M0-P1 M0-P0
1 Cxm1p xx00 0000 M1-P0 M1-P1
2 Cxp0fb xx00 0000 P0-PF P0-BL
3 Cxp1fb xx00 0000 P1-PF P1-BL
4 Cxm0fb xx00 0000 M0-PF M0-BL
5 Cxm1fb xx00 0000 M1-PF M1-BL
6 Cxblpf x000 0000 BL-PF -----
7 Cxppmm xx00 0000 P0-P1 M0-M1
8 Inpt0 x000 0000 Read Pot Port 0
9 Inpt1 x000 0000 Read Pot Port 1
A Inpt2 x000 0000 Read Pot Port 2
B Inpt3 x000 0000 Read Pot Port 3
C Inpt4 x000 0000 Read Input (Trigger) 0
D Inpt5 x000 0000 Read Input (Trigger) 1

Atari 2600 RIOT Memory Map

80-FF Ram also at 180-1FF

280 Swcha Port A data register (joysticks...)
281 Swacnt Port A data direction register (DDR)
282 Swchb Port B data (console switches)
283 Swbcnt Port B DDR
284 Intim Timer output

294 Tim1t set 1 clock interval
295 Tim8t set 8 clock interval
296 Tim64t set 64 clock interval
297 T1024t set 1024 clock interval
these are also at 380-397

Atari 2600 ROM Memory Map

E000-FFFF Rom also 1000-1FFF
3000-3FFF ....

Wsync Wait for sync
This address halts microprocessor by clearing RDY latch to zero. RDY is
set true again by the leading edge of horizontal blank.
Data bits not used.
---
Rsync Reset Sync
This address resets the horizontal sync counter to define the begining of
```

horizontal blank time, and is used in chip testing.
Data bits not used.

Vsync
This address controls vertical sync time by writing D1 into the Vsync latch.
D1 - 1: start vertical sync
0: stop vertical sync

Vblank
This address controls vertical blank and the latches and dumping transistors
on the input ports by writing into bits D7,D6, and D1 of the Vblank register.
D1 - 1: start vertical blank
0: stop vertical blank
D6 - 1: enable I4 and I5 latches
0: disable latches - also resets latches to logic true
D7 - 1: Dump I0,I1,I2,I3 ports to ground
0: Remove dump path to ground

Pf0, Pf1, Pf2
These addresses are used to write into the playfield registers.

horizontal scan line map
(160 clocks, each bit =4 clocks)
Ctrlpf bit 0
bits 4-7 7-0 0-7 | 4-7 7-0 0-7
register Pf0 Pf1 Pf2 Pf0 Pf1 Pf2 0

bits 4-7 7-0 0-7 | 7-0 0-7 7-4
register Pf0 Pf1 Pf2 Pf2 Pf1 Pf0 1

Ctrlpf
This address is used to write into the playfield control register.
if bit is 1 then:
D0 - (REF) reflect playfield, see above
D1 - (SCORE) left half of playfield gets color of player 0
right half gets color of player 1
D2 - (PFP) playfield gets priority over players so they move
behind playfield
D5,D4 - Ball Size if 00, 1 clock wide
if 01, 2 clocks wide
if 10, 4 clocks wide
if 11, 8 clocks wide

Nusiz0, Nusiz1
These addresses control the number and size of players and missiles.
D5,D4 - Missile Size see Ball Size above
D2,D1,D0 - Player number/size
if 000, X one copy
if 001, X X two copies, close
if 010, X X two copies, medium
if 011, X X X three copies, close

if 100, X X Two copies, far
if 101, XX one copy, double width
if 110, X X X 3 copies, medium
if 111, XXXX one copy, quad width

Resp0, Resp1, Resm0, Resm1, Resbl
These addresses are used to reset players, missiles and the ball. The object will begin its serial graphics at that time of a horizontal line at which the reset address occurs.
Data bits not used.

Resmp0, Resmp1
These addresses are used to reset the horizontal location of a missile to the center of its corresponding player. As long as this control bit is true (1), the missile will remain locked to the center of its player and the missile graphics will be disabled. When a zero is written into this location, the missile is enabled, and can be moved independently from the player.
D1 - 0: allow missile to move
1: lock missile to player

Hmove
This address causes the horizontal motion register values to be acted upon during the horizontal blank time in which it occurs. It must occur at the beginning of horizontal blanking in order to allow time for generation of extra clock pulses into the horizontal position counters. If motion is desired, this command must immediately follow a Wsync command in the program.
Data bits not used.

Hmclr
This address clears all horizontal motion registers to zero (no motion).
Data bits not used.

Hmp0, Hmp1, Hmm0, Hmm1, Hmbl
These addresses write data (horizontal motion values) into the horizontal motion registers. These registers cause horizontal motion only when commanded to do so by the horizontal movement command Hmove. The motion values use the upper 4 bits of the byte. They are signed numbers with a +7 to -8 range. The positive numbers indicate left movement, the negative indicate right.
Warning: These registers should not be modified during the 24 computer cycles following an Hmove command. Unpredictable motion values may result.

Enam0, Enam1, Enabl
These addresses write into the single bit missile or ball graphics registers.
D1 - 0: disables object
1: enables object

Grp0, Grp1
These addresses write data into the player graphics registers

horizontal scan line map
(each bit =1 clock)

bits 7-0 if Refp0 (Refp1) is 0
bits 0-7 if Refp0 (Refp1) is 1 (reflected)

Refp0, Refp1
These addresses write data into the the single bit player reflect registers.
see above.
D3 - 0: normal
1: reflected

Vdelp0, Vdelp1, Vdelbl
These addresses write data into the single bit vertical delay registers, to
delay players or the ball by one vertical line.
D0 - 0: no delay
1: delayed

Cxclr
This address clears all collision latches to zero (no collision)
Data bits not used.

Colupb, Colup1, Colupf, Colubk
These addresses write data into the player, playfield, and background
color-luminance registers.
D3, D2, D1 - Luminance values 000 is dark, 111 is bright.
D7,D6,D5,D4 - Colors 0000 Grey
0001 Gold
0010 Orange
0011 Red orange
0100 Pink
0101 Purple
0110 Blue purple
0111 Blue
1000 Blue
1001 Light blue
1010 Turquoise
1011 Green blue
1100 Green
1101 Yellow green
1110 Orange green
1111 Light orange

Audf0, Audf1
These addresses write data into the audio frequency divider registers.
D4,D3,D2,D1,D0 - 00000 30KHz divided by 1
00001 " " 2
.....
11111 " " 32

Audc0, Audc1

```
These addresses write data into the audio control registers which control
the noise content and additional division of the audio output.

bits value noise type division
D3, D2, D1, D0 - 0000 set to 1
0001 4 bit poly
0010 /15 into 4 bit poly
0011 5 bit poly into 4 bit poly
0100 divide by 2
0101 divide by 2
0110 divide by 31
0111 5 bit poly into /2
1000 9 bit poly
1001 5 bit poly
1010 divide by 31
1011 set last 4 bits to 1
1100 divide by 6
1101 divide by 6
1110 divide by 93
1111 5 bit poly divided by 6
---
Audv0, Audv1
These addresses write data into the audio volume registers which set the pull
down impedance driving the audio output pads.
D3, D2, D1, D0 - 0000 no output
....
1111 loudest output
---
End

; Atari Combat Game
; suspected RAM addresses
;
; E0-E3 score pattern offsets
; DE-DF score pattern calculation temporaries
; A1-A2 scores
; D2 score conversion temporary
;
; 9B-9C sound pitch storage
; B5-BA lo-res indirect addresses
; DA hi-res patterns
; D6-D7 colors
SEI
CLD
LDX #FF
TXS
LDX #5D
JSR J15BD ; zero out $00 thru $A2
LDA #10
STA SWCHB+1
STA 88
```

```
JSR J11A3
MLOOP JSR NWSCR ; $1014
JSR J1157
JSR J1572
JSR J12DA
JSR J1444
JSR J1214
JSR J12A9
JSR J11F2
JSR J1054
JMP MLOOP
;
NWSCR INC 86 ; initial blanking and retrace start
STA HMCLR
LDA #02
STA WSYNC
STA VBLANK
STA WSYNC
STA WSYNC
STA WSYNC
STA SYNC
STA WSYNC
STA WSYNC
LDA #00
STA WSYNC
STA SYNC
LDA #2B
STA TIM64T
RTS
;
J1054 LDA #20
STA B4
STA WSYNC
STA HMOVE
B105C LDA INTIM
BNE B105C
STA WSYNC
STA CXCLR
STA VBLANK
TSX
STX D3 ; Save stack pointer
LDA #02
STA CTRLPF
LDX DC
B1070 STA WSYNC
DEX
BNE B1070
LDA DC
CMP #0E
BEQ B10CD
```

```
LDX #05
LDA #00
STA DE
STA DF
J1083 STA WSYNC
LDA DE
STA PF1
LDY E2
LDA L15C5,Y
AND #F0
STA DE
LDY E0
LDA L15C5,Y
AND #0F
ORA DE
STA DE
LDA DF
STA PF1
LDY E3
LDA L15C5,Y
AND #F0
STA DF
LDY E1
LDA L15C5,Y
AND 87
STA WSYNC
ORA DF
STA DF
LDA DE
STA PF1
DEX
BMI B10CD
INC E0
INC E2
INC E1
INC E3
LDA DF
STA PF1
JMP J1083
;
B10CD LDA #00 ; Inner Display Loop
STA PF1
STA WSYNC
LDA #05
STA CTRLPF
LDA D6
STA COLUP0
LDA D7
STA COLUP1
B10DF LDX #1E
```

```
TXS ; Very Sneaky - set stack to missile registers
SEC
LDA A4
SBC B4
AND #FE
TAX
AND #F0
BEQ B10F2
LDA #00
BEQ B10F4
B10F2 LDA BD,X
B10F4 STA WSYNC ; End of 1 line
STA GRP0
LDA A7
EOR B4
AND #FE
PHP ; This turns the missile 1 on/off
LDA A6
EOR B4
AND #FE
PHP ; This turns the missile 0 on/off
LDA B4
BPL B110C
EOR #F8
B110C CMP #20
BCC B1114
LSR A
LSR A
LSR A
TAY
B1114 LDA A5
SEC
SBC B4
INC B4
NOP
ORA #01
TAX
AND #F0
BEQ B1127
LDA #00
BEQ B1129
B1127 LDA BD,X
B1129 BIT 82
STA GRP1
BMI B113B
LDA (B5),Y
STA PF0
LDA (B7),Y
STA PF1
LDA (B9),Y
```

```
STA PF2
B113B INC B4
LDA B4
EOR #EC
BNE B10DF
LDX D3 ; Restore stack pointer
TXS
STA ENAM0
STA ENAM1
STA GRP0
STA GRP1
STA GRP0
STA PF0
STA PF1
STA PF2
RTS
;
J1157 LDA SWCHB
LSR A
BCS B1170
LDA #0F
STA 87
LDA #FF
STA 88
LDA #80
STA DD
LDX #E6
JSR J15BD ; zero out $89 thru $A2
BEQ B11D0
B1170 LDY #02
LDA DD
AND 88
CMP #F0
BCC B1182
LDA 86
AND #30
BNE B1182
LDY #0E
B1182 STY DC
LDA 86
AND #3F
BNE B1192
STA 89
INC DD
BNE B1192
STA 88
B1192 LDA SWCHB
AND #02
BEQ B119D
STA 89
```

```
BNE B11F1
B119D BIT 89
BMI B11F1
INC 80
J11A3 LDX #DF
B11A5 JSR J15BD
LDA #FF
STA 89
LDY 80
LDA L17D8,Y
STA A3
EOR #FF
BNE B11BB
LDX #DD
BNE B11A5
B11BB LDA 81
SED
CLC
ADC #01
STA 81
STA A1
CLD
BIT A3
BPL B11D0
INC 85
BVC B11D0
INC 85
B11D0 JSR J1525
LDA #32
STA A5
LDA #86
STA A4
BIT A3
BMI B11F1
STA A5
STA POSH2
LDA #08
STA 96
LDA #20
STA HMP0
STA HMP1
STA WSYNC
STA HMOVE
B11F1 RTS
;
J11F2 LDX #01 ; convert BCD scores to score pattern offset
B11F4 LDA A1,X
AND #0F
STA D2
ASL A
```

```
ASL A
CLC
ADC D2
STA E0,X
LDA A1,X
AND #F0
LSR A
LSR A
STA D2
LSR A
LSR A
CLC
ADC D2
STA E2,X
DEX
BPL B11F4
RTS
;
J1214 BIT 83
BVC B121C
LDA #30
BPL B121E
B121C LDA #20
B121E STA B1
LDX #03
JSR J1254
DEX
JSR J1254
DEX
B122A LDA 8D,X
AND #08
LSR A
LSR A
STX D1
CLC
ADC D1
TAY
LDA 00A8,Y
SEC
BMI B123D
CLC
B123D ROL A
STA 00A8,Y
BCC B1250
LDA AC,X
AND #01
ASL A
ASL A
ASL A
ASL A
```

```
STA B1
JSR J1254
B1250 DEX
BEQ B122A
RTS
;
J1254 INC AC,X
LDA 95,X
AND #0F
CLC
ADC B1
TAY
LDA L15F7,Y
STA B0
BIT 82
BVS B127A
LDA 95,X
SEC
SBC #02
AND #03
BNE B127A
LDA AC,X
AND #03
BNE B127A
LDA #08
STA B0
B127A LDA B0
J127C STA HMP0,X
AND #0F
SEC
SBC #08
STA D4
CLC
ADC A4,X
BIT A3
BMI B1290
CPX #02
BCS B12A0
B1290 CMP #DB
BCS B1298
CMP #25
BCS B12A0
B1298 LDA #D9
BIT D4
BMI B12A0
LDA #28
B12A0 STA A4,X
CPX #02
BCS B12A8
STA VDELP0,X
```

```
B12A8 RTS
;
J12A9 LDA #01
AND 86
TAX
LDA 95,X
STA REFP0,X
AND #0F
TAY
BIT 83
BPL B12BB
STY 97,X
B12BB TXA
EOR #0E
TAX
TYA
ASL A
ASL A
ASL A
CMP #3F
CLC
BMI B12CB
SEC
EOR #47
B12CB TAY
B12CC LDA (BB),Y
STA BD,X
BCC B12D4
DEY
DEY
B12D4 INY
DEX
DEX
BPL B12CC
RTS
;
J12DA LDA 8A
SEC
SBC #02
BCC B130C
STA 8A
CMP #02
BCC B130B
AND #01
TAX
INC 95,X
LDA D8,X
STA D6,X
LDA 8A
CMP #F7
```

```
BCC B12F9
JSR J1508
B12F9 LDA 8A
BPL B130B
LSR A
LSR A
LSR A
J1300 STA AUDV0,X
LDA #08
STA AUDC0,X
LDA L17FE,X
STA AUDF0,X
B130B RTS
;
B130C LDX #01
LDA SWCHB
STA D5
LDA SWCHA
B1316 BIT 88
BMI B131C
LDA #FF
B131C EOR #FF
AND #0F
STA D2
LDY 85
LDA L170F,Y
CLC
ADC D2
TAY
LDA L1712,Y
AND #0F
STA D1
BEQ B1338
CMP 91,X
BNE B133C
B1338 DEC 93,X
BNE B1349
B133C STA 91,X
LDA #0F
STA 93,X
LDA D1
CLC
ADC 95,X
STA 95,X
B1349 INC 8D,X
BMI B136B
LDA L1712,Y
LSR A
LSR A
LSR A
```

```
LSR A
BIT D5
BMI B137B
B1358 STA 8B,X
ASL A
TAY
LDA L1637,Y
STA A8,X
INY
LDA L1637,Y
STA AA,X
LDA #F0
STA 8D,X
B136B JSR J1380
LDA SWCHA
LSR A
LSR A
LSR A
LSR A
ASL D5
DEX
BEQ B1316
RTS
;
B137B SEC
SBC 85
BPL B1358
J1380 LDA A3
BMI B138C
AND #01
BEQ B138C
LDA DB
STA D6,X
B138C LDA 99,X
BEQ B13B7
LDA D8,X
STA D6,X
LDA 99,X
CMP #07
BCC B13AE
BIT D5
BPL B13A2
CMP #1C
BCC B13AE
B13A2 CMP #30
BCC B13C5
CMP #37
BCS B13CB
BIT 83
BVC B13CB
```

```
J13AE LDA #00
STA 99,X
LDA #FF
B13B4 STA RESMP0,X
RTS
;
B13B7 BIT 88
BPL B13BF
LDA INPT4,X
BPL B13F6
B13BF JSR J1410
JMP J13AE
;
B13C5 JSR J1410
JMP J13DE
;
J13CB LDA 9F,X
BEQ B13D9
JSR J1410
LDA #30
STA 99,X
JMP J13DE
;
B13D9 LDA 99,X
JSR J1300
J13DE LDA 86
AND #03
BEQ B13F0
BIT 84
BVS B13F2
BIT 82
BVC B13F0
AND #01
BNE B13F2
B13F0 DEC 99,X
B13F2 LDA #00
BEQ B13B4
B13F6 LDA #3F
STA 99,X
SEC
LDA A4,X
SBC #06
STA A6,X
LDA 95,X
STA 97,X
LDA #1F
STA 9B,X
LDA #00
STA 9D,X
JMP J13CB
```

```
;
J1410 LDA 9F,X
BEQ B1421
LDA #04
STA AUDC0,X
LDA #07
STA AUDV0,X
LDA 9B,X
STA AUDF0,X
RTS
;
B1421 LDY 85
LDA L1733,Y
AND 88
STA AUDV0,X
LDA L1736,Y
STA AUDC0,X
CLC
LDA #00
B1432 DEY
BMI B1439
ADC #0C
BPL B1432
B1439 ADC 8B,X
TAY
TXA
ASL A
ADC L1739,Y
STA AUDF0,X
RTS
;
J1444 LDX #01
J1446 LDA CXM0P,X
BPL B1476
BIT 84
BVC B1454
LDA 9B,X
CMP #1F
BEQ B1476
B1454 INC 95,X
INC 97,X
SED
LDA A1,X
CLC
ADC #01
STA A1,X
CLD
TXA
CLC
ADC #FD
```

```
STA 8A
LDA #FF
STA RESMP0
STA RESMP1
LDA #00
STA AUDV0,X
STA 99
STA 9A
RTS
;
B1476 BIT A3
BPL B147D
JMP J1501
;
B147D LDA 9F,X
BEQ B148B
CMP #04
INC 9F,X
BCC B148B
LDA #00
STA 9F,X
B148B LDA CXM0FB,X
BMI B1496
LDA #00
STA 9D,X
JMP J14D6
;
B1496 BIT 82
BVC B14D0
LDA 9D,X
BNE B14B7
INC 9F,X
DEC 9B,X
LDA 97,X
STA B2,X
EOR #FF
STA 97,X
INC 97,X
LDA 97,X
AND #03
BNE B14B4
INC 97,X
B14B4 JMP J14D4
;
B14B7 CMP #01
BEQ B14C6
CMP #03
BCC B14D4
BNE B14D4
LDA B2,X
```

```
JMP J14C8
;
B14C6 LDA 97,X
J14C8 CLC
ADC #08
STA 97,X
JMP J14D4
;
B14D0 LDA #01
STA 99,X
J14D4 INC 9D,X
J14D6 LDA CXP0FB,X
BMI B14DE
LDA CXPPMM
BPL B14E7
B14DE LDA 8A
CMP #02
BCC B14ED
JSR J1508
B14E7 LDA #03
STA E4,X
BNE B1501
B14ED DEC E4,X
BMI B14F7
LDA 8B,X
BEQ B1501
BNE B14F9
B14F7 INC 95,X
B14F9 LDA 95,X
CLC
ADC #08
JSR J150F
B1501 DEX
BMI B1507
JMP J1446
B1507 RTS
;
J1508 TXA
EOR #01
TAY
LDA 0097,Y
J150F AND #0F
TAY
LDA L1627,Y
JSR J127C
LDA #00
STA A8,X
STA AA,X
STA 8D,X
LDA D8,X
```

```
STA D6,X
RTS

J1525 LDX 85
LDA L17C6,X
STA BB
LDA L17C9,X
STA BC
LDA A3
LSR A
LSR A
AND #03
TAX
LDA A3
BPL B1546
AND #08
BEQ B1544
LDX #03
BPL B1548
B1544 LDA #80
B1546 STA 82
B1548 LDA A3
ASL A
ASL A
BIT A3
BMI B1556
STA WSYNC
STA 84
AND #80
B1556 STA 83
LDA #F7
STA B6
STA B8
STA BA
LDA L17CC,X
STA RESP0
STA B5
LDA L17D0,X
STA B7
LDA L17D4,X
STA B9
RTS
;
J1572 LDA A3
AND #87
BMI B157A
LDA #00
B157A ASL A
TAX
LDA L175D,X
```

```
STA NUSIZ0
LDA L175E,X
STA NUSIZ1
LDA A3
AND #C0
LSR A
LSR A
LSR A
LSR A
TAY
LDA 88
STA SWCHB
EOR #FF
AND DD
STA D1
LDX #FF
LDA SWCHB
AND #08
BNE B15A7
LDY #10
LDX #0F
B15A7 STX D2
LDX #03
B15AB LDA L1765,Y
EOR D1
AND D2
STA COLUP0,X
STA D6,X
STA D8,X
INY
DEX
BPL B15AB
RTS
;
J15BD LDA #00
B15BF INX
STA A2,X
BNE B15BF
RTS
;
; Patterns for numbers
;
L15C5 .BYTE $0E ,$0A ,$0A ,$0A ,$0E ; 0 leading zero suppressed
.BYTE $22 ,$22 ,$22 ,$22 ,$22 ; 11
.BYTE $EE ,$22 ,$EE ,$88 ,$EE ; 22
.BYTE $EE ,$22 ,$66 ,$22 ,$EE ; 33
.BYTE $AA ,$AA ,$EE ,$22 ,$22 ; 44
.BYTE $EE ,$88 ,$EE ,$22 ,$EE ; 55
.BYTE $EE ,$88 ,$EE ,$AA ,$EE ; 66
.BYTE $EE ,$22 ,$22 ,$22 ,$22 ; 77
```

```
.BYTE $EE ,$AA ,$EE ,$AA ,$EE ; 88
.BYTE $EE ,$AA ,$EE ,$22 ,$EE ; 99
;
L15F7 .BYTE $F8 ,$F7 ,$F6 ,$06 ,$06
.BYTE $06 ,$16 ,$17 ,$18 ; $15FC
.BYTE $19 ,$1A ,$0A ,$0A ; $1600
.BYTE $0A ,$FA ,$F9 ,$F8 ; $1604
.BYTE $F7 ,$F6 ,$F6 ,$06 ; $1608
.BYTE $16 ,$16 ,$17 ,$18 ; $160C
.BYTE $19 ,$1A ,$1A ,$0A ; $1610
.BYTE $FA ,$FA ,$F9 ,$E8 ; $1614
.BYTE $E6 ,$E4 ,$F4 ,$04 ; $1618
.BYTE $14 ,$24 ,$26 ,$28 ; $161C
.BYTE $2A ,$2C ,$1C ,$0C ; $1620
.BYTE $FC ,$EC ,$EA ; $1624
;
L1627 .BYTE $C8 ,$C4 ,$C0 ,$E0 ,$00
.BYTE $20 ,$40 ,$44 ,$48
.BYTE $4C ,$4F ,$2F ,$0F
.BYTE $EF ,$CF ,$CC
;
L1637 .BYTE $00 ,$00 ,$80 ,$80 ,$84
.BYTE $20 ,$88 ,$88 ,$92 ; $163C
.BYTE $48 ,$A4 ,$A4 ,$A9 ; $1640
.BYTE $52 ,$AA ,$AA ,$D5 ; $1644
.BYTE $AA ,$DA ,$DA ,$DB ; $1648
.BYTE $6D ,$EE ,$EE ,$00 ; $164C
.BYTE $FC ,$FC ,$38 ,$3F ; $1650
.BYTE $38 ,$FC ,$FC ,$1C ; $1654
.BYTE $78 ,$FB ,$7C ,$1C ; $1658
.BYTE $1F ,$3E ,$18 ,$19 ; $165C
.BYTE $3A ,$7C ,$FF ,$DF ; $1660
.BYTE $0E ,$1C ,$18 ,$24 ; $1664
.BYTE $64 ,$79 ,$FF ,$FF ; $1668
.BYTE $4E ,$0E ,$04 ,$08 ; $166C
.BYTE $08 ,$6B ,$7F ,$7F ; $1670
.BYTE $7F ,$63 ,$63 ,$24 ; $1674
.BYTE $26 ,$9E ,$FF ,$FF ; $1678
.BYTE $72 ,$70 ,$20 ,$98 ; $167C
.BYTE $5C ,$3E ,$FF ,$FB ; $1680
.BYTE $70 ,$38 ,$18 ,$38 ; $1684
.BYTE $1E ,$DF ,$3E ,$38 ; $1688
.BYTE $F8 ,$7C ,$18 ,$60 ; $168C
.BYTE $70 ,$78 ,$FF ,$78 ; $1690
.BYTE $70 ,$60 ,$00 ,$00 ; $1694
.BYTE $C1 ,$FE ,$7C ,$78 ; $1698
.BYTE $30 ,$30 ,$30 ,$00 ; $169C
.BYTE $03 ,$06 ,$FC ,$FC ; $16A0
.BYTE $3C ,$0C ,$0C ,$02 ; $16A4
.BYTE $04 ,$0C ,$1C ,$FC ; $16A8
```

```
.BYTE $FC ,$1E ,$06 ,$10 ; $16AC
.BYTE $10 ,$10 ,$38 ,$7C ; $16B0
.BYTE $FE ,$FE ,$10 ,$40 ; $16B4
.BYTE $20 ,$30 ,$38 ,$3F ; $16B8
.BYTE $3F ,$78 ,$60 ,$40 ; $16BC
.BYTE $60 ,$3F ,$1F ,$1E ; $16C0
.BYTE $1E ,$18 ,$18 ,$00 ; $16C4
.BYTE $83 ,$7F ,$3E ,$1E ; $16C8
.BYTE $0C ,$0C ,$0C ,$00 ; $16CC
.BYTE $8E ,$84 ,$FF ,$FF ; $16D0
.BYTE $04 ,$0E ,$00 ,$00 ; $16D4
.BYTE $0E ,$04 ,$8F ,$7F ; $16D8
.BYTE $72 ,$07 ,$00 ,$10 ; $16DC
.BYTE $36 ,$2E ,$0C ,$1F ; $16E0
.BYTE $B2 ,$E0 ,$40 ,$24 ; $16E4
.BYTE $2C ,$5D ,$1A ,$1A ; $16E8
.BYTE $30 ,$F0 ,$60 ,$18 ; $16EC
.BYTE $5A ,$7E ,$5A ,$18 ; $16F0
.BYTE $18 ,$18 ,$78 ,$34 ; $16F4
.BYTE $36 ,$5A ,$78 ,$2C ; $16F8
.BYTE $0C ,$06 ,$0C ,$08 ; $16FC
.BYTE $6C ,$70 ,$B8 ,$DC ; $1700
.BYTE $4E ,$07 ,$06 ,$38 ; $1704
.BYTE $10 ,$F0 ,$7C ,$4F ; $1708
.BYTE $E3 ,$02 ,$00 ; $170C
;
L170F .BYTE $00 ,$0B ,$16
L1712 .BYTE $00 ,$10
.BYTE $00 ,$FF ,$01 ,$11 ; $1714
.BYTE $01 ,$FF ,$0F ,$1F ; $1718
.BYTE $0F ,$50 ,$5F ,$51 ; $171C
.BYTE $FF ,$30 ,$3F ,$31 ; $1720
.BYTE $FF ,$70 ,$7F ,$71 ; $1724
.BYTE $90 ,$B0 ,$70 ,$FF ; $1728
.BYTE $91 ,$B1 ,$71 ,$FF ; $172C
.BYTE $9F ,$BF ,$7F ; $1730
;
L1733 .BYTE $08 ,$02 ,$02 ; sound volumes
L1736 .BYTE $02 ,$03 ,$08 ; sound types
L1739 .BYTE $1D ,$05 ,$00 ; sound pitches
.BYTE $00 ,$00 ,$00 ,$00 ; $173C
.BYTE $00 ,$00 ,$00 ,$00 ; $1740
.BYTE $00 ,$00 ,$00 ,$1D ; $1744
.BYTE $1D ,$16 ,$16 ,$0F ; $1748
.BYTE $0F ,$00 ,$00 ,$00 ; $174C
.BYTE $00 ,$00 ,$00 ,$00 ; $1750
.BYTE $00 ,$00 ,$12 ,$10 ; $1754
.BYTE $10 ,$0C ,$0C ,$07 ,$07 ; $1758
;
L175D .BYTE $00
```

```
L175E .BYTE $00 ,$01
.BYTE $01 ,$00 ,$03 ,$27 ,$03
;
L1765 .BYTE $EA ,$3C ,$82
.BYTE $44 ,$32 ,$2C ,$8A ; $1768
.BYTE $DA ,$80 ,$9C ,$DA ; $176C
.BYTE $3A ,$64 ,$A8 ,$DA ; $1770
.BYTE $4A ,$08 ,$04 ,$00 ; $1774
.BYTE $0E ,$F0 ,$10 ,$10 ; $1778
.BYTE $10 ,$10 ,$10 ,$10 ; $177C
.BYTE $10 ,$10 ,$10 ,$10 ; $1780
.BYTE $10 ,$FF ,$00 ,$00 ; $1784
.BYTE $00 ,$38 ,$00 ,$00 ; $1788
.BYTE $00 ,$60 ,$20 ,$20 ; $178C
.BYTE $23 ,$FF ,$80 ,$80 ; $1790
.BYTE $00 ,$00 ,$00 ,$1C ; $1794
.BYTE $04 ,$00 ,$00 ,$00 ; $1798
.BYTE $00 ,$FF ,$00 ,$00 ; $179C
.BYTE $00 ,$00 ,$00 ,$00 ; $17A0
.BYTE $00 ,$00 ,$00 ,$00 ; $17A4
.BYTE $00 ,$00 ,$07 ,$1F ; $17A8
.BYTE $3F ,$7F ,$FF ,$00 ; $17AC
.BYTE $00 ,$00 ,$00 ,$00 ; $17B0
.BYTE $00 ,$00 ,$00 ,$60 ; $17B4
.BYTE $20 ,$21 ,$FF ,$00 ; $17B8
.BYTE $00 ,$00 ,$80 ,$80 ; $17BC
.BYTE $80 ,$80 ,$00 ,$00 ; $17C0
.BYTE $00 ,$07
;
L17C6 .BYTE $4F ,$CF ,$8F
L17C9 .BYTE $F6 ,$F6 ,$F6
L17CC .BYTE $75 ,$75 ,$75 ,$9A
L17D0 .BYTE $81 ,$99 ,$AA ,$9D
L17D4 .BYTE $8D ,$99 ,$B6 ,$9D
L17D8 .BYTE $24 ,$28 ,$08 ,$20
.BYTE $00 ,$48 ,$40 ,$54 ; $17DC
.BYTE $58 ,$25 ,$29 ,$49 ; $17E0
.BYTE $55 ,$59 ,$A8 ,$88 ; $17E4
.BYTE $98 ,$90 ,$A1 ,$83 ; $17E8
.BYTE $E8 ,$C8 ,$E0 ,$C0 ; $17EC
.BYTE $E9 ,$E2 ,$C1 ,$FF ; $17F0
.BYTE $00 ,$00 ,$00 ,$00 ; $17F4
.BYTE $00 ,$00
;
.WORD $0000 ; NMI
.WORD $F000 ; Reset
L17FE .BYTE $0F, $11 ; IRQ - (used as pitch for sound generator)

; Color Demo
; Taken from the Magicard Manual
```

```
; shows almost all the colors on the left side
; of the screen and cycles slowly on the right
;
Start LDA $81 ; get contents of memory
STA $0F ; save into a pattern control register
LDA #$03
STA $0A ; set background control register
LDA #$55
STA $07 ; set right side color
LDY #$00
DEY
STA $02 ; wait for horizontal sync
STA $01 ; start vertical blanking
STA $00 ; start vertical retrace
LDA #$2A
STA $0295 ; set timer for appropriate length
Loop1 LDY $0284
BNE Loop1 ; waste time
STY $02 ; wait for horizontal sync
STY $00 ; end vertical retrace period
LDA #$24
STA $0296 ; set timer for next wait
LDA $0282
AND #$01 ; check for reset switch
BNE NReset
BRK ; only interrupt available - must have vector set
NReset INC $80 ; increment right side color cycle counter
BNE Loop2
LDA #$E0
STA $80 ; reset counter
INC $81
LDA $81 ; increment right side color
STA $06 ; store it in color register
Loop2 LDY $0284
BNE Loop2 ; waste time
STY $02 ; wait for horizontal sync
STY $01 ; end vertical blanking
LDX #$E4 ; number of line to draw on screen
Loop3 STY $02 ; wait for horizontal sync
STX $0E ; change a background pattern with each line
STX $07 ; change right side color with each line
DEX
BNE loop3
JMP Start ; do next screen (every 1/60th second)
.END
```

```
; Billboard Demo
; displays sonething close to, but not quite like
; the colored billboard used in "Close Encounters..."
; just a small demo to see what could be done
```

```
;
Start LDX #$FF
TXS
JSR Sub0
LDA #$06
STA $09
LDA #$02
STA $0A
LDA #$35
STA $B1
STA $B4
LDA $1B
STA $B2
STA $B3
LDA #$00
STA $B6
LDA #$AA
STA $B5
Main JSR Sub1
LDA #$50
STA $06
LDA #$80
STA $07
LDA #$08
STA $19
JSR Sub2
LDA $0282
AND #$02
BEQ Start
JSR Sub3
LDX #$10
Loop1 NOP
STY $02
DEX
BNE Loop1
LDY #$06
LDX #$04
Loop2 STY #$02
LDA $B1
STA $0D
LDA $B2
STA $0E
LDA $B3
STA $0F
NOP
NOP
NOP
NOP
NOP
NOP
```

```
NOP
LDA $B4
STA $0D
LDA $B5
STA $0E
LDA $B6
STA $0F
DEX
BNE Loop2
LDA #$06
STA $06
STA $07
LDX #$A6
Loop3 NOP
STY $02
DEX
BNE Loop3
JMP Main
Sub0 CLD
SEI
LDX #$00
STX $0281
STX $0283
LDY #$04
Loc0 STX $00,Y
INY
CPY #$20
BNE Loc0
STX $2B
RTS
Sub1 LDY #$FF
STY $02
STY $01
STY $00
LDA #$2A
STA $0295
LDA $0282
AND #$01
BNE Loc1
BRK
Loc1 RTS
Sub2 LDY $0284
BNE Sub2
STY $02
STY $00
LDA #$19
STA $0296
RTS
Sub3 LDY $0284
BNE Sub3
```

```
STY $02
STY $01
STY $2A
RTS
.END
```

--
Steve VanDevender stevev@greylady.uoregon.edu
"Bipedalism--an unrecognized disease affecting over 99% of the population.
Symptoms include lack of traffic sense, slow rate of travel, and the
classic, easily recognized behavior known as walking."

1918. 800xl help please....

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 07:15:31 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun8.021531.10268@desire.wright.edu>
Source record: 106476

Wonder if anyone can help me with info I need. Here is the problem...

I have an Atari 800xl from way back when and I have pondered recently if I could use it to connect from home to my school's system. what I need to know is the following...

1. I don't have a disk drive for it, how can I get one (anyone selling a 1050?).

2. How can I get a Modem for the machine? how can I get a terminal program for it? and What would be the maximum baud rate the modem could support?

3. How available is software for the 800? Is there an ftp site of shareware?

4. Can you still get a printer and interface?

Help if ya can,

Thanks Dave

1919. 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 12:18:22 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jun8.121822.18227@news.uit.no>
Source record: 106477

What is the 850 really? Is it hardware only, or does it have anything like
software inbuilt?
I still have no floppy drive for my 800XL, but if I could just transfer
software from my Amiga to the Atari then I would be very happy. Will the
850 help anything?

Thanks in advance.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

1920. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 12:19:37 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun8.121937.2080@iplmail.orl.mmc.com>
Source record: 106478

In article <1993Jun7.192712.10551@walter.bellcore.com>, pgoudas@gomer.bellcore.com (Paul Goudas) writes:
|> > Hi guys and gals,
|> >
|> > I need to downgrade my Atari 8 bit system from a 130XE to an
|> >800XL (my original machine). It seems that all my favorite games that I played
|> >a while ago do not work with the XE. The XE works fine but doesn't run old games
|> >like Bezerk ...
|>
|> After getting some email about this I tried some more things out over the
|> weekend. When running the XL translator I get a message that says cartridge
|> present on the bottom of the screen. I also got this when trying to load another
|> game.
|>
|> Most of the time the software loaded crashes or shows no video. Can
|> anyone help?
|>
|> pgoudas@faline.bellcore.com

Are you holding down the OPTION key as the computer boots up??? It sounds like the internal BASIC is not being de-selected and is actually in ROM (which tends to screw up most game software). If you are trying to de-select the BASIC ROM, and the translator says that it has a cartridge installed, then maybe your OPTION key is broken.

Larry Richardson
richards@elmer.orl.mmc.com

1921. Re: clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 13:33:59 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <1993Jun8.133359.7787@ge-dab.GE.COM>
Source record: 106479

In article <ViaL5B3w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
|>
|> Hey Jeff.... ever going to make a GIF -> @olrView or vi@e-versa
|> @onverter?
|>

Just what I'm working on these days (among other things): a GIF to
ColrView program. I gotta use either the RAM under the OS in an XL
(which disallows SpartaDOS) or one of the XE banks (like maybe the
highest one?). What do the masses say as their choice? Or maybe allow
selection upon loading?

|> And to be able to make @.V.'s into GIFs would be QUITE ni@e, as well! :)

Not really possible: ColrViews (GR.9) allow 4096 colors. GIF is limited
to 256 colors.

|> And what ever happened to GIFN@ODE? I want some APA@ supported!

You want to create GIFs from APAC pics? If you created the APACs from
GIFs you already have the source :^) But seriously...I'll be looking
into ways to go back to GIF from the aforementioned ColrView program.

|> I hate to bug ya about this ... :) It's just, I've tried a little (well,
|> looked over some sour@e and a "bitmapped graphi@s" book, and found that I
|> ARE 2 DUMB 2 NO HOW 2 DO DIS! ... ;))

hehe...everyone should learn how to code an LZW decoder...builds character:^)

|> what lang. did you make APA@View in?

All assembler. Used the ancient Atari Macro Assembler (AMAC).

|> are you ever going to put up some PD sour@e / routines for viewing APA@ /
|> APA@-Il@ / @olorView ????? 8^9

See E. Halliwell's ColorSquashView for source code on how to display in
ColrView. Watch your mailbox for future issues of Atari Classics :^)

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com

1922. Re: 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 14:12:12 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Jun8.141212.15051@ugle.unit.no>
Source record: 106480

In article <1993Jun8.121822.18227@news.uit.no>, borgen@stud.cs.uit.no (Boerge Noest) writes:
>
> What is the 850 really? Is it hardware only, or does it have anything like
> software inbuilt?
> I still have no floppy drive for my 800XL, but if I could just transfer
> software from my Amiga to the Atari then I would be very happy. Will the
> 850 help anything?

The 850 (AFAIK) has 4 serial ports and a parallel port. It's got firmware built in... Groovy beeping noises when you start up ;) I don't think there's more than the device handlers for Rn: (the serial ports) there, though. Connecting it up to the Amiga shouldn't be a problem... You'll need kermit, zmodem or similar (on both sides... Uh, I guess you'll just have to write one yourself for the Atari, unless you already have it on tape ;).

> |/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--|miga: Just say yes. | Disclaimer: Pbbbbbbbbth!
\X/ | | Save the whalers!

1923. 8bit readers list

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 15:04:50 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun08.150450.24592@dcc.uchile.cl>
Source record: 106481

Hola mundo.

I have received about 20 names and addresses of those who read this
group at least once a week.

I know we are more than that, just by reading the posts of the group.

I don't want to pick the addresses from the signatures, because
some of them just want to ask for something and be replied directly.

If some of you can't post directly to me, just reply this post to the
list.

The format I want to store is:

vparada@inf.utfsm.cl Victor Parada G. (some info)

so, please include a line like this in your posts.

I'll store only ONE address in the "database", so send (or re-send)
the most important (I took the first from the signatures or the one
on the 'from:' field when not specified).

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1924. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 15:09:34 UTC
From: ins559n@aurora.cc.monash.edu.au
Message-ID: <1993Jun8.150934.22303@monu6.cc.monash.edu.au>
Source record: 106482
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

A very interesting document. (That 650x code sure brings back memories of Commodore 64 machine-language hacking :-))

Is there a PD/Shareware Atari 2600 emulator (for the PC or Unix) for testing such code? It would beat buying an EPROM burner/eraser.

-- Andrew "Does the 6507 support undocumented opcodes?" Bulhak

+---+
Andrew Bulhak	"I was afraid someone would raise the spectre
acb@yoyo.cc.monash.edu.au	of RFC-822. I will confess at the outset
Monash Uni, Clayton,	that I find RFC-822 nearly unintelligible."
Victoria, Australia	- Richard E. Depew
+---+

1925. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 17:57:50 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun08.175750.28338@dcc.uchile.cl>
Source record: 106483

In article <1993Jun6.034517.18106@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> (deleted...)
>
>> In a related question, is it possible to directly connect one of the Atari
>> ports to my serial or parallel on IBM and transfer that way? I do NOT have
>> an 850 interface, just this XM301 modem.
>
>Well, here's something I just tried last night, and it worked:
>
>1. Connect the modems to the phone lines in you house.

Doing that would put the telephone company "signal" on the line,
like a "tooooooooooooooo-toot-toot-toot...", producing a dirty
communication, or not?

>Don't connect the
>Atari modem to the phone jack on the IBM modem because the IBM modem
>usually disconnects that jack from the phone line.
^^^^^^^^^^
So, connection is by microwaves!!! ;-)

>2. Make sure each computer is talking at the same speed. (300 baud if
>you're using a SX212)
>
>3. Type ATO or ATD (I forget which one now.) on the IBM and set XE-term or
>whatever term program you're using up for auto-answer. (or dial with the
>Atari and hit ATA with the IBM)

Dial a dumb number??? The telephone company will try to do the
connection...

>4. You should get connect on both systems, and then can transfer at will.
>Just keep in mind that your phone line is in use, and you will be tying up
>the phone for as long as you are online.

A 300 baud connection would take a looong time...

>I just tried this two nights ago to transfer a file from my Mac to my 8bit,
>and it worked just fine.
>
>Just work with it and you should be able to get it to work.

Well??? ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1926. Re: 800xl help please....

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 18:26:12 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hh4@abcd.houghton.mi.us>
Source record: 106485

Dave,

American Technivision
1-510-352-3787

Advertises in Atari Classics Magazine a printer interface for
$43.95 allowing you to connect any standard Centronics Printer Port
type dot matrix, inkjet, or laser printer to your computer.
May also have some disk drives.

Toad Computers
410-544-6943
570F Governor Ritchie Highway
Saverna Park, MD 21146

Buys/sells used 8 bit equipment, and may have a large supply of 1050's
and other stuff.

B&C Computervisions
408-986-9960
2730 Scott Boulevard
Santa Clara, CA 95050

Sells all sorts of stuff, including (I think) a good set of public domain
disks, which would *probably* contain Bobterm, Omnicom, and/or
Kermit 65, which all are recommended for various uses.
They also sell hardware, so check them for printer interfaces,
disk drives, etc.

With an 850 Interface, or P:R: connection, the two most popular
means of connecting a standard RS232 type modem, you might get speeds
of around 9600 baud. If you purchase a Black Box from Computuer
Software Services, you can push modem speeds in the 19,600 buad
range, taking advantage of the latest v.42/v.42bis v.32/v.32bis
modems.

The Black Box also has a printer port, and lots of extra goodies,
and options. Call C.S.S., tell them the Atari Classics Staff sent
ya, and request their latest catalog.

C.S.S.
P.O. Box 17660
Rochester, NY 14617
716-429-5639

There are other hardware options for RS232 and printer ports, I've
listed the most popular ones.

The terminal program you use will depend on the requirements of your
school system. If you need VT100 capability, you'll want to look
into Kermit 65 or Omnicom. These types of programs have a
speed limit of around 2400 baud. With a P:R: Connection,
Omnicom started losing incoming text at 2400 baud.
If Itay Chamiel ever decides what to name his term program, and
to write a manual for it (ahem!), I would highly recommend it.
It's user friendly, and can keep track of incoming data lots better
than Omnicom can. It does not do any sort of file transfer protocols
at this time though.

Bobterm is an excellent (the best) general purpose telecomm. package,
and would be recommended for connecting to another 8 bit system,
BBS systems, or to your school as a dumb (ASCII or Glass TTY) terminal,
or as a VT52. It supports XMODEM, YMODEM, FMODEM, and text capture
and send protocols.

Anything else?

Jeff McWilliams
cd827@cleveland.freenet.edu

-- Via DLG Pro v0.995

1927. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 18:33:25 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun08.183325.23165@dcc.uchile.cl>
Source record: 106484

Hola mundo.

I had to modify some code of a dumped copy of some cartridges in order
to start them on my 800XL.
One of the behaves I recognized was updating the PORTB registers trying
to initialize joysticks 3 and 4, enableing BASIC and "destroying" game's
code.

Also, I wrote a runtime translator (dumped from translated 800XL), that
can be appended at the beginning of some games that require translator.

Xao... (Bye...) ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

1928. Atari 8-bit and peripherals for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 22:25:00 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <0096DBB2.AFBC1900@BORN.PHYS.VIRGINIA.EDU>
Source record: 106497

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). PLEASE FEEL FREE to make any offer! I intend to finalize
sales within a few days, and will accept immediately offers that look very good
(if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Printer- Epson RX-80F/T in excellent condition, extra ribbon.
Printer- NEC 2050 letter-quality personal daisy wheel wide carriage-
this is a smaller, personal computer model, NOT the heavy office model.
Monitors-
1. Commodore 1702 color monitor, one of the best color monitors
available. In mint condition.
2. 10" color monitor with composite video and sound.
3. Green monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

Atari CX853 16K RAM memory module for Atari 800 (I have 2 units)
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1027 Letter Quality 80-column impact printer in excellent condition,
in original box with all cables and manuals
Another 1027 Letter Quality printer almost new, in original box, but does
not work properly
Atari 1020 Color Printer/plotter in original box, manual, all cables.
Another Atari 1020 color printer/ plotter with manual.
Yet another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Joysticks- various types and shapes, all tested and working well.

Paddles- a pair of Atari paddles - NEW never used
Paddles- a pair of Atari paddles - used
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 1010 Program Recorder - I have 2 units, Work fine.
Atari 1010 Program Recorder - save: ok, load: no.

4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.
They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

A pair of Atari radio remote control joysticks-
purchased used and never tested by me, because
I do not have the 9V batteries needed to operate them, sold "as-is".
Cosmetically they look very good, though.

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) with manual
Imagic Atlantis with manual and original box
Centipede with instructions
Missile Command
Activision Space Shuttle
Imagic Demon Attack
AtariArtist cartridge
AtariWriter Wordprocessor with manuals and original box

Disks- (All are original disks)
======

Lode Runner with manual and original box
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Temple of Apshai with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Infocom Zork I with manual and original box
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
The seven Cities of Gold
Atari Translator
Ghostbuster by Activision
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
Joystick Sketchpad with manual (used)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari Statistics I (with manual and original box)

Books-
======

Bill Carris- Inside Atari BASIC
Compute!'s First Book of Atari
Compute!'s Second Book of Atari
Gardner- Software Protection and Code Breaking (book only)
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

1929. Classics Disks &tc

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 23:32:11 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306082151.AA16491@smithkline.com>
Source record: 106486

Well I just returned from a week's holiday & catching up my email, following the thread generated by discussions among Steve Tucker, Jeff McWilliams & Mike Clemmons.

First, I'd like to point out that my initial post on this subject did not mention anyone specifically by name & did not bear the character of a "flame". While I suppose it's possible I overrreacted a bit, the subject of folks coming onto the Net & inquiring about freebies- especially from AC- is one that perhaps I'm overly sensitized to. The sad fact is, that for every 3 people who profess interest in the old machines, only 1 will actualy spend money to purchase hardware/software/publications related to it. It has been the single most sobering observation I've made since I got involved with Jeff's Mail Campaign back in '91. In talking with other vendors/developers, this same figure keeps cropping up. They all seem to know about it & adjust their scales accordingly, but I only just discovered it & the trauma hasn't quite yet worn off. It's probably a good thing for the 8bit community I didn't know this 2 years ago, or I'd have told Jeff McWilliams to go climb a slippery dillweed when he first proposed the novel idea that has since taken life as AC.

While it's true that I'm the main person responsible (at the moment, anyway) for AC, I feel undr no obligation to behave/respond in a "professional" manner. I'm not a professional in the publishing industry, I'm just another user like all you guys are. I reserve my "professional" behavior for my job, that alone should earn me some kind of special consideration at the Pearly Gates (assuming I make it there). But in my capacity as Managing Editor, Circulation Editor, & occasional Contributor to AC, I see myself as no different than any other 8bitter & have no intention to do other than to express myself as I see fit. Most everyone out there already knows I'm a Crusty Old Fart anyway. And those who are perceptive are glad of it. Because what I'm doing with AC is not a job for wimps or the faint of heart. You either get AC with a Crusty Old Fart, or no mag at all. At least there are 480 hardy souls out there who elected the first option.

I received several private responses to my post in which I railed against the "something for nothing" mentality which has been so destructive to our collective 8bit interests. They were all in similar vein to the remarks posted by Jeff McWilliams & Mike Clemmons. Mike is obviusly a veteran of this market, he seems to perceive the value to our continued existence that AC represents.

Nice try, Chris, but I don't think I'm gonna lead a crusade to save the monkey show out there in Sunnyvale. As far as I'm concerned, Atari ceased to exist as of Jan. 1, 1992 (the date they officially stopped supporting the 6502 machines). I can never look back to Sunnyvale, & in any event I have deep, cynical distrust of Korporat Amerika (I work for the world's 3rd

largest drug company). Sure, I might get interested if they promised to renew support for the 8bits. But even if they did promise to hire a half-dozen 8bit support people, even if they put it in writing sealed by the Pope, it would be a lie. Mark my words, they would wiggle out of it. Because the market just isn't there. The opinion of the Corporate Moguls is that the 8bit market is mostly made up of people who won't spend money. And sadly, they are right. Sure, I could pitch in, get those Xerox & Warner ececs in their 3-piece Brooks Brothers suits to promise 8bit support if me & a few other people mortgaged our homes & our pension funds to save Tramiel & The Three Stooges. But once our money is in their pockets they will do do as they damn well please. This is how American business works, I've seen it once too often, I got a bad case of Attitude. Sunnyvale is 3,000 airline miles from Frazer, as far as I'm concerned that STILL puts Tramiel & Co. too close to AC! And if you think some newcomer will breeze in & change the mentality out there, guess again. Warner tried that when they hired James Morgan in 1983. And Tramiel in 1985. Face it, the place is a zoo. The only thing that changes are the animals Warner places on exhibit. The bigshot halfwits who call the shots out there will only manage to find another idiot to take charge. Only this time, they do it with money taken directly from the pockets of the users. But not THIS user.

Now, if you want to save some really USEFUL part of our developer market, cast your eyes to ICD. The amounts of money involved are much less, & the people involved are actually rational. I refer specifically to Tom Harker of ICD who called me out of the blue last Friday (June 4) to let me know rather emphatically that ICD is REALLY anxious to sever its ties to the 8bit market. He wants to sell the rights to all OSS/ICD products, along with all remaining supplies of parts & manuals. Apparently they still have a LOT of stuff, but all in pieces. How much money would it take? He indicated not less than $5000 nor more than $15000l. I see the problem there as not so much financial but rather one of logistical & technical resources. What would it take to buy them out? First, the money (which is negotiable within the above limits). 2nd, someone with lots of TIME on their hands (that's where I get off). 3rd, someone with a THOROUGH knowledge of both the 8bit machines & the 8bit market. 4th, somebody with a veery large garage ot similar type place where they could store all the stuff & set up a mini-factory to assemble & test the loose parts into saleable products. And 5th, the mechanical skills & business knowledge to do all the above. Tom prefers to sell this stuff to someone who will continue to develop & market it. The above requirements represent a tall order, but at least the situation is well-defined.

Any takers? Contact me or call ICD directly.

A final note. I'm dabbling in these waters myself. For the past month I've been negotiating with a "former" 8bit company to salvage one particular piece of software which has become essential to the operation of AC. I'm finding it slow going. Just composing an Agreement of Sale takes a bit of doing.

Forget Atari. I say, let us buy back our own damn market. Perhaps some sort of 8-bit Users Co-op or Consortium, whatever. Not just ICD, what about Innovative Concepts?

But before any of these pipedreams can come real, we must first get it into our heads that there are no free lunches.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

1930. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-08 23:56:00 UTC
From: dsiebert@icaen.uiowa.edu
Message-ID: <1993Jun8.235600.16944@icaen.uiowa.edu>
Source record: 106445
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

So if you can put a sound chip in a cartridge like Ballblazer apparently did, can you put other things in a cartridge? Like, say, a fully functional 6502 and some better display hardware? If you could cram it all in there (or make a larger cartridge since part of it sticks out of the top anyway) you could have potentially created some games that blew away everything else available at that time. They'd cost quite a bit though...

--
Doug Siebert | "I don't have to take this abuse
Internet: dsiebert@isca.uiowa.edu | from you - I've got hundreds of
NeXTMail: dsiebert@chop.isca.uiowa.edu | people waiting in line to abuse
ICBM: 41d 39m 55s N, 91d 30m 43s W | me!" Bill Murray, Ghostbusters

1931. June AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 00:11:10 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306082355.AA16998@smithkline.com>
Source record: 106487

I am just informed by our Publisher that, if all goes well, the June AC will get mailed out around June 11. Allowing time for the usual 3rd class pack mule express, it should start hitting mailboxes around the week of June 21.

The Classics Disk for June was sent out around May 28, most everyone should have it by now (mine arrived last Tuesday).

AC is on track. Feels good. And still growing!

- BEN POEHLAND
Circulation Editor
ATARI CLASSICS Magazine

****

1932. Re: tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 00:22:36 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun9.002236.47256@austin.onu.edu>
Source record: 106488

Well it has been a long time since I have played with a tapedrive, but here is an idea. I think (no promises) that the tape drive places data on the magnetic medium using some sort of audible tone. If this is so, you could simply play the tape on a regular player, and at the same time record on another. By adjusting the volume, you may be able to recover the data (fortunately the tape drives baud rate is low enough not to create any HUGE errors).

On a similar topic, I just came into a bunch of tapes, but I dont have a tapedrive. Is it possible to make a SIMPLE interface betweeen the Atari and a regualar tape player?

1933. Re: 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 01:07:31 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun9.010731.102375@austin.onu.edu>
Source record: 106489

paul hruby (phruby@ucrengr) wrote:
: If they are not considered pirate, does anyone have a translated version
: of Countermeasure or Space Dungeon?

Concerning the piracy issue, I would have to say "Yes."
I can remember seeing games that would have opening gambits bragging
about those who cracked them (I particularly remember "Glenn the 5200
man"). I don't believe (don't quote me) that it is illegal to copy
the cartridges to disk, it was just illegal to distribute the copies.
I once remember hearing about a program called Cart-Copy that did this
exact thing.

Hope this helps.....

1934. Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 01:22:04 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun9.012204.33049@austin.onu.edu>
Source record: 106490

I have experienced a glitch with Bobterm and I was wondering if anyone
else has ever had it. While Xmodem'ing files, and when the buffer fills,
Bobterm saves the info in the buffer. No Problem. But, sometimes a
packet or two will get transmitted during the save process. When
Bobterm returns to transferring, you see "Dup Block #", then "Bad Block".
After ten times, it aborts. This error is very unusual, though. It
only occurs while transferring certain files (usually .dcm), and it
does it at diferent places at different baud rates.

Examples: it will produce this error on the first save at 1200baud
it will produce this error after roughly 5-6 save at
9600 baud
Like I said, it is usually predictable with a .dcm file, and always happens
at the same places (it never does it at 300 baud). Is this a glitch on my
end, or is this a Bobterm bug. Please help

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1935. Literature

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 01:31:58 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun9.013158.38202@austin.onu.edu>
Source record: 106491

I just got a ton of old hardware/software/literature about the Atari line of computers. Included in this is a Price listing from the early '80s (circa 1981). It has the price listing of the 400,800,810,815,850, etc. DO YOU REALIZE HOW MUCH THEY WANTED FOR THIS STUFF? I was shocked. if anyone would like me to post an excerpt from this, I would be happy to the next time I check my mail ('bout a week).

BTW: If any of have seen this stuff, the literature looks more like a car brochure than an owner's manual or a product list...WEIRD....

l-murdock@onu.edu
Lance "Ate_bit" Murdock

1936. Mydos Tech

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 01:34:05 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun9.013405.59017@austin.onu.edu>
Source record: 106493

Can someone point me to the MyDos Technical Manual referenced in the
MyDos 4.50 owner's manual. Is it at the Archive? Thanks in advance.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1937. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 01:37:15 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun9.013715.46588@austin.onu.edu>
Source record: 106492

I was wondering, can I add an XE compatible RamDisk to the buffer memory in Bobterm? I would think it could be done somehow. Am I once again being a total idiot? Thanks.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

1938. Re: tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 02:22:34 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C8C19n.Jpo@cbfsb.cb.att.com>
Source record: 106494

In article <1993Jun9.002236.47256@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>Well it has been a long time since I have played with a tapedrive,
>but here is an idea. I think (no promises) that the tape drive places
>data on the magnetic medium using some sort of audible tone. If this is
>so, you could simply play the tape on a regular player, and at the same
>time record on another. By adjusting the volume, you may be able to
>recover the data (fortunately the tape drives baud rate is low enough
>not to create any HUGE errors).
>
>On a similar topic, I just came into a bunch of tapes, but I dont have
>a tapedrive. Is it possible to make a SIMPLE interface betweeen the
>Atari and a regualar tape player?

Doable, yes. In ancient times, when I managed to scrape together
$400 for an Atari 400, I built my own tape drive interface for my
home stereo deck rather than purchase one. It worked, I still have
it, and I am glad I did. _But_ .. perhaps it was my design, perhaps
signal levels, interchangability with a regular Atari deck was iffy.
If I remember correctly, I could (usually) read my friend's tapes,
say with in excess of 80% success, but they seemed to only be able
to read mine about 50% of the time.

One thing important is that the Atari drive is a _stereo_ (sort of)
unit. They use one channel for data, the other was intended for a
sort of voice over/music accompnaiment ala the tape accompanying
a slide show. So you would have to use a stereo deck for the interface.

Another thing of slightly less importance is motor control. The Atari
started and stopped the deck under computer control, and timing could be
critical (more critical for bootable tapes). My unit interfaced
with my home deck that happened to have solenoid driven controls, and
a wired remote (not common at the time, more common nowadays). I also
had the service manual for it, and am not shy about modifying things,
I put in a separate relay for the Atari interface so I would not tie
up the wired remote.

Bottom line? My interface (which included RS-232 buffers to connect
to a PC, which I have not used as yet) cost something like $25 to build.
Not too mention time. (By the time it was in a box, with switches, lights
and labels). Buy a used Atari deck for $20 or less. I did. And
put my homebrew on the shelf.

--
Richard Dell

1939. Re: 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 02:54:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1v3jda$cte@usenet.INS.CWRU.Edu>
Source record: 106496

In a previous article, phruby@ucrengr (paul hruby) says:

>
> I have the following games that were converted from the 5200 for use on the
>XL/XE computers. I believe a hacker group did these. The games are:
>Centipede (more details than the computer version)
>Xevious
>Bezerk (talking version)
>Super Pac-man
>Jr. Pac-man
>Gremilns
>and a couple others I can't remember.
>
>My question is are these pirated? Atari never released some of these to
>my knowledge and never to the computers. If they are not pirated, could I
>distribute them or should I erase them?

I would say that they're pirated. If you want to play the games
legitimately you should probably get the carts and a 5200 to play them on.

If choose to pursue that route, it's time to head to
rec.games.video.classic.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1940. Re: tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 03:03:43 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <83012@cup.portal.com>
Source record: 106498

In a recent article, somebody who didn't even sign his name, much less his Internet address, writes:

> ...Is it possible to make a SIMPLE interface betweeen the
>Atari and a regualar tape player?

This question came up here a couple of years ago. The concensus at that time was that it WAS possible, in theory anyway; I may even vaguely recall some former Atari engineer (NOT Steve Q.) popping up and talking about a nifty-neato prototype interface he'd built that Atari had declined to produce and market, etc., but THAT may have been part of a DIFFERENT thread.

Anyway, to interface a regular tape player to the Atari for playback would require a circuit to convert the audio tones on the tape into the appropriate high/low voltages for the SIO bus and serial I/O (does POKEY handle this?) chip. By all intelligent-sounding accounts, this was a simple circuit to build, but I don't have any idea how you'd go about it. How about it, hardware guys?

(My contribution to this, when it came up, since stores were still selling Atari XEGS's at the time, was to rig up a Walkman-to-Atari interface, write (or download) some kool demos, slip into the local retail outlet and sur-reptitiously install software from cassette. Can't you just see the people in the store wondering where the hell this stuff ws coming from? heheh! Never did get to do it though... darn it.)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1941. where...where...WHERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 03:11:09 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun8.221109.10286@desire.wright.edu>
Source record: 106495

I am just getting into an atari 130xe and drive and I a m wondering where software other than public domain can be had? Also since atari no longer supports 8bit, is the software by atari PD? Lastly, I know that 800 software is compatible with 130xe, but were there any games, word processors, etc. that were made eclusively to take advantage of the 130xe's 128k. If so please list any recommendations....

Thanks
Dave

1942. Re: Literature

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 03:21:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <83018@cup.portal.com>
Source record: 106499

In a recent article, Lance "Ate_bit" Murdock (l-murdock@onu.edu) writes:

>I just got a ton of old hardware/software/literature about the Atari
>line of computers. Included in this is a Price listing from the early
>'80s (circa 1981). It has the price listing of the 400,800,810,815,850,
>etc. DO YOU REALIZE HOW MUCH THEY WANTED FOR THIS STUFF? I was shocked.

Hell YES I realize it -- I was THERE and that's when I BOUGHT my first Atari.
Well, within two years of it anyway. I bought an Atari 800 with 48K memory
(that's 16K OS ROM plus 32K RAM) for $399, plus the "programmer's kit"
(Atari BASIC cart and manual, in a box the size of a Buick to make people
feel like they were really getting something for $29, a SS/SD Percom AT-88
disk drive for $309 (all this from the original receipt) and, as I recall,
an Atari 850 Interface Module for probably a couple hundred and a ProWriter
printer for about $500 and a (300 baud, acoustic-coupled) modem for another
hundred or so. I had about $1100 in the system when I got it all home,
and that's WITHOUT a TV or monitor! At the time it was the most money I'd
ever spent on anything, and I was all excited to brag to my best friend
who was always outspending me and trying to make me feel bad about it; but
when I told HIM I had just spent $1100 that day, it turned out HE had just
bought a CAR for TWICE that amount. Beat me again, the bastard... ;-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1943. Re: 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 04:04:43 UTC
From: crow@coos.dartmouth.edu
Message-ID: <C8C5zv.JMv@dartvax.dartmouth.edu>
Source record: 106502

In <1v3jda$cte@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, phruby@ucrengr (paul hruby) says:

>>
>> I have the following games that were converted from the 5200 for use on the
>>XL/XE computers. I believe a hacker group did these. The games are:
>>Centipede (more details than the computer version)
>>Xevious
>>Bezerk (talking version)
>>Super Pac-man
>>Jr. Pac-man
>>Gremilns
>>and a couple others I can't remember.
>>
>>My question is are these pirated? Atari never released some of these to
>>my knowledge and never to the computers. If they are not pirated, could I
>>distribute them or should I erase them?

>I would say that they're pirated. If you want to play the games
>legitimately you should probably get the carts and a 5200 to play them on.

>If choose to pursue that route, it's time to head to
>rec.games.video.classic.

No, you don't have to get a 5200 to be legal, but you would need to
get the legal cartridges. Once you've BOUGHT (not purchased a
license) the software, the company can't tell you how you can use it.
So if you have a legal copy, they can't complain if you use it in a
way that they didn't intend, such as store it on disk, modify it, and
play it on your 800 (or equivalent).

Of course, if the games are no longer being sold, then the moral
debate is a lot more complicated... (though the legal one isn't)

--PC

--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1993. All right reserved. The
above positions are also held by Rush Limbaugh, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

1944. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 04:23:34 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1v3ok6$7dh@samba.oit.unc.edu>
Source record: 106500

In article <1993Jun9.013715.46588@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>I was wondering, can I add an XE compatible RamDisk to the buffer
>memory in Bobterm? I would think it could be done somehow. Am I

Not exactly, but you can download or capture to ramdisk, which is almost as good (if the file isn't bigger than the ramdisk).

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1945. Re: clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 04:32:41 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1v3p59$7r9@samba.oit.unc.edu>
Source record: 106501

<talking about a new GIF to Colorview decoder, which might need to use banked memory>

I use Textpro, so I keep my ramdisk configured to not use the same banks. I think it uses the first two banks of 130XE memory.

Bill Marcum

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1946. exit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 07:18:55 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1993Jun8.231855.1@vax.sonoma.edu>
Source record: 106503

I have a bunch of stuff for trade or sale.

I am looking for a color monitor with a speaker or
transkey
or xf551 and a 3.5drive with it or 2400 baud modem

in exchange I am willing to trade some or all of the following:

Silent service

Suncom Animation Station

Koala Pad
Lightspeed c
star raiders
river raid
centipede
donkey kong
asteroids
missle command
Galaxian
caverns of mars
diamond gos with mouse

news station
supra 300at modem
1050 drive

some of this stuff doesnt have manuals.

let me know. contace me at 707-584-4702 or Brownan@vax.sonoma.edu or
brown@zippy.sonoma.edu

Flight Simulator 2
Master of the lamps
Microprint interface
Silent serveice

1947. Re: Literature

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 07:46:05 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jun9074605@metro.unh.edu>
Source record: 106559

In article <83018@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

In a recent article, Lance "Ate_bit" Murdock (l-murdock@onu.edu) writes:

>I just got a ton of old hardware/software/literature about the Atari
>line of computers. Included in this is a Price listing from the early
>'80s (circa 1981). It has the price listing of the 400,800,810,815,850,
>etc. DO YOU REALIZE HOW MUCH THEY WANTED FOR THIS STUFF? I was shocked.

Hell YES I realize it -- I was THERE and that's when I BOUGHT my first Atari.
Well, within two years of it anyway. I bought an Atari 800 with 48K memory
(that's 16K OS ROM plus 32K RAM) for $399

I gotya all beat.... I bought my Atari 800 when they first came out and I
paid $795 and paid $695 for my Atari 810...

Mike
--

```
(o o)
------------oOO--(_)--OOo-----------------------------------------
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```

1948. Re: 800xl help please....

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 07:51:17 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hi8@abcd.houghton.mi.us>
Source record: 106560

Mike Thomas says the C.S.S. Number I posted results in a
"No Longer In service" message.
Very surprising. I haven't been able to personally verify this,
can anyone else?

Here are the FAX and BBS numbers for C.S.S. just in case.

716-247-7158
That's the FAX

716-247-7157
That's the BBS

Jeff

-- Via DLG Pro v0.995

1949. Re: where...where...WHERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 08:00:14 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hic@abcd.houghton.mi.us>
Source record: 106561

Dave,

Looking for 130Xe applications? Check out Atari Classics,
starting a few issues back. I'm doing a special on expanded memory
and the applications and stuff that use it.

Jeff McWilliams
cd827@cleveland.freenet.edu

-- Via DLG Pro v0.995

1950. 5200 converts again...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 12:28:46 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun9.072846.10308@desire.wright.edu>
Source record: 106558

Ive been reading on this group alot about 5200 and 7800 cartridge
conversions to the xl/xe. How does one go about doing this?

Thanks

Dave

1951. Re: Famous people?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 14:13:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <41RV5B1w165w@cyberden.sf.ca.us>
Source record: 106567

hutch@bellman.lanl.gov (John Hutchinson) writes:

> Dave's internet address is dsmal@well.sf.ca.us and is also available on
> GEnie at d.small (I think) and CIS at 76606,666/76004,2136 . He has not
> been very active in any of these lately, however.

WOW! He's nearby me! :) My mail used to go thru the Well.. ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1952. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 14:15:04 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <T4RV5B2w165w@cyberden.sf.ca.us>
Source record: 106568

MIS0160@MVS.UDEL.EDU (Roger Cole) writes:

> This was the same individual who laughed off Atari engineer Steve Job's
> proposal to build inexpensive general-purpose computers. Of course, we
> all know Steve left Atari and helped co-found Apple Computers. Nolan
> has tried his hand at several unsuccessful ventures since leaving Atari,
> the most unforgettable was trying to market personal robots. I'm afraid
> we can't go back home again.
>

Yep.. BUT, he started @hu<k E. @heese's, right? He also started work on
some TV-thing where you <ould sele<t, say, points of view.

Say there was a ball game on TV, you <ould sele<t to view it from a bun<h
of differenangles. All it really did was <hange <hannels, but it was a
little more <ompli<ated than that ..

Some other <ompany started up the same idea, but they had this lame way
of <onne<ting you to your <able <ompany and having the devi<e work thru
the phone..!?

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1953. Re: Literature

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 14:20:50 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jun9.142050.17867@exu.ericsson.se>
Source record: 106563

Lance Murdock writes:
>
>I just got a ton of old hardware/software/literature about the Atari
>line of computers. Included in this is a Price listing from the early
>'80s (circa 1981). It has the price listing of the 400,800,810,815,850,
>etc. DO YOU REALIZE HOW MUCH THEY WANTED FOR THIS STUFF? I was shocked.
>if anyone would like me to post an excerpt from this, I would be happy
>to the next time I check my mail ('bout a week).

You want to see rip-off, check out the prices of the original IBM PC
of the same period. No monitor, no graphics card (without a card you
couldn't even get a text screen), no printer port (it was on a card too),
no disk drives, 64K of RAM, all for $2500+. Remember, this beast had a
cheesy speaker for sound, the best graphics were four color without a
changeable palette, you had to fool with DIP switches when you installed
more memory, the manuals were right out of the 1960s mainframe days, etc.
And people *bought* them!

--
James Hague
exuhag@exu.ericsson.se

1954. In search of Thane Maxwell

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 14:51:30 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19930609141345.3.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 106562

```
[Sorry for the wide distribution]

Thane Maxwell, if you're out there, please send me you e-mail address;
I've lost it.
```

1955. Re: tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 18:47:42 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1v5b8e$is0@nz12.rz.uni-karlsruhe.de>
Source record: 106564

Chris_F_Chiesa@cup.portal.com writes:

> In a recent article, somebody who didn't even sign his name, much less his
> Internet address, writes:
>
> > ...Is it possible to make a SIMPLE interface betweeen the
> >Atari and a regualar tape player?
>
> {...}
> handle this?) chip. By all intelligent-sounding accounts, this was a simple
> circuit to build, but I don't have any idea how you'd go about it. How
> about it, hardware guys?

This idea is really old. I remember reading about it in an Atari
magazine from < 1986 about it. This article showed how to build an
interface like this.

In the former East Germany many 8-bit Atarians often couldn't
afford an original 1010 or a SX12. So the idea of an interface
between Atari and an ordinary tape player got really popular.

Some homebrew developments even offered more speed and more data
security than Atari's original equipement.
If you could find someone from that part of Germany, he'd be able
to tell you more about it.

I think the German/international ABBUC user club offers some
schematics for building this kind of interfaces (for members only).

Finally I know someone on my university who did this hack a long
time ago. He doesn't deal with the 8-bit anymore. I hope to convince
him to get on c.s.a.8. one day. Maybe he'll explain what he did.

Marek Tomczyk
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

1956. MAC/65 .LOCAL ??

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 18:53:18 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hj2@abcd.houghton.mi.us>
Source record: 106565

Has anyone out there made extensive use of local labels and assembly-time
variables in MAC/65? I would like to hear from you if you have,
I've been having some interesting experiences using this feature which
are causing me a little distress.

Jeff McWilliams
cd827@cleveland.freenet.edu

-- Via DLG Pro v0.995

1957. Cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 20:00:37 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun9.150037.10324@desire.wright.edu>
Source record: 106566

please excuse my utter ignorance in atari matters, but are carts
from the 5200, 7800, xe game system, 800xl, all compatible with the
130xe. If so then how do you adapt the 5200 & 7800 carts to fit the slot on
the 130xe?

Thanks,

Dave

1958. Re: June AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 20:51:48 UTC
From: csbdb@ux1.cts.eiu.edu
Message-ID: <1993Jun9.205148.17383@ux1.cts.eiu.edu>
Source record: 106569

In article <9306082355.AA16998@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>I am just informed by our Publisher that, if all goes well, the June AC will
>get mailed out around June 11. Allowing time for the usual 3rd class pack
>mule express, it should start hitting mailboxes around the week of June 21.
>The Classics Disk for June was sent out around May 28, most everyone should
>have it by now (mine arrived last Tuesday).
>AC is on track. Feels good. And still growing!
> - BEN POEHLAND
> Circulation Editor
> ATARI CLASSICS Magazine

I was wondering was happened to my brother's subscription. He paid the
$25 or $30 (whatever amount it was), and recieved only one issue, your
first. After that...nothing. Even after mailing a request for the status
of his subscription, he got no reply. He had been burned numerous times
by well intensioned Atarists, so he is no longer interested.

It is also a shame, since being a software developer for the 8-bit Ataris,
he get more disheartened each time he tries to keep up with the needs and
wants of the users and then gets dropped by the sources.

Sorry for using the net this way, but I thought it might prompt a responce
that would not come from a less public forum.

Brett Bensley
Westfield, IL 62474

1959. 8bit Hard Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 21:56:39 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun9.165639.10330@desire.wright.edu>
Source record: 106570

Does anyone know if there was ever a Hard-disk made for the
8bit machines. If not, has anyone tried to do it themselves, and were you
succesful? Any general info on this topic would be appreciated!!!

Dave

1960. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 21:56:43 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <1v5mar$6j8@Tut.MsState.Edu>
Source record: 106571

I have the following Atari 8-bit items for sale:

Hardware - 1020 color pen plotter/printer $10

Accessories - 1 Suncom Tac-3 joystick $3
1 WICO BOSS joystick $3
1 Atari 7800 joystick $3
1 set of paddles $5

Software on disk - Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15
RAMbrandt version 2.0 $10

Games on disk - Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jawbreaker $5
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Quest of the Space Beagle (no docs) $3
Silicon Dreams $5
Trail Blazer $10

Books - Basic Atari BASIC $7
Mapping the Atari, revised version (includes XL stuff) $10
Atari DOS 2.5 Manual, $7

Magazines - ANALOG Computing issues 44(7/86), 45(8/86), 46(9/86), 49(12/86)
Antic: July, Aug/1985
Dec*/1987
Apr, Dec*/1988
* these issues include the disk

I also have over 50 ds/dd SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Daniel Martin
P.O. Box 2439

MSU, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu
P.O. Box 2439
MSU, MS 39762

1961. 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 22:14:30 UTC
From: phruby@ucrengr
Message-ID: <32464@galaxy.ucr.edu>
Source record: 106573

But Atari never wrote the games for the 8bits. They were for the 5200. The code is different than the version of the 5200. True Atari did write 95% of the code but don't the differences count? Isn't this alot like writing an exact duplicate for the Atari of a game that was only released for the C64? I don't think Atari holds any copyright for these games. They did not program them for the 8bits. Pieces of the code is not theirs. We don't know how extensively Glenn the 5200 man had to modify the original code. Hell, for all we know it could be 95% Glenn's code.

I have had a number of requests for these games. Most people said that they are pirated but want copies anyway. Can't someone come up with an argument for distributing these games? For example, Atari would have never made any money from these games because they never designed them for the 8bits. Besides, even if we do not consider them pirated, who in this case does it hurt? Atari stopped supporting the 8bits years ago. :-< Most, if not all, of the companies that designed software for the 8bits went bankrupt or moved on. Do you think Atari would release these games and all the official games for the 8bits to the public domain if we got a letter writing campain going? It worked for the Vetrex system. Somehow I would guess they would not as long as they have old 8bit carts in their warehouse but that does not mean the conversions couldn't.

Paul
phruby@ucrengr.ucr.edu

1962. 5200 converts again...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 22:18:40 UTC
From: phruby@ucrengr
Message-ID: <32465@galaxy.ucr.edu>
Source record: 106574

I remember Analog Computing ran an article on transferring 5200 games to the 8bits. Actually, it was more of a differences article than a step by step process. Reading this someone could transfer the games over.

Paul
phruby@ucrengr.ucr.edu

1963. Re: MAC/65 .LOCAL ??

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-09 22:31:55 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1v5ocr$7vq@usenet.INS.CWRU.Edu>
Source record: 106572

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) says:

>Has anyone out there made extensive use of local labels and assembly-time
>variables in MAC/65? I would like to hear from you if you have,
>I've been having some interesting experiences using this feature which
>are causing me a little distress.

I have heavily used .LOCAL variables in my Mac/65 code; Most frequently
used for looping_variables within one section of the code. I also
use it to seperate sections of code which do different functions. Extremely
useful when working within a shell 'package'. Although, you can not use
it for variables which you want to reference outside of the local.

```
ex:
.LOCAL
Selection
pla
cmp #1
bne ?SEL.TWO
JMP Routine_One
?SEL.TWO
cmp #2
bne ?SEL.THREE
JMP Routine_Two
?SEL.THREE
cmp #3
bne ?SEL.EXIT
JMP Routine_Three
?SEL.EXIT
RTS
.LOCAL
Routine_One
lda $cc
cmp #34
bne ?RO.ONE
sta misc
<blah> ;addition code etc...
<blah>
<blah>
?RO.ONE lda $cd
<blah>
.LOCAL
Routine_Two
```

Think you get the picture, as for assembly variables, not greatly used,
although I do remember using them at one point in time.

BRiTiSH
ai792@po.cwru.edu
--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

1964. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 01:38:32 UTC
From: sourada@iastate.edu
Message-ID: <sourada.739676312@vincent2.iastate.edu>
Source record: 106575
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

I'd heard that the 2600 was terrible to program, but I never dreamed it could be that bad!! :-) I have a new respect for some of the games I used to play on the 2600 (darn, I just gave away my 2600 and cartridges, I'd like to look at some of those games again in this new light :-)

The file tells a few things about the differences between the 2600 and the 7800, does anyone have any more info on the 7800?

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

1965. 8bit stuff for trade or sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 02:45:55 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1993Jun9.184555.1@vax.sonoma.edu>
Source record: 106576

I have a bunch of stuff for trade or sale.

I am looking for a color monitor with a speaker or
transkey
or xf551 and a 3.5drive with it
2400 baud modem
xep 80 with an 80 column word processor/ terminal program

in exchange I am willing to trade some or all of the following:

*Silent service
*Suncom Animation Station
Koala Pad and microillustrator cart
*Lightspeed c
*^star raiders x 2
^river raid
^centipede
^donkey kong
^asteroids
^missle command
^Galaxian
^caverns of mars
*diamond gos with mouse
*news station
*supra 300at modem
*1050 drive with dos stuff
*Flight Simulator 2
*Master of the lamps
*Microprint interface
*Autoduel
*Omnitrends Universe
ultima 4
a bunch of old electronic arts games(archon, racing destruction set,7 cities of gold,
bank street music writer, etc.)

* has manuals, and/or in original boxes
^ cartridges
some of this stuff doesnt have manuals.

I know what I am looking for is crazy but hey, these are crazy times.
If you want to buy some, make me an offer that I can't refuse.

let me know. contact me at 707-584-4702 or Brownan@vax.sonoma.edu or
brown@zippy.sonoma.edu

1966. Re: Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 02:54:25 UTC
From: andrewh@panix.com
Message-ID: <1v67p1$nh1@sun.Panix.Com>
Source record: 106580

In article <1993Jun3.201730.20839@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>An interesting thing, I just went under the computer desk here to see just
>what kind of supply the IndusGT had... When I peeled back the Indus lable
>to see what the specs were guess what I found... Yeah, an Atari power
>supply... the same one I got with my MIO in a box labled "For 5200 only"..
>
>9.3v dc 1.95a part no. c018187
>
>neg -----------< *------------pos
>what that means is, neg to the outside pos to the center
>
>Mike
>Atari Archive Project
>Louisiana
>

That's odd. A friend once plugged an Indus power supply into an Atari 810
and blew out the power supply. Has anyone actually tried to mix the two?

1967. Re: 8bit Hard Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 03:00:12 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hjk@abcd.houghton.mi.us>
Source record: 106579

Dave,

There are several different interface cards that let you connect
standard SCSI drives to your 8 bit Atari. Again, the Black Box
I mentioned in a previous article is one of them, and probably the
best. The other two are the now discontinued MIO from ICD, Inc., and
the Supra Interface, now from K-Products.

Jeff McWilliams
:wq

-- Via DLG Pro v0.995

1968. Re: MAC/65 .LOCAL ??

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 03:04:48 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0hjm@abcd.houghton.mi.us>
Source record: 106578

British,

Okay, well I was programming MAC/65 and had about 5 different local areas of code. Everything was going fine, and then I added another .LOCAL section of code, and the compiler went nuts, saying all my .LOCAL variable references were undefined, and BEQ type jumps were bad as well. I was using Sparta 3.2d, and once this happened, I couldn't seem to find how to resolve the problem. I finally ended removing some of the .LOCAL sections, turning the local labels into global ones, until I got MAC/65 to compile properly. I then moved from 3.2d to Sparta-X. It is all very strange, and really ticked me off. The code consisted of a MAIN.M65 with includes to a 5K SUBS.M65 and 3K worth of MACROS.M65, which when finally assembled, resulted in about 1.2K of object code. Go figure. It really upset me, and I was hoping maybe somebody else had a similar experience, figured out exactly where the conflict was, and had any suggestions for successfully using .LOCALs a lot while avoiding the bug I ran into.

Jeff

-- Via DLG Pro v0.995

1969. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 03:17:55 UTC
From: gmw1@cunixa.cc.columbia.edu
Message-ID: <1993Jun10.031755.22797@news.columbia.edu>
Source record: 106577
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

In article <sourada.739676312@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>I'd heard that the 2600 was terrible to program, but I never dreamed it
>could be that bad!! :-) I have a new respect for some of the games I used
>to play on the 2600 (darn, I just gave away my 2600 and cartridges, I'd
>like to look at some of those games again in this new light :-)

Incidentally, does anyone know what machines were generally used for
development of 2600 software? (particularly when the 2600 was new and
there weren't many 6502-based systems around)

--
Gabe Wiener -- gmw1@cunixa.cc.columbia.edu -- N2GPZ
Sound engineering, recording, and digital mastering for classical music
"I am terrified at the thought that so much hideous and bad music
will be put on records forever." --Sir Arthur Sullivan

1970. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 03:57:45 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <y7Tw5B2w165w@iowegia.dsm.ia.us>
Source record: 106581

phbill@cyberden.sf.ca.us writes:

> > all know Steve left Atari and helped co-found Apple Computers. Nolan
> > has tried his hand at several unsuccessful ventures since leaving Atari,
> > the most unforgettable was trying to market personal robots. I'm afraid
> > we can't go back home again.
> >

Don't forget that he founded Sente systems. The video
arcade game that was cartridge based. A good idea, but since he
didn't suck the toes of the big boys, was cold-shouldered out of
the picture.

This technology was A VERY GOOD IDEA. Before Sente, an
arcade owner would have to physically move machines around to keep
his game lineup fresh- to increase business. Sente would allow
the operator to simple use a key to remove the marqee glass, and a
key to open the cartridge slot to change the name and roms of the
game. Thus- a new game, without the need for moving machines
around.

I bought into this when it came out- but got burned
because the company failed. I liked the idea of having my
collection gal not only pick up the quarters, but also change the
games. I used to need a truck and TWO MEN to do this! Repairing
the machines was also simple, as there was ONLY ONE MOTHERBOARD
design to learn and once you saw a problem on one machine, it
would show up again on another. This does not work with
different manufacturers who use a different motherboard design
with each game! All in all he had a wonderful idea.....sq

(Does he still own Chuck E. Cheeses franchise, or did he sell
that? Bushnell is not a good businessman, but if I were him, I
would never sell that pizza chain.....)

1971. Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 04:44:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739728614.AA04497@tdkt.kksys.com>
Source record: 106513

On <07 Jun, 15:50>, Raphael J Espino wrote to All :

RJE> >a while ago do not work with the XE. The XE works fine but doesn't run
RJE> old games
RJE> >like Bezerk ...
RJE>
RJE> Hmmm, this reminds me of my 65XE, I have several games that play on my
RJE> 800XL,
RJE> but crash on my 65XE for apparently no reason at all. What's more these
RJE> games
RJE> work on my 130XE. All other software on my 65XE works fine, it is just a
RJE> selection of games that crash. I have checked out the O.S. on each
RJE> machine
RJE> and they are all identical to each other. Maybe there is some obscure
RJE> techincal fault at play here. One idea that strikes me is a loose chip
Something that I have a had experience with is the possibility of a bad
power supply. After having my 800 XL for a couple of years, it began to
mysteriously lock up at unexplained times, but always after being on for a few
minutes. The power supply did eventually die on me and it was one of the early
"weak" versions -- the small, all black transformers -- probably helped
to its death by my memory upgrade. But since getting one of the newer, vented
versions (hey, it even matches the color scheme), I have had no problems.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1972. Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 04:50:04 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739728614.AA04498@tdkt.kksys.com>
Source record: 106514

On <07 Jun, 20:27>, Paul Goudas wrote to All :

PG>
PG> After getting some email about this I tried some more things out over the
PG> weekend. When running the XL translator I get a message that says
PG> cartridge
PG> present on the bottom of the screen. I also got this when trying to load
PG> another
PG> game.
PG>
PG> Most of the time the software loaded crashes or shows no video. Can
PG> anyone help?

Are you remembering to boot those games while holding down the OPTION
key? Many of the earlier games for the Atari do not detect if BASIC is active
or not, then either displaying the message "CARTRIDGE PRESENT" or locking up.
This will prevent the internal BASIC from loading.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1973. 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 05:08:05 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739728614.AA04499@tdkt.kksys.com>
Source record: 106512

On <08 Jun, 13:18>, Boerge Noest wrote to All :

BN> What is the 850 really? Is it hardware only, or does it have anything like
BN> software inbuilt?
BN> I still have no floppy drive for my 800XL, but if I could just transfer
BN> software from my Amiga to the Atari then I would be very happy. Will the
BN> 850 help anything?
The 850 implements RS232 ports for the Atari 8-bit, allowing it to
communicate w/ non-standard (i.e. non-Atari) printers, modems, etc. It is
primarily hardware, but also has a handler which is loaded into the computer.
You could hook up your Atari to your Amiga w/ the 850 or ICD's P:R:Connection
via a null-modem cable, but you would probably also need some type of Telecomm
software for your Atari.

BN> |/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
BN> |// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
BN> |/ The worlds northernmost university | Life is worth living. \|
BN> #Disclaimer: This university does not speak for me.
Heldig gris!! :)

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

1974. Re: Anyone have experience with XE-TERM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 06:25:05 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jun10.012505.18209@miavx1.acs.muohio.edu>
Source record: 106582

In article <1993Jun08.175750.28338@dcc.uchile.cl>, vparada@inf.utfsm.cl (Victor Parada G.) writes:
> In article <1993Jun6.034517.18106@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>> (deleted...)
>>> In a related question, is it possible to directly connect one of the Atari
>>> ports to my serial or parallel on IBM and transfer that way? I do NOT have
>>> an 850 interface, just this XM301 modem.
>>Well, here's something I just tried last night, and it worked:
>>1. Connect the modems to the phone lines in you house.
>
> Doing that would put the telephone company "signal" on the line,
> like a "tooooooooooooooo-toot-toot-toot...", producing a dirty
> communication, or not?

Well, I haven't had a problem with garbage during transfers. (Sometimes random stuf appears on the screen, but this doesn't really affect anything.)

>>2. Make sure each computer is talking at the same speed. (300 baud if
>>you're using a SX212)

(That should be 1200 baud for the SX212, 300 for the XM301)

>>3. Type ATO or ATD (I forget which one now.) on the IBM and set XE-term or
>>whatever term program you're using up for auto-answer. (or dial with the
>>Atari and hit ATA with the IBM)
>
> Dial a dumb number??? The telephone company will try to do the
> connection...

i tried it again, and I dialed ATD on my Mac and ATA on my XL. They will then get a connect,

>>4. You should get connect on both systems, and then can transfer at will.
>>Just keep in mind that your phone line is in use, and you will be tying up
>>the phone for as long as you are online.
>
> A 300 baud connection would take a looong time...
>
>>I just tried this two nights ago to transfer a file from my Mac to my 8bit,
>>and it worked just fine.
>>
>>Just work with it and you should be able to get it to work.
>
> Well??? ++V

I've done this several times now in the past couple of days. It saves on my long distance bills by downloading at 9600 and then sending everything over to my 8-bit at 1200 baud. (BTW, Jeff McW., I'll be getting the dictionary disk to you real soon now!)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 10-JUN-1993

1975. Re: Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 08:35:12 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1v6ro0$spo@samba.oit.unc.edu>
Source record: 106583

In article <1v67p1$nh1@sun.Panix.Com> andrewh@panix.com (Andrew Huie) writes:
>That's odd. A friend once plugged an Indus power supply into an Atari 810
>and blew out the power supply. Has anyone actually tried to mix the two?

The 810, like all the other Atari disk drives, used a 9v AC power supply.

Bill Marcum bmarcum@delphi.com
bmarcum@genie.geis.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1976. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 13:39:57 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jun10.133957.17286@exu.ericsson.se>
Source record: 106593

Gabe M Wiener writes:
>
>Incidentally, does anyone know what machines were generally used for
>development of 2600 software? (particularly when the 2600 was new and
>there weren't many 6502-based systems around)

I've heard from several sources that Apple II's were frequently used,
at least by third party developers. I'm not sure what Atari used for
initial development. Lord Quest? In the mid to late eighties, Atari
switched to an ST-based system.

BTW, there used to be a commercially available 2600 development system
for the Atari 800. It fit into the cartridge port, believe it or not
(so the door wouldn't close; wonder how it got around that?).

--
James Hague
exuhag@exu.ericsson.se

1977. Re: Atari accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 14:08:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun10.140835.26922@cs.tulane.edu>
Source record: 106584

In article <1v67p1$nh1@sun.Panix.Com> andrewh@panix.com (Andrew Huie) writes:
>In article <1993Jun3.201730.20839@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>>to see what the specs were guess what I found... Yeah, an Atari power
>>supply... the same one I got with my MIO in a box labled "For 5200 only"..
>>
>>9.3v dc 1.95a part no. c018187
>
>That's odd. A friend once plugged an Indus power supply into an Atari 810
>and blew out the power supply. Has anyone actually tried to mix the two?

Well, thats what's running right now... just checked again. Now I will say
that the supplies for the 1050 are rated a bit differently...9v, 31va as
aginst the Indus's 9.3v 38va at 1.95a....

Mike

1978. IndusGT Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 14:22:04 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1v7g2c$a3j@usenet.INS.CWRU.Edu>
Source record: 106585

In a previous article, andrewh@panix.com (Andrew Huie) says:

>In article <1993Jun3.201730.20839@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>>An interesting thing, I just went under the computer desk here to see just
>>what kind of supply the IndusGT had... When I peeled back the Indus lable
>>to see what the specs were guess what I found... Yeah, an Atari power
>>supply... the same one I got with my MIO in a box labled "For 5200 only"..
>>
>>9.3v dc 1.95a part no. c018187
>
>
>That's odd. A friend once plugged an Indus power supply into an Atari 810
>and blew out the power supply. Has anyone actually tried to mix the two?
>
The power supply for my Indus drive is:

Model DV-9319A
Output 11.5v DC / positive center

Trying to use a regular Atari 800/810 power supply just results in the
drive not even powering up, prob since that Atari supplys are AC 9v

Ive never tried my 5200 power supply... where is that...

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1979. Re: Upgrade an 800XL to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 14:25:45 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m0mX5B2w165w@cyberden.sf.ca.us>
Source record: 106589

richards@elmer.orl.mmc.com (Larry Richardson) writes:

> tends to screw up most game software). If you are trying to de-select the
> BASIC ROM, and the translator says that it has a cartridge installed, then
> maybe your OPTION key is broken.

OR.. the [OPT] key's boot fun<tion has been reversed on his system:

ie hold [OPT] to GET BASI@, not to disable it..

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1980. Re: clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 14:27:46 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZcNX5B3w165w@cyberden.sf.ca.us>
Source record: 106590

Well... not ALL APA@s were <reated from GIFs! Some people have ways of drawing APA@s, or have paint programs (Es<al Paint, Pryzm, et<) that handle APA@ and Il<.-APA@ (aka Pryzm)..

Also, why use RAM? is the GIF => @V <onverter going to VIEW as well!? Hmm! I would have settled for a Gif => @V "3-file <reator" and then run @olrView or @VSquash and @SquashView .. (amazing for me, eh!? hehe)

oh well

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1981. Re: where...where...WHERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 14:45:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1v7hev$cfj@usenet.INS.CWRU.Edu>
Source record: 106586

In a previous article, dstuart@desire.wright.edu () says:

> I am just getting into an atari 130xe and drive and I a m wondering
>where software other than public domain can be had? Also since atari no
>longer supports 8bit, is the software by atari PD? Lastly, I know that
>800 software is compatible with 130xe, but were there any games, word
>processors, etc. that were made eclusively to take advantage of the 130xe's
>128k. If so please list any recommendations....

E-mail me for a copy of "All Known World-Wide 8-Bit Atari Vendors and
Developers."

Commercial software by Atari is not PD as far as I know, though apparently
it is in other countries.

Note: below addresses change from "currentm" to "mcurrent" any day now.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1982. Re: Cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 14:56:19 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1v7i2j$e44@usenet.INS.CWRU.Edu>
Source record: 106587

In a previous article, dstuart@desire.wright.edu () says:

> please excuse my utter ignorance in atari matters, but are carts
>from the 5200, 7800, xe game system, 800xl, all compatible with the
>130xe. If so then how do you adapt the 5200 & 7800 carts to fit the slot on
>the 130xe?

5200 - yes, if you copy the contents of the cart somehow. Not something I
know how to do.

7800 - no, completely different system.

XEGS, 800XL - yes, fully compatible
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

1983. Connecting an rgb monitor to a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 15:02:44 UTC
From: svh@verdix.com
Message-ID: <svh.739724564@sarge>
Source record: 106592

Just picked up an RGB monitor for my 8-bit.

Anyone have the pinout for the monitor port handy? I have the tech
manual SOMEWHERE but haven't been able to lay my hands on it.

Thanks!
steve
--
Steven V. Hovater (703)318-5839
Senior CASE Engineer
Verdix Corporation EMAIL: svh@verdix.com

1984. Scott Adams Games now PD?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 15:05:54 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1v7iki$f1l@usenet.INS.CWRU.Edu>
Source record: 106588

I found this on rec.games.int-fiction.....

Article 3694 of rec.games.int-fiction:
>Newsgroups: rec.games.int-fiction
From: wuerdema@ibr.cs.tu-bs.de (Henning Wuerdemann)
Subject: Scott Adams for the Macintosh
Keywords: Adams, Macintosh
Date: Tue, 8 Jun 1993 08:31:24 GMT
Lines: 13

Someone posted me, that there are Macintosh versions of the adventures from
Scott Adams. He also said, that the person who owns the rights to the games
(Russ Wetmore) has given his permission for them to be distributed. I am very
interested in these games and want someone to post them to me or even better
to ftp.gmd.de, because i think there are more Mac User interested in(?).

****

Anyone know if these are PD for the 8 bit?

I bought a numer of them on cassette when they first came out and am
interested in finding out.

Steve
--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "

1985. WANTED: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 15:34:38 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun10.103438.10354@desire.wright.edu>
Source record: 106591

Anyone want to sell a black box? e-mail if interested.

Dave

1986. Re: tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 17:50:34 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <ZqwX5B2w165w@TheRat.Kludge.COM>
Source record: 106595

lmurdock@austin.onu.edu (Lance Murdock) writes:

> Well it has been a long time since I have played with a tapedrive,
> data on the magnetic medium using some sort of audible tone. If this is
> so, you could simply play the tape on a regular player, and at the same
> time record on another. By adjusting the volume, you may be able to
> recover the data (fortunately the tape drives baud rate is low enough
> not to create any HUGE errors).
>
> On a similar topic, I just came into a bunch of tapes, but I dont have
> a tapedrive. Is it possible to make a SIMPLE interface betweeen the
> Atari and a regualar tape player?

A to Z in San Jose CA still has a bunch of cassettes, new in box for
$7.50. This probably doesn't mean much to someone from Ohio, but Bruce
from B & C went in there Memorial Day & made a block purchase so you
should be seeing reconditioned drives, new cassettes, & trackballs at
good prices from B & C shortly.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1987. Re: clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 17:54:30 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <C8F32v.1IH@sunblossom.ge.com>
Source record: 106594

In article <ZcNX5B3w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
|> Well... not ALL APA@s were <reated from GIFs! Some people have ways of
|> drawing APA@s, or have paint programs (Es<al Paint, Pryzm, et<) that
|> handle APA@ and Il<.-APA@ (aka Pryzm)..

Hmmm...yeah. That would have to be an enhancement of GIFNCODE. I'll let
you know on that one...

|> Also, why use RAM? is the GIF => @V <onverter going to VIEW as well!?
|> Hmm! I would have settled for a Gif => @V "3-file <reator" and then run
|> @olrView or @VSquash and @SquashView .. (amazing for me, eh!? hehe)

The plan is to view GIFs in CV mode directly. I can probably drop in
E. Halliwell's CVSquash algorithm for saving files. But then again I could
try to save in GIF...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

1988. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 21:52:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5X8X5B1w165w@cyberden.sf.ca.us>
Source record: 106596

lmurdock@austin.onu.edu (Lance Murdock) writes:

> I have experienced a glitch with Bobterm and I was wondering if anyone
> else has ever had it. While Xmodem'ing files, and when the buffer fills,
> Bobterm saves the info in the buffer. No Problem. But, sometimes a
> packet or two will get transmitted during the save process. When
> Bobterm returns to transferring, you see "Dup Block #", then "Bad Block".
> After ten times, it aborts. This error is very unusual, though. It
> only occurs while transferring certain files (usually .dcm), and it
> does it at diferent places at different baud rates.
>

It sounds more like the sending end isn't getting BobTerm's "hey, I'm not
ready yet" signal (if there is one for Xmodem .. is there?)

Are you sure you've got the EXA@T proto<ols set on both ends?

How do you have the modem <onne<ted...

et<.et<.! It <ould be many things.. besides, what VERSION do you use!?
;)

I've got 1.22.

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1989. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 21:55:45 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m48X5B2w165w@cyberden.sf.ca.us>
Source record: 106597

lmurdock@austin.onu.edu (Lance Murdock) writes:

> I was wondering, can I add an XE compatible RamDisk to the buffer
> memory in Bobterm? I would think it could be done somehow. Am I
> once again being a total idiot? Thanks.
>

WHY!? Just set the <apture / destination / sour<e / whatever to be your
D8:, D9:, et<.. whatever drive your RAMdisk pretends to be...

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

1990. Buying/Sell/Trade Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-10 23:38:10 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <1v8gl2$6r3@usenet.INS.CWRU.Edu>
Source record: 106598
Cross-posted to: ba.wanted,ca.wanted,cle.forsale,comp.sys.apple2.marketplace,comp.sys.atari.8bit

```
!! Now BUYING all ATARI 8 BIT computer equiptment & periferals !!

!! Fair prices paid... EMail w/ your old equiptment list for a quote !!

!! Seeking the following: Atari 800 Atari 810-SD !!
!! Atari 800xl Atari 815-DD !!
!! Anything unusually !! Atari 600xl Atari 1050-ED !!
!! vaporus, hard to !! Atari 65xe Atari XF551-DD !!
!! find, and all !! Atari 130xe Indus GT-DD !!
!! ENHANCED Hardware !! Atari 1200xl All TRAK Drives !!
!! pays MUCH higher! !! Atari 1450xl(d) Atari 850 Interface !!
!! !! Atari 1020 Atari 1025 !!
!! !! Atari 1027 Atari XEP-80 !!
!! !! Atari XM301 Atari 1030 !!
!! !! Atari SX212 Atari 820 !!
!! !! Atari XDM121 PR Connection !!
!! !! !!
!! !! Also BUYING all your old SOFTWARE & CARTS !!
!! !! E-Mail your list NOW for a quote! !!
!! !! !!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!! !!
!! I also have lots of other Atari 8 bit hardware, software !!
!! memory upgrades, OS upgrades, power supplys, repair PARTS !!
!! IO cables, books, carts and ALL ELSE ATARI 8 BIT! !!
!!! !!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig |-------------------------------
North Royalton | Cleveland Free-Net | " There is no right or wrong
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | only thinking makes is so "
```

1991. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 00:12:58 UTC
From: unknown@apple.com
Message-ID: <1v8ima$bvb@apple.com>
Source record: 106599
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

In article <1993Jun8.150934.22303@monu6.cc.monash.edu.au> ins559n@aurora.cc.monash.edu.au (Andrew Bulhak) writes:
>Is there a PD/Shareware Atari 2600 emulator (for the PC or Unix) for testing
>such code?

On rec.games.video.classic, there is discussion about writing such
an emulator.
--
unknown@apple.com Apple II Forever
unknown@ucscb.ucsc.edu These opinions are mine, not Apple's.

1992. Re: Connecting an rgb monitor to a 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 00:46:01 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1v8kk9$dsp@samba.oit.unc.edu>
Source record: 106600

An RGB monitor? Unless it also has composite video inputs, you won't be able to use it.

Bill Marcum

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1993. Re: 800xl help please....

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 02:04:44 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <83171@cup.portal.com>
Source record: 106603

>Mike Thomas says the C.S.S. Number I posted results in a
>"No Longer In service" message.
>Very surprising. I haven't been able to personally verify this,
>can anyone else?

That would horrify the daylights out of me, since I just talked to Bob Puff about two weekends ago and he didn't say anything about trimming or shutting down operations.

Incidentally he runs a second, not-directly-to-CSS BBS, at (716) 247-8355, and _that_ one was up as of yesterday morning. He doesn't log in very often, but if you had to send him a file in a pinch...

Voice # ought to also still be operational: (716) 429-5639. Call and ASK him what's up with the FAX and BBS numbers! (I will do it myself if I remember.)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1994. Cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 02:16:11 UTC
From: phruby@ucrengr
Message-ID: <32541@galaxy.ucr.edu>
Source record: 106601

You're confused. The carts for the 800xl and XE game system are compatible with the 130XE. The 5200 and 7800 are not compatible with anything but their own system. It takes a fair amount of hardware hacking to make a 5200 game run on the 8-bit computers.

1995. 8bit Hard Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 02:17:42 UTC
From: phruby@ucrengr
Message-ID: <32542@galaxy.ucr.edu>
Source record: 106602

```
ICD made hard disks for the 8bits. ICD, like Atari, does not support the
8bits anymore.
```

1996. Re: tapedrive miracles?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 02:29:58 UTC
From: charles@nybble.acs.com
Message-ID: <1993Jun11.022958.1215@nybble.acs.com>
Source record: 106521

I have beside my computer three breadboarded circuits I was playing with some time ago. One has an Exar XR2211 chip on it, another has an XR2206.

I know that one of the Exar chips is a PLL designed for use in decoding FSK, which is what the Atari uses to write its data at (as I recall) 600 baud. Before I bought my 1010 tape drive, I used one of the circuits to read data cassettes from my stereo deck. (After I bought my 1010, I discovered that it did a poor job of reading compared to this single-IC circuit.)

The other Exar chip is a "function generator" of sorts, which has a pin which will shift the generated frequency in a coherent fashion (thus, cleaner than the Atari method of switching between two independent frequencies).

Given that a half-duplex modem can do 1200 baud using FSK into a telephone line with its limited bandwidth, then 4800bps into one channel of a stereo cassette deck is certainly doable with this pair of chips.

But if the original poster simply wants to be able to write and read tapes in the Atari format, then the PLL FSK decoder chip (I *think* it's the 2211, but I'm not sure) is all that's needed - the Atari's built-in sound chip produces the tones for recording. When I bought the chips from Radio Shack (some years ago), the schematics were included.

-Charles Green

In article <1v5b8e$is0@nz12.rz.uni-karlsruhe.de>
UJ1G@DKAUNI2.BITNET (Marek Tomczyk) writes:

>Chris_F_Chiesa@cup.portal.com writes:

>> In a recent article, somebody who didn't even sign his name, much less his
>> Internet address, writes:

>> > ...Is it possible to make a SIMPLE interface betweeen the
>> >Atari and a regualar tape player?

>> {...}
>> handle this?) chip. By all intelligent-sounding accounts, this was a simple
>> circuit to build, but I don't have any idea how you'd go about it. How
>> about it, hardware guys?

>This idea is really old. I remember reading about it in an Atari
>magazine from < 1986 about it. This article showed how to build an
>interface like this.
...

>Some homebrew developments even offered more speed and more data
>security than Atari's original equipement.

>If you could find someone from that part of Germany, he'd be able
>to tell you more about it.
--
Charles Green "The...fireworks...have just...begun!"
charles@c3pe.tfd.com -Captain Zilog
signature virus 2.1c - Copy me into your .signature if you love Jesus!

1997. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 04:09:13 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Jun11.040913.44164@yuma.ACNS.ColoState.EDU>
Source record: 106506

In article <1993Jun10.133957.17286@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>
>BTW, there used to be a commercially available 2600 development system
>for the Atari 800. It fit into the cartridge port, believe it or not
>(so the door wouldn't close; wonder how it got around that?).
>
>--
>James Hague
>exuhag@exu.ericsson.se

The 2600 developer that I saw was hooked up thru the 4 joystick ports on the
800 and had a large adaptor that went into the 2600 cart slot...

There could have been a couple different ones... I don't know.
I have a picture of it in an old Electronic Games mag. from the early 80's
in the new products section.

I thought that it was cool but never could have afforded/found one. Kinda
like the keyboard they made for the 2600 and never released.

Sam

| Sam Patton -=> spatton@lamar.colostate.edu | Unemployed Graduate |

1998. 5200 ports

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 04:10:21 UTC
From: G44@delphi.com
Message-ID: <01GZ8D44OLRM90NC36@delphi.com>
Source record: 106604

It is my opinion that discussing the legality of 5200>8-bit conversions is pointless.
In today's climate, the company which made them is still teetering with doomsday, despite the "Falcon" and I really
think they are oblivious to it, and even if they found out wouldn't care.
The benefits to salvaging 5200 games for the 8-bits far outweigh the legal risk or ethical compromise.
I am not afraid of ATARI, nor should anyone else be, nor should they be a slave to perfect morality.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

1999. Database program reviving

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 04:10:48 UTC
From: G44@delphi.com
Message-ID: <01GZ8D714J6W90NC36@delphi.com>
Source record: 106505

This is for Ben P.

I think I know what piece of software you are trying to get the rights to.
Since you did not mention it, I will not give it away, but the subject of my message
"DATABASE PROGRAM" might
supply enough of a hint for some.

If it is what I think it is, I have heard good things about it from Jeff, and with my
hardware configuration it
would be ideal.

I hope you succeed.

2000. Programmers Co-op

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 04:15:02 UTC
From: G44@delphi.com
Message-ID: <01GZ8D96799A90NC36@delphi.com>
Source record: 106507

I whole heartedly believe in a communal developers co-op.

Right now shareware developers are pretty isolated and do not share info with eachother much.

Such that important but daunting projects such as Unzippers or Zmodem never get done because the brain-pool is
isolated, not COMBINED.

Of the few but dedicated die-hards and programmers they should know eachother by name by now.

The dream street programs should be put on a "queue" and worked communally, because it is in ALL OUR INTERESTS for
us to fill some of the glaring gaps in our machines.

I started a SIG in Carina called the Developer's coop for just this purpose,
however, without networking attached files or something of that nature it will be hard to REALLY link up
projects.

But source code (text) and hints can still be shared via the net.

However, heretofore there have been NO programmers willing to step up to bat and talk about a project save my own
ramblings.

If I PUSHED for the net to expand and isolated some programmers perhaps I could set up a link so that they could
call locally and share info via the network.

That is about all I can do to fascilitate such a Co-op.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2001. userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 04:50:12 UTC
From: G44@delphi.com
Message-ID: <01GZ8DFEM1RO90NC36@delphi.com>
Source record: 106508

I'm afraid the "cheap" 8-bitter moniker is a really true thing.

You see, I am part of the Boston Computer Society and I will tell you, hardware wise, my stuff is
LIGHT YEARS ahead of everyone elses, and they are reactionary in their views on expansion, adding hardware, or new DOSs, et cetera...

And this is a real strong part of the userbase, that just sees hardware or elaborate software as "frills" or
unnecessary.

They are using stock 800XLs with 1 1050, talk about torture!

I mean, sure, back in 85 or something, okay, that was economical and sufficient.

But today 256K 800XLs are going for $50 and XFs for $75, hard drives for little over a buck a meg used.

To stick with SLOW and limited media is really quite stupid, because they can still have "power without the price"
AND make use of MODERN peripherals.

I mean, we can't accelerate the CPU, but I can sure as hell tell you all that once you work off a hard drive or
a huge ramdisk, you start thinking your machine has gotten a CPU speed increase of 300% since due to the memory limits
of the 8-bit, a lot of programs are VERY disk intensive, such that going to faster media makes EVERYTHING faster and
more convenient, and more powerful.

When dealing with people who just dabble, and already have 10 or more years worth of software collecting behind them,
it is hard to get them excited about ANYTHING. They still go to the meetings but they are just lukewarm to everything.
Show them the upper limit of 8-bit potential and they don't think it is anything to strive for, since they are just
dabblers.

It is very very hard to get people like that to BUY anything new.

Those are the cheapies!!!!!

And I have VERY little tolerance for them.

They would have a case whining about MIOs and hard drives back when the MIO came out, I mean, I was like that then.

I used to subscribe to ANTIC and ANALOG.

I read about the Black Box, the MIO, and I dreamt one day I'd have enough money to get a hard drive.

It was like science fiction to me.

But the prices dropped to the point where it was LUDICROUS to put up with enhanced density stock 1050s.

These people don't really keep up with things, and they are turning into the Dinosaurs our computers are often
classified as.

I mean, think about it.

486/66s for $1899 or so, package deals of course.

To me anything over a few hundred for a CPU is totally exorbidant!

I would never pay more than 200 or so for a new storage medium.

I was waiting for everying to drop down to bargain basement prices!

And hard drives ARE FINALLY HERE! Same for highspeed modems.

And LUCKILY, our machines can handle them, not so easy for commies!

To me, getting a hard drive or memory upgrade is not a freakish thing to do...

It is simply extending the "power without the price" philosophy to the NEW LOWER prices on TODAY's items that were
once UNATTAINABLE.

When things get really low it is TIME to pick it up.

Like take an Amiga 500, I saw one used in the paper for $150.

I am strongly thinking of getting it.

That is close to the price my XE was when I got it in 87, but it is a 7.xx mhz 512K machine with better graphics,
and more IBM emulation/powerful application potential, not to mention games.

I would never abandon the 8-bit, but even though jumping to an Amiga 500 isn't exactly jumping to the CUTTING EDGE
in computers, people have to REALIZE that we are dealing with a VERY VERY inexpensive option to get into
excellent games, solid throughput, and full 16-bit archetecture. It has been a LONG time since
a machine came down to this level and one can't ignore something like this.

I mean, when an ALPHA based computer comes down to $150 I doubt I will still be using ONLY 8-bit Atari's.

When someone offers you THE UNIVERSE you don't just stick with a planet.

People tend to lose sight of the fact that REALLY GOOD stuff gets TOSSED ASIDE and smart people should

PICK THEM UP, and form their own LATE upgrade path, late meaning while everyone is on 68000s, use a 6502, when everyone
is on 68040s, use a 68000, etc...

Because the Atari 8-bit HAS been at the AMIGA 500 level at this bargain basement status for YEARS now.

But then things JUMP forward and everything MOVES DOWN THE LINE.

I would never get an IBM system because they require special monitors and other TACKED ON items which jack up
even a BARE BONES 286 system, now or 10 years from now a 286 with a VGA monitor and junk will still be more than
an AMIGA 500 hooked up to a TV via RF or even through a 1080S.

I didn't want this to turn into a push for the AMIGA, I just wanted to say that the 8-bit community has a big problem
with "keeping our head in the sand" and we have to upgrade our machines to max out their potential in order to
VALIDATE still using them, and to simply KEEP UP with these things in light of the fact that stuff has come down to
AFFORDABLE prices.

I can validate using my system in 1993 because my MULTIPLEXed, floppy board system is impressive even to IBMophiles
in what it can do.

And it DOES come in handy, and the total cost was minimal compared to IBM comparable LANs and such.

But I can not, let's say, mentally defend using a 64K 800XL while Amiga 500s are out there with a significant
jump in features.

I feel comfortable with what I've got cuz I'm using the same kind of drives and modems IBMers use.

I get good throughput with these.

Such that it is rare that the CPU speed or memory limits call out to me as a PROBLEM.

So that I "FEEL" like I'm using an AMIGA 500 or 286 in many ways, since I can do MOST of the same work they do
at almost the same throughput.

But I could NEVER do this with stock equipment.

So I guess I feel for users, it is upgrade your Atari or jump platforms.

If you stick to stock equipment it is totally IRRATIONAL.

And those type of irrational people are the ones who are causing us so much problems (full circle!)

If they are happy with a 256K 800XL and an XF or happy or US doubled 1050, fine...

But a stock 800XL and stock 1050 is really a crippled system in today's world, and people should KNOW that they DO
have CHEAP CHEAP CHEAP options.

Everyone I meet is into the IBM fast track and are ditching 386s for 486s, I may sound like I'm pushing for the
same kind of thing, but I'm talking about a HUGELY different price scale in the monies involved.

Any rational being would realize that you can get 100 times the storage from a hard drive that costs
less than the 1050 cost when it came out!

Now THAT is power without the price!

2002. 5200 ports

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 04:56:32 UTC
From: phruby@ucrengr
Message-ID: <32551@galaxy.ucr.edu>
Source record: 106509

From what I have seen, the response seems to be positive to distribute
these games. I wonder if any ftp site will take them though. a.a.u.e???
I'm not going to be the first to upload them.

2003. Atari 8-bit Spring Cleaning

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 05:29:41 UTC
From: andy@jarthur.claremont.edu
Message-ID: <C8Fz9H.D9A@news.claremont.edu>
Source record: 106510

```
It's spring cleaning time; time to clean out some of the stuff I
haven't used in a while. I have the following 8-bit Atari stuff for
sale:

Hardware:
Atari 800XL computer, with 256K RAM
Atari 400 computer. Some keys don't work, may be nonfunctional.
Magnavox RGB monitor
2 Indus GT disk drives
MPP-1150 parallel printer interface
CX85 Numeric Keypad, with drivers
Standard Atari joysticks
Atari paddles

Applications:
PaperClip
Print Shop (with many PD graphics collections)
HomePak
B/Graph
GT Estate Word Processor
GT Data Manager
GT Albert E. Spreadsheet
Aladdin Disk Publication - Volume 1.3a

Games:
Ultima IV
Omnitrend's Universe
Enchanter
The Hitchhiker's Guide to the Galaxy
Pinball Construction Set
Seven Card Stud/Cribbage
Galahad and the Holy Grail
Congo Bongo (Cartridge)
Centipede (Cartridge)
Super Breakout (Cartridge)
Demon Attack (Cartridge)

Educational:
Conversational Spanish (Cassette)
Number Blast (Cassette)
States and Capitals (Cassette)

Development/Utilities:
MAC/65 (Cartridge)
The MAC/65 Toolkit
Atari BASIC
```

SpartaDOS Construction Set
DOS XL
Graphic Shop

Books:
Mapping the Atari
Machine Language for Beginners
Compute!'s Second Book of Atari
Basic Fun with Graphics the Atari Way
The Elementary Atari
Atari BASIC, A Self-Teaching Guide
BASIC Computer Games
An Atari 8-bit Extra from ANALOG Computing

Also:
Lots of public domain software
Lots of blank floppies

I'd prefer to sell this as a bundle; best reasonable offer takes it.
I'll also consider offers on portions, although bundle offers take
precedence. Interested? Please send me mail at
andy@jarthur.claremont.edu...

-- Andy

2004. Atari magazines available

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 05:32:20 UTC
From: andy@jarthur.claremont.edu
Message-ID: <C8FzDw.DDG@news.claremont.edu>
Source record: 106511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Limited space necessitates my getting rid of some back issues of
Atari magazines, and I'd like them to go to someone who could use
them. These magazines contain a lot of good information about the
Atari ST and Atari 8-bits, and they're getting hard to find nowadays.
Available to the best offer:

Antic:
1984: Jan, Oct-Dec
1985: all
1986: all
1987: all
1988: Jan-Sep

Disks: Aug 1986, Dec 1987

ANALOG Computing:
#14 (Nov/Dec 1983) - #72 (May 1989)
#78 (Nov 1989) - #79 (Dec 1989)

Disks: #38

Compute:
1983: Jul, Dec
1984: Jan, Mar-May, Jul, Sep-Dec
1985: all
1986: all
1987: all except Nov
1988: all
1989: all
1990: Jan-Apr

Disks: Oct-Dec 1986, Jan-Mar 1987

STart: (all include disk)
1986: Summer, Fall, Winter
1987: Spring, Summer, Fall, Special Issue #1
1988: Special Issue #2, Spring, Special Issue #3, Summer,
Special Issue #4, Oct-Dec
1989: all
1990: all except Sep
1991: Jan-Apr/May

ST Informer:
1987: May, Jul, Oct, Dec
1988: all
1989: all

1990: all
1991: Jan-May

ST Log:
1987: Jan-Jul/Aug
1988: Apr-Dec
1989: Jan-Oct

Disks: Issues #11, 16, 22, 24-26, 28, 30-38

Atari Explorer:
1986: Sep/Oct, Nov/Dec
1987: Jan/Feb, Spring, Summer, Sep/Oct, Nov/Dec
1988: Jan/Feb-Nov/Dec
1989: Jan/Feb-Nov/Dec

AIM:
1990: Feb-Apr, Sep-Dec
1991: Jan

Current Notes:
1987: Dec
1988: Jun
1989: Dec

Compute!'s ST:
1988: Feb

PSAN:
1987: Apr

ST Express (w/disk):
1988: Apr

If you're interested in these, please send mail to
andy@jarthur.claremont.edu. Thanks.

-- Andy

2005. Literature

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 06:26:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739774852.AA04751@tdkt.kksys.com>
Source record: 106518

On <09 Jun, 02:31>, Lance Murdock wrote to All :

LM> I just got a ton of old hardware/software/literature about the Atari
LM> line of computers. Included in this is a Price listing from the early
LM> '80s (circa 1981). It has the price listing of the 400,800,810,815,850,
LM> etc. DO YOU REALIZE HOW MUCH THEY WANTED FOR THIS STUFF? I was shocked.
I can remember getting my Atari 400 at a closeout (right when the 1200XL)
came out for $250. 16k, membrane keyboard, but it beat the socks off
of any game machine around at the time. Weren't the 810's going for a couple of
hundred dollars as well? I bought a 410 for $90. Wow...
-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2006. Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 06:30:04 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739774852.AA04752@tdkt.kksys.com>
Source record: 106519

On <09 Jun, 02:37>, Lance Murdock wrote to All :

LM> I was wondering, can I add an XE compatible RamDisk to the buffer
LM> memory in Bobterm? I would think it could be done somehow. Am I
LM> once again being a total idiot? Thanks.
No, you are not a total idiot, but you can't add a RamDisk to the buffer
memory in Bobterm. That would be nice though and there was talk that if Bob
ever released another version of Bobterm, it would be for expanded memory
machines. But to sort of answer your question, it is a lot quicker to
use the Ramdisk for u/l & d/l.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2007. Re: userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 12:02:20 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun11.120220.17806@iplmail.orl.mmc.com>
Source record: 106515

Gleen, I agree that hardware upgrades for the 8-bit are very affordable compared to prices of just a few years ago. However, to say that the stock 8-bit systems are "crippled" is an opinion that I do not agree with. Granted, it is not a powerful system when compared to a 68000 based system (which is kind of an apples vs. oranges comparison to begin with), but if that stock 8-bit system fills a particular users needs, then it is no more crippled than a 486 with a 250M hard drive used to develop C++ programs... it is all relative to the applications that the system is to be used for.

Larry Richardson
richards@elmer.orl.mmc.com

2008. Re: Programmers Co-op

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 14:55:18 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <C8GpG7.K1D@sunblossom.ge.com>
Source record: 106516

In article <01GZ8D96799A90NC36@delphi.com>, G44@delphi.com writes:
|> I whole heartedly believe in a communal developers co-op.
|>
|> Right now shareware developers are pretty isolated and do not share info with eachother much.

Starting about Dec. 1990, about four of us (Atari programmers) on GEnie joined to form the Atari Game Developer's Arena (AGDA), whose charter was to jointly develop new 8-bit game applications. Activity has been slow lately, and the amount of work to develop an interactive game turned out to be more than any of us realized. But we are committed to releasing our first effort shortly.

One thing we all learned: get all development done on the same assembler! We worked on two different, semi-compatible assembler programs, meaning that transferring work from one programmer to another meant a laborious re-editing process. This had to do with accepting upper/lower case text, format of operators and pseudo-ops, etc.

Stay tuned...

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

2009. Super Video 2.1XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 16:19:59 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306111541.AA12186@smithkline.com>
Source record: 106517

Hello Peoples,

During my recent vacation my Editors took a break but my Alchemist was working his ass off. (I got all these different personalities inside, you know, they're all fighting to come out. I got Mr. Managing Editor, Mr. Circulation Editor, Mr. Professional Chemist, & THEN The 8-Bit Alchemist! Whew, it's crowded in here!)

Anyways, I managed to refine my Super Video 2.0 upgrade originally published in Current Notes (Sept./Oct 1991). The ultimate video improvement is now Super Video 2.1XL. I did the original work in an 800XL, it works GREAT. Then I transplanted it to a 600XL (& threw away the TV set!). The 600XL version is more work since Atari left the video circuitry unstuffed, but results are equally impressive to 800XL mod.

Following the gift of a 1200XL earlier this year courtesy of the infamous Robert Woolley, I'm now working up S-V 2.1 for the 1200XL. The 1200XL problem is turning out to be utterly fascinating & may force me to re-think all the Super video mods I've done so far. Reason: stock 1200XL video is the WORST of all the XL machines. How ANYONE can use a 1200XL without getting an eyestrain headache is beyond me. (Let us not even ask why Atari PRODUCED this video atrocity!) BUT... despite its crummy CV performance (which is easy to fix) the 1200XL in direct comparison with both stock & Super Video upgraded XL's & XE's exhibits SUPERIOR color saturation. I've been busy into the wee hours with oscilloscope & DVM & schematics, focusing my attention on this. If I am successful in my Alchemistic endeavors, S-V 2.1XL may be scrapped in favor of S-V 3.0XL, in which we will see not only the nice increase in picture sharpness given by S-V 2.1, but also at least an order of magnitude improvement in color saturation performance. The possibilities for you COLRVIEW & APACVIEW phreaks will be mind-boggling, you mono enthusiasts will have to settle for merely having a display as crisp & sharp as the XEP-80. And lawdy me, the possibilities for videogames... I can't even conceive it.

If all goes well over the summer you AC subscribers can look forward to a "video blowout" issue of AC in the fall, probably Oct. or Dec. Guys like Charles Cole, Jeff Potter, & Bob Woolley will be contributing some incredible articles.

Oh, damn, I'm so excited over this I just wet myself.....

- BEN POEHLAND
The 8-Bit Alchemist

****

2010. Kermit program

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 18:29:26 UTC
From: aj227@yfn.ysu.edu
Message-ID: <1vaiu6$fve@news.ysu.edu>
Source record: 106520

Does anyone know if the packet sizes for send and receive can be increased beybeyond 94 on the Atari 800 version of Kermit?

Thanks for any info.

--

2011. old prices (was Re: Literature)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 19:20:00 UTC
From: dmarshall@trentu.ca
Message-ID: <11JUN199314205267@trentu.ca>
Source record: 106522

In article <739774852.AA04751@tdkt.kksys.com>, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes...
>On <09 Jun, 02:31>, Lance Murdock wrote to All :
>
>LM> etc. DO YOU REALIZE HOW MUCH THEY WANTED FOR THIS STUFF? I was shocked.
> I can remember getting my Atari 400 at a closeout (right when the 1200XL)
>came out for $250. 16k, membrane keyboard, but it beat the socks off
>of any game machine around at the time. Weren't the 810's going for a couple of
>hundred dollars as well? I bought a 410 for $90. Wow...
I bought mine when they came out. A 400, 16k(the bigger option), 410, two
joysticks, Basic and of course Star Raiders. With taxes I dropped a little
over $1000 Canadian. No regrets though and its funny but the cartridge
costs have remained stable - S.R. Cart. was $69.99.
If anyone is interested I'd be willing to let it go at $900. (Canadian).

David Marshall | Physics Dept. Trent University | Life's too sh
dmarshall@trentu.ca | Peterborough Ontario Canada |

2012. Re: Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 21:08:47 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1vas8v$jgq@news.ysu.edu>
Source record: 106523

OK here's Jody Lenn's address...although you wont get an answer
him until after July 4th cuz he's playing Navy right now ....
Here's his addresses:
lenn@atari.archive.umich.edu
lenn@mentor.cc.purdue.edu

--
Joe Sabatino-->ab588@yfn.ysu.edu

2013. Missing AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 22:37:18 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306112214.AA15034@smithkline.com>
Source record: 106524

I was startled & distressed to see the post from Brett Bensely that his brother's sub seems to have fallen off the edge of the earth. Good heavens, the LAST thing AC needs is to lose someone, especially a paying customer.

Brett, PLEASE send me email giving me your brother's name/address etc. & if possibler the approximate date he sent in his subscription order. I'm not infallable & have run across at least 2 documented cases where I screwed up database entries.

Is your brother Bensely Consulting? Wracking my brains here.... I certainly did not receive ANY letter of complaint about it. I give subscription complaints TOP PRIORITY & make every effort to get things squared away ASAP.

There have been several instances where folks had a problem with their sub & I only heard about it incidentally thru 3rd parties. That's a little demoralizing as I try really hard to give good service. If I've somehow lost track of a paying customer that's something I take real serious.

Please contact me with details right away! I'm certainly most keen to get this straightened out!

- BEN POEHLAND
Circulation Editor
ATARI CLASSICS Magazine

****

2014. 1050 Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-11 23:57:34 UTC
From: dstuart@desire.wright.edu
Message-ID: <1993Jun11.185734.10398@desire.wright.edu>
Source record: 106525

Thanks to everyone over the last few weeks with getting me
started in the 8-bit world. Anyway, I have more questions.....

I just gota 1050 drive for my 130xe system, but I dont have documentation
on it. Anyway, I can't get it to read. If I remember right, when you
turn on the drive initially, the "busy" light should come on, whether
or not a disk is in the drive. When I turn on my drive, nothing happens,
only the power light comes on, not the busy light. Any ideas?
I am pretty sure I have the drive addressed right (dips). Any help would
be appreciated.

dstuart@desire.wright.edu

2015. clock speed, GIF decoder

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 04:21:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <739890812.AA04978@tdkt.kksys.com>
Source record: 106529

On <10 Jun, 18:54>, Jeff Potter wrote to All :

JP> The plan is to view GIFs in CV mode directly. I can probably drop in
JP> E. Halliwell's CVSquash algorithm for saving files. But then again I
JP> could
JP> try to save in GIF...
The viewing of GIF's in CV mode directly would be a great feature,
because you always wonder exactly what the GIF will look like when converted
from APACview -- sometimes good, sometimes not so good, which can be
disappointing...

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2016. ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 05:40:29 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1vbq8d$kbq@usenet.INS.CWRU.Edu>
Source record: 106526

My question concerns the PBI (XL line -1200xl) and the ECI (130xe).
The articles I have state that one should/must use HCT type chips
if they wish to make/design any type of interface using the Parallel
Bus Interface, but just the other day a thought crossed my mind.
(It seems as of late, many thoughts have been floating around up there)
I know for the 130xe one needs to use both the CART and ECI to design
anything PBI-ish, and upon looking at several cartidges, I see that they
use LS type chips. Main question is: Does one still need to use the
low power high speed cmos-ttl bridge type chips [HCT] or does the ECI
provide for driving more chips than the PBI so using low power high speed
ttl chips [LS] work?

-BRiTiSH
ai792@po.cwru.edu

BTW:
I guess I'm looking for an answer from The Alchemist, or from one
of the few people who have been doing PBI hacking, McWilliams or Cortese.
(appologies for any mispellings/typos) And Ben, could you repost, in a msg,
your diagnoses why the MIO cable could only be 6 inches long?

--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

2017. 8bit Hard Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 12:42:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <739946759.AA04989@tdkt.kksys.com>
Source record: 106533

You can acquire a hard drive for the 8-bit from K-Products and C.S.S. Each compny also sells an interface.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2018. Re: Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 15:18:50 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <1vcs4r$9l@usenet.INS.CWRU.Edu>
Source record: 106527

Mr. Sabatino gave me Jody Lenn's address in reference to my
'article' about a PD 'archive' I have. Thank you. I see that
very little discussion was generated by my original 'article'.
So. Yes, everybody (experienced types) probably figure they've
seen most everything worthwhile for the 8-bit. I guess I'm not
really suggesting that all those programs be in the umich archive.
However, I spent months writing the DiskCat program and making
the catalogs. Someone might be interested in seeing the catalogs.
Say, if they are beginner and want some BASIC source code for
how to approach, say sound or graphics.

2019. Re: 1050 Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 19:06:53 UTC
From: vseaman@access.digex.net
Message-ID: <vseaman.739911852@access>
Source record: 106528

dstuart@desire.wright.edu writes:
>I just gota 1050 drive for my 130xe system, but I dont have documentation
>on it. Anyway, I can't get it to read. If I remember right, when you
>turn on the drive initially, the "busy" light should come on, whether
>or not a disk is in the drive. When I turn on my drive, nothing happens,
>only the power light comes on, not the busy light. Any ideas?
>I am pretty sure I have the drive addressed right (dips). Any help would
>be appreciated.

This sounds like your motor belt has slipped off. Take the cover
off the machine, and pull up (gently) on the actualy drive mechanism
(the big metal thingie :) and on the underside are two wheels, one LARGE
that's right under the spindle for the disk, and a small wheel for the
motor. There SHOULD be a black belt connecting the two. If they ARE
connected, spin the big wheel, see if the little one moves.

If there isn't a belt connecting the two, find it, it's probably
still in the case and put it on. I remember there being an
easy way to put the belt on, but it's been over 6 years since I've had
to do it, sorry...

2020. Re: Super Video 2.1XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 20:23:58 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <N7s25B4w165w@iowegia.dsm.ia.us>
Source record: 106530

poehland%phvax.dnet@smithkline.com writes:

> video mods I've done so far. Reason: stock 1200XL video is the WORST of all
> XL machines. How ANYONE can use a 1200XL without getting an eyestrain headac
> is beyond me. (Let us not even ask why Atari PRODUCED this video atrocity!)
> BUT... despite its crummy CV performance (which is easy to fix) the 1200XL in

Ben,

It went to manufacture that way NOT on the advice of the
engineers, but on the MANDATE of upper management to reduce costs.
The idea was, release it crummy but cheap- then immediately
provide a warranty fix (your video mod was done by Atari, appears
in service literature tho rarely used) to all those who
complained. I personally did NOT agree with this approach. It
was along about this time that nobody gave a damn anymore, and
things went down hill fast. The 800xl had incorporated
improvements- tho not much better in my opinion. Study how the
video was discretely processed in the 800/400 before going to the
modulator. Nice design!

sq

(and for all those of you who HATED the 5200 controller, you
should have seen the PROTOTYPE model! ....drool.... :)

2021. Re: old prices (was Re: Literature)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-12 20:33:07 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <wLT25B5w165w@iowegia.dsm.ia.us>
Source record: 106531

dmarshall@trentu.ca (MARSHALL DAVID) writes:

> I bought mine when they came out. A 400, 16k(the bigger option), 410, two
> joysticks, Basic and of course Star Raiders. With taxes I dropped a little
> over $1000 Canadian. No regrets though and its funny but the cartridge
> costs have remained stable - S.R. Cart. was $69.99.

If everyone is into SHOCK, let me tell you MY story. I
bought my first Atari when it just came out- to replace my
Commodore PET which got blown up by lightning. It was an 800 with
an 8k RAM cartridge in the package. I immediately bought three
16k carts at a price of (I believe) $150 each. I paid a whopping
$975 plus tax for the 8K computer. I then bought the basic
cartridge for about 80 something, and a cassette for I think 30 to
40 bucks. Later I could not live without disk drives, so I bought
two of them, at $500 or so apice. I think that is enough
remembering for one day. I remember plunking down over a thousand
DAY ONE just for the computer and 48k of memory..............sq

(but gawd, did I love that machine! I wore little holes in the
plastic where my hands rested upon the keyboard. By the way, I
still have that original machine. It is the OLD beige box, the
one that is all beige, no grey tint. Somewhere around '83 or so
they started making it look more grey, changing the color of the
plastic. One of these days I gotta get around to digging it back
out of the box, and maybe I can upload some original software to
the ftp site. I have a BUNCH of goodies- one nifty assembly
program appends a load title to a binary program. The load title
inits, then continues the load. What it does is puts a scrolling
message that you create upon any binary load program. When the
program is loaded, the title screen appears, and scrolls your
message. THAT one got abused locally- people putting titles on
titles on titles of pirate game files........)

2022. 5200 adaptor for XI/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 06:27:44 UTC
From: phruby@ucrengr
Message-ID: <32675@galaxy.ucr.edu>
Source record: 106532

I wonder how difficult it would be to hack the 2600 adaptor for the 5200 to work on the 8bit computers. We all know the 5200 is just a 8bit computer without a keyboard plus some minor changes.

Paul
phruby@ucrengr.ucr.edu

2023. 8bit for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 16:00:50 UTC
From: steelem@rintintin.Colorado.EDU
Message-ID: <1993Jun13.160050.27586@ucsu.Colorado.EDU>
Source record: 106536

I have the following 8bit stuff for sale:

130xe (case has yellowed over the years) - $40
1050 drive - $50
810 disk drive - $40

Any resonable offer accepted. First offer to meet posted prices wins.
Buyer pays shipping.

steelem@rintintin.colorado.edu

2024. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 16:22:17 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <uNc45B2w165w@TheRat.Kludge.COM>
Source record: 106534

ai792@cleveland.Freenet.Edu (Tony Lang) writes:

>
> My question concerns the PBI (XL line -1200xl) and the ECI (130xe).
HCT? Hmmm.... Well opinions are like a..holes; everybody has one
& they all stink. That being said, here's mine <grin>.
The HCT just stands for (H)igh speed (C)MOS (T)ranslator or
something to that effect. The 8 bit has both LS & CMOS parts
already in it and was designed to work with both, but if you look
carefully at the schematic, none of the CMOS chips are running at
buss speed. IMO: This was 1/2 coincidental. I've also plugged
in the CMOS equivalent i.e. 74C158 in the motherboard W/O
problems. I've done stuff with 74LSxxx doing decoding on the
buss & have never had a problem. I really respect the abilities
of everyone who's done hacks on the buss, but sometimes I wonder.

74LSxxx does run significantly faster then CMOS, but for a 1.79
mHz clock it shouldn't matter *IF* you have a clean design.
Typical delays in CMOS are on the order of 20 nsec so if you
decode something like memory address with CMOS you'd better not
use more then a gate or two since the delays are additive & 40+
nsecs is probably enough to bust the bank. Standard LS stuff is
about 5X faster so it's hard for me to believe it wouldn't work
due to speed in any design. Figure *ALL* the Rambo & Newell
stuff is LS & works fine. Maybe if you bought cheap 1 mHz
[6520's, 6551's, 6532's] or something like that.

The only other problem I can think of is voltage <the
(T)ranslator part>. But it shouldn't be. I've never had
problems mixing CMOS & LS families. Logic levels for CMOS are
usually 0 & 5 for true/false with 2.5 as the switch point for an
input voltage. LS says 0 & 2.4 for voltage levels but this is
REALLY conservative. They always put out 0 & 3 to 4 volts which
means they can directly interface with CMOS logic levels. *Most*
LSI chips like the 65XX series are garanteed to recognize 2V as
good enough for a logic high so LS's 2.4v should be plenty good.

I wish I could go back & double check the need for HCT to find
out what the problem was but <sigh> no energy/no time. It would
only take a few part substitutions or maybe wiring in 10k pull up
resistors on the LS pins to find out why.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2025. Re: 1050 Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 16:25:00 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <Dsc45B4w165w@TheRat.Kludge.COM>
Source record: 106535

vseaman@access.digex.net (Sundance Fiorella) writes:

> dstuart@desire.wright.edu writes:
> >I just gota 1050 drive for my 130xe system, but I dont have documentation
Another BIG posssibility are the diodes at CR16. I've fixed a dozen or so
drives where these thins have gone out. The solution Atari came up with
was to solder them 1/2 inch above the PC board.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2026. Re: 8bit Hard Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 18:26:43 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <8ei45B3w165w@cyberden.sf.ca.us>
Source record: 106538

dstuart@desire.wright.edu writes:

>
> Does anyone know if there was ever a Hard-disk made for the
> 8bit machines. If not, has anyone tried to do it themselves, and were you
> succesful? Any general info on this topic would be appreciated!!!
>
> Dave

@onta<t @.S.S., you'll be surprised ;)

@omputer Software Servi<es
PO Box 17660
Ro<hester, NY 14617

716-429-5639
716-247-7158 fax
716-247-7157 bbs

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2027. wowee

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 18:32:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cPi45B4w165w@cyberden.sf.ca.us>
Source record: 106539

I never thought I'd figure it out, but I did it! I've made a dire<tory tree program. Sure, it's in TBXL, but it's a start. I've xverted enough <ode from TBXL to A<tion! to be able to get it to work as a short binary file..

haha... then again, I'll probably s<rew something up somewhere... I always do! ;)

anyways.. I took the routine and made it into two other programs: a dire<tory sear<her (ala "dir <mask> /s" on MSDOS) and a file finder (it's exa<tly like the sear<her, ex<ept it only displays the dire<tories that the files are found in.. not the a<tualy OPEN ..#6.. list..)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2028. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 18:33:59 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1vfrun$i2u@usenet.INS.CWRU.Edu>
Source record: 106537

In a previous article, ricortes@TheRat.Kludge.COM (Rick Cortese) says:
>HCT? Hmmm.... Well opinions are like a..holes; everybody has one
>& they all stink. That being said, here's mine <grin>.
[Quite Humorous, yet true... <Numerous amount of info deleted>]

>I wish I could go back & double check the need for HCT to find
>out what the problem was but <sigh> no energy/no time. It would
>only take a few part substitutions or maybe wiring in 10k pull up
>resistors on the LS pins to find out why.

The article I have on the PBI [Antic: Earl Rice series] only gives
the following eplaination: (Antic: March 1985 pg 69 Middle column)

The select logic bears some discussion. Because PBI timing requirments are
tight, we need to use fast logic chips to be sure things work. To make matters
worse, the PBI can electrically drive only one low power TTL load. When we
decode addresses, we'll either need to tie two gate inputs to some lines and
overload them, or put a low power buffer on the line and add an extra gate
delay to our circuit. Neither alternative is very attractive.
Fortunately, there is a logic family available that combines the loading
characteristics of CMOS with the speed of Schottky TTL. This combination of
speed with virtually no DC load on the PBI lines is just what we are looking
for. The logic family is the 74HCTxx series. . . . . .

Anyways, I'de like to know what sort of scheme you used to do the logic
decodeing if you've designed those RS232 ports via PBI, or anything else
frm the PBI for that matter.

Thanks,
BRiT
ai792@po.cwru.edu
clisowsk@mcs.kent.edu
--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

2029. Re: 5200 adaptor for Xl/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 20:25:04 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1vg2f0$c21@samba.oit.unc.edu>
Source record: 106540

As I understand it, the 2600 adapter for the 5200 was essentially a complete 2600 machine that just used the 5200's power supply and video modulator. There were similar adapters for Colecovision and Intellivision (to play 2600 games on those systems, not vice versa).

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2030. 2600 emulator for 5200>8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 21:32:41 UTC
From: G44@delphi.com
Message-ID: <01GZC61WU7C28ZFXOB@delphi.com>
Source record: 106541

That is an interesting idea, to use the 2600 plug in module for the 5200 as a "2600 gateway" kind of thing.
I think a 5200 cart>Atari 8-bit is doable.

The problem is, as far as I know, most of the 2600 emulators are not really emulators.

Like there is one for the Colecovision, and also the Intellivision I think, as well as the 5200.

What I think they are is actual 2600 components, a full motherboard sans video output or something.

In the 7800 instead of EMULATING the 2600 it switches to separate components on the motherboard to go into 2600 mode.

Because even by the time these emulators were appearing, the hardware in the 2600 was cheap enough that it was simpler
and cheaper to do this.

If you are looking for a way to program and beta-test 2600 games, then I don't think you can with the 5200 module.

Since, like I said, it isn't a 2 way street, just mainly a 2600 system which gets its power through the cart port of
the host system and sends video back to it.

If this is NOT how it works someone please correct me.

It would probably be more DIRECT to simply build an interface which would consist of one 8K or 16K EEPROM
that the ATARI can write to, and which also plugs into the 2600.

Or creating a PBI device which is a memory leach 2600 that addresses the ATARI 8-bit memory DIRECTLY as though
the internal ram of the XL/XE were a ROM cartridge for the 2600.

The PBI contains Direct Memory Access lines, which is how the 600XL plug in memory module works.

It is kind of a shame that noone made banked ram upgrades as PBI devices....

But anyway, like I said, it would be easier to work from scratch than to play arond with middle men like the
5200 module.

2031. Upgrade Options (and drive help)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 21:33:25 UTC
From: Sean Michael Goller <wipeout+@CMU.EDU>
Message-ID: <4g6toZ600YUo05vklB@andrew.cmu.edu>
Source record: 106542

Ok, I've got an 800, a 130XE and two messed up drives (800 and 1050, but I'll talk about those in a minute). What sorts of accelerator/upgrade options do I have for either machine in terms of memory, speed, hooking on other peripherals (like me suprafax 14.4 at ANY speed ^_^) and whatnot? I looked in the FAQ and saw all sorts of names of upgrades, but nothing explanatory (perhaps should be added to FAQ?)of what they were exactly...

Now, about the drives: When I turn them on (either one), both power and busy light up, and drive starts spinning. However, they never stop. I asked about this a long time ago, and I was told it was a bad chip. Which chip, is it socketed (i.e. I can order a new one and replace it?) or should I say to hell with them and get new ones. Now, in either case, the FAQ mentions MYDOS, with all kinds of nifty features. Can I use MYDOS effectively with the 810/1050 such that I can take advantage of the ATARI<->MSDOS disk transport programs (since most require better disk formats)? If not, which kind of drive should I be searching for, and does anyone have any for sale? ^_^

Thanks! (Let's buy Atari and build a 65816-based one!)

Sean.
wipeout+@cmu.edu

2032. Re: Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-13 23:22:18 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1vgcra$luv@news.ysu.edu>
Source record: 106543

I for one would like to see that DISKCAT program in the archives ..I would like to see some of the software cuz I don't have time to write it myself and I haven't got everything there is for the 8bit nor do I want it but there are some great ideas floating around...whether they've been thought up in '86 or '93 they may be new to me and I can learn from them.

--

Joe Sabatino -->ab588@yfn.ysu.edu

2033. Re: userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 00:39:19 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <83317@cup.portal.com>
Source record: 106544

Someone whose message header Portal doesn't pull into this reply, and who doesn't sign his name/address to let me "fake it," writes:

>I'm afraid the "cheap" 8-bitter moniker is a really true thing.
> [...]
>They are using stock 800XLs with 1 1050, talk about torture!

Hmm, should I be insulted? I'm using a stock 800XL with 2 1050's, one of the latter with a US Doubler and the other with The Archiver. Not all THAT different from these folks you're deriding.

>I mean, sure, back in 85 or something, okay, that was economical and
>sufficient.
>
>But today 256K 800XLs are going for $50 and XFs for $75, hard drives for littl
e
> over a buck a meg used.

Unfortunately, the 'sync' between Atari 8-bit pricing and my own level of computer usage put me beyond the point where two floppies were sufficient, at a time when there WERE no options in the Atari 8-bit world. I had little choice but to "brand hop" to an Amiga -- on which I STILL didn't get a HD until just last year, and even then only a 10Meg, but whose floppies alone had ten times the capacity of those on the Atari 8-bit. I kept my Atari, but it is no longer my "primary" computer, and any money I lay out for peripherals will more likely go to the Amiga than to the Atari, although it would be untrue to say I will NEVER buy anything for my Atari again! Having said that, I find myself wondering whether MY reasoning is any-where close to that of YOUR friends. Is it?

>When dealing with people who just dabble, and already have 10 or more
>years worth of software collecting behind them, it is hard to get them
>excited about ANYTHING. They still go to the meetings but they are just
>lukewarm to everything.
>
>Show them the upper limit of 8-bit potential and they don't think it is
>anything to strive for, since they are just dabblers.

"Just dabblers," as opposed to WHAT? I observe that about 95% of the people who own computers (Atari 8-bit, or otherwise) don't use them for much of anything "serious," whatever THAT means; many of them almost never even POWER UP their computers, and even then are about a hundred times more likely to be found playing a game than developing software, doing business projections, or accessing the Internet. I myself do all of the latter (well, not many business projections, I guess), but by your lights I would have to classify myself as a "dabbler" nonetheless. You sound not unlike

an "intellectual snob," and I wonder just what pursuits you consider to be MORE than "just dabbling?"

When I went to Atari user group meetings, I was bored stiff by the combination of by-the-book Rules Of Order proceedings, and rehashing of newbie material ("how to write a simple BASIC program," etc.). The annual used-equipment auction was worth attending, and about once a year there'd also be sufficient technical content to justify the gas money for the 3-mile trip to the meeting, but for the most part, no. This newsgroup is a hundred times more interesting, involving, and intellectually stimulating than any user-group meeting I've ever attended or heard a firsthand report of, plus I can log in here at MY convenience, not someone else's, and don't have to leave the house to do it.

>It is very very hard to get people like that to BUY anything new.
>
>Those are the cheapies!!!!!
>
>And I have VERY little tolerance for them.
>
>They would have a case whining about MIOs and hard drives back when the MIO ca
m
>e out, I mean, I was like that then.
>But the prices dropped to the point where it was LUDICROUS to put up with enha
n
>ced density stock 1050s.

I have rarely, if ever, been willing to spend the prices asked by ANYONE for ANYTHING: in my 1930s-based (from my parents, who lived through the Depression and chewed me out EVERY time I spent ANY money for ANYthing) sense of "what a thing is worth," 99% of everything, new OR used, is way overpriced, and I won't buy it. (And yes, it DID nearly kill me to buy a car, a house, etc.!) Even if HDs are "$1 a megabyte" -- and I've NEVER seen a price like that; where'd YOU allegedly see it? -- my reaction is, "that's nice, but it's still too much." MAYBE I'll start to be interested when the price drops to 30% of that. Maybe. This outlook has kept me from doing a lot of "fun" things I would have liked to do but could never afford. Most specifically, back in the days when a state-of-the-art BBS could have been run with two floppies and an 800XL at 1200 baud, all I had was an 800 with ONE floppy and a 300 baud modem, and I couldn't justify the additional drive and new modem -- not to mention a dedicated phone line. About the time I became able to justify/afford a second floppy drive and 1200 baud modem, the rest of the world moved up to 2400 baud and HDs. By the time I got a 2400-baud modem and improved the capacity of my floppies, they were using 9600 baud and HUGE HDs. And so it goes. Ten years after something becomes obsolete it will become "reasonably priced" in my book.

(Incidentally, at the moment it would be a LOT of fun to have an Amiga 1200 or 4000 to replace my highly-obsolete 1000, but natch I can't afford either of them. By the time I CAN, they will themselves be obsolete, and

something unaffordable to me at THAT time will be the new gotta-have system. Beats the HELL out of me how the scads of Euro teens on c.s.amiga can afford the Amiga 3000's, 4000's, etc. THEY all seem to have.

>These people don't really keep up with things, and they are turning into the D
i
>nosaurs our computers are often
>classified as.

I retain, and still use, my Atari 8-bit system for reasons some would call "sentimental" or "religious:" I love having a computer which I can comprehend in its ENTIRETY, and program easily (something I cannot say about any of the other computers to which I currently, or expect in the future to, have access: the VAX/VMS system I use at work, the *NIX workstations that are taking over the world, nor even the Amiga on which I am typing this. Secondly, I have put a lot of time and effort into undertanding, writing and gathering software for the Atari, and feel that I have put a lot of MYSELF into it, an investment I cannot easily discard.

>I mean, think about it.
>
>486/66s for $1899 or so, package deals of course.
>
>To me anything over a few hundred for a CPU is totally exorbidant!

Whereas to ME, anything even remotely approaching the SAME NUMBER OF DIGITS as "a few hundred," for a CPU, is totally exorbiTant. People who are willing to spend "a few hundred for a CPU," always find that, lo and behold, CPUs cost "a few hundred!" That's because the industry -- ANY industry! -- will charge "whatever the market will bear," and have observed that you and yours are willing to bear quite a bit -- quite a bit MORE than -I- would, that's for sure. But it's a free country (if you're in the US, anyway ;-)); do what you want. But don't you DARE chew ME out for not wasting MY money on things YOU are partly responsible for the exorbitant pricing of!

>I would never pay more than 200 or so for a new storage medium.

It's obvious to ME that YOU do not know the value of a dollar. Who buys you your toys? Mom and Dad?

>I was waiting for everying to drop down to bargain basement prices!
>
>And hard drives ARE FINALLY HERE! Same for highspeed modems.

I would hardly call "a couple of hundred" "bargain basement prices!"
You are a fool.

>It is simply extending the "power without the price" philosophy to the NEW
>LOWER prices on TODAY's items that were
>once UNATTAINABLE.

The prices may be LOWER, but they're not LOW. Everything is relative, but what's CHEAP to YOU is not cheap to EVERYBODY.

>I mean, when an ALPHA based computer comes down to $150 I doubt I will still b
e
>using ONLY 8-bit Atari's.

The only thing that would make an ALPHA based computer such a bargain at
$150, would be that it ORIGINALLY cost a LOT MORE than that. If all work-
stations sold for $150 right out of the box, $150 for an ALPHA would not be
a big deal, nor even a bargain. Simple economics.

>PICK THEM UP, and form their own LATE upgrade path, late meaning while everyon
e
> is on 68000s, use a 6502, when everyone
>is on 68040s, use a 68000, etc...

Hmmm... now all of a sudden you sound like you're making sense. I *never*
go for the newest, latest, mass-popularity system, because it's too expensive.
Perhaps you and I are not so different after all, but differ only in our
estimation of WHEN something's price has fallen enough to be "worth buying."
You'll buy at "a couple of hundred," whereas I'll only pay "a couple of dozen,"

dollars.

>I didn't want this to turn into a push for the AMIGA, I just wanted to say tha
t
> the 8-bit community has a big problem
>with "keeping our head in the sand" and we have to upgrade our machines to max

>out their potential in order to
>VALIDATE still using them, and to simply KEEP UP with these things in light of

>the fact that stuff has come down to
>AFFORDABLE prices.

Well, maybe. On the other hand, you seem to have a lot of money to throw
around, whereas I for one do NOT. A lot of the people reading this are in
way tighter money situations than I am, too. So forgive 'em if they don't
run right out and "max out" their Atari 8-bit systems.

>And it DOES come in handy, and the total cost was minimal compared to IBM comp
a
>rable LANs and such.

True. But most people don't need/want/know-what-to-do-with IBMs and LANs and
such, and would never have considered those things in the first place.

>But I can not, let's say, mentally defend using a 64K 800XL while Amiga 500s a
r
>e out there with a significant
>jump in features.

Exactly the reason I don't max out my 800XL with a Black Box, Multiplexor,
etc.

>So I guess I feel for users, it is upgrade your Atari or jump platforms.

Absolutely true, IF you're NOT SATISFIED with the performance of your stock Atari! As it happens, I AM satisfied, BECAUSE I jumped platforms but ALSO kept my Atari 8-bit. It IS possible to do BOTH, you know!

>If you stick to stock equipment it is totally IRRATIONAL.

No, it's not. My Mom has a stock 800XL that she NEVER USES. Would it be rational for her to upgrade it? She MIGHT use a PC with, say, Word-Perfect -- or she might not. Either way it's a lot of money to blow on a "let's find out" longshot. If YOU would care to donate, I will be quite happy to accept funding.

>Everyone I meet is into the IBM fast track and are ditching 386s for 486s, I m
a
>y sound like I'm pushing for the
>same kind of thing, but I'm talking about a HUGELY different price scale in th
e
> monies involved.

The price scale is hugely different, true, but NEITHER price scale is "cheap" for EVERYBODY.

>Any rational being would realize that you can get 100 times the storage from a

>hard drive that costs
>less than the 1050 cost when it came out!

But NOT from a HD that costs less than the 1050 costs TODAY. Probably because, as far as I know, there ARE NONE...

>Now THAT is power without the price!
Power with a SMALLER price. "WITHOUT the price," would be "we're giving it away FREE!" Or, figuring in postage/gas mileage, "we're paying people to take it away!"

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2034. Help! 7800/genesis

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 02:48:12 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun14.024812.20854@apgea.army.mil>
Source record: 106545

I need some help. I need to replace my atari 7800 proline controlers.
I've been watching they die and this is about that. I wonder if some
kind soul could tell me how to hack a genesis controller to be a
proline contoller. I use my genesis controlers for my genesis, my 800xl,
my 2600 and for the few games of the 7800 that didn't require the prolines.
I'm willing to here other suggestions if there are any,

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

2035. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 06:15:48 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1vh52k$r3k@usenet.INS.CWRU.Edu>
Source record: 106546

In a previous article, ai792@cleveland.Freenet.Edu (Tony Lang) says:

>
> My question concerns the PBI (XL line -1200xl) and the ECI (130xe).
>The articles I have state that one should/must use HCT type chips
>if they wish to make/design any type of interface using the Parallel
>Bus Interface, but just the other day a thought crossed my mind.
>(It seems as of late, many thoughts have been floating around up there)
>I know for the 130xe one needs to use both the CART and ECI to design
>anything PBI-ish, and upon looking at several cartidges, I see that they
>use LS type chips. Main question is: Does one still need to use the
>low power high speed cmos-ttl bridge type chips [HCT] or does the ECI
>provide for driving more chips than the PBI so using low power high speed
>ttl chips [LS] work?

Tony,

Well, HCT chips offer a really low propagation delay without consuming
too much power. Perhaps the designs you were looking at didn't have
separate power supplies? That might explain the designers need to
minimize power consumption. 74F series would actually be better, since
they are faster, but I'd have to go back and look through my data books
to see about other issues: line capacitance, line loading,
noise and ESD immunity, that stuff. If you are worried about
the PBI or ECI/CART having a limited drive capability,
Analog Magazine had an excellent schematic showing how to put
two 8 bit bus drivers on the Address BUS, and a OCTAL BUS Transceiver
on the databus. That would solve most problems, if you were to say,
plus a card directly into expansion port, with the
driver/transceiver chips really close to the connector.
Consideration would probably also be given to the Clock, EXTENB
(external enable), and MPD (math pack disable) lines. At least the
clock should be buffered or otherwise cleaned up. Cable problems
have to do with not capacitance, but inductance of most cable.
Ben's has begun to have success with 50 pin TWISTED PAIR ribbon cable.
If you could use round, shielded, twisted pair cable, that would
somehow plug directly onto the PBI via a 50 pin card edge connector,
or the dual CARD EDGES you need for the 130XE, that might be even
better.

Jeff
>
>-BRiTiSH
>ai792@po.cwru.edu
>

>BTW:
> I guess I'm looking for an answer from The Alchemist, or from one
> of the few people who have been doing PBI hacking, McWilliams or Cortese.
> (appologies for any mispellings/typos) And Ben, could you repost, in a msg,
> your diagnoses why the MIO cable could only be 6 inches long?
>
>--
>I tell the little buggers what to wear you know : Girls who are very bright
>I show 'em how to set and dye their hair and baby: Must say in class all night
>There'll be no costumes at our swimming pool : and practice their biology
>There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!
>

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2036. Re: userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 06:49:27 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1vh71n$17n@usenet.INS.CWRU.Edu>
Source record: 106547

Chris has a point.

But I can see where the originating Author is coming from.
I myself read a lot of PC Magazine, Computer Shopper, and spend
time on Unix workstations, NeXT Work stations, and even an IBM
Mainframe up until a month ago. It's easy to get caught up in all the
"high Tech" bells and whistles people are throwing around these days.
As for 386 486 machines, man, just reading PC magazines gets you
bombarded with PROPAGANDA. Look at your average home computer user.
They're not using multimedia, and multitasking and networking and stuff.
Sure, there is the high end crowd that does this, but there are others
who maybe run something like Quicken to balance their checkbook,
maybe write some letters and figure their home mortgages, let the kiddies
play some games, and connect to an online information service or BBS.
When you see so much propaganda, it's easy to start thinking that
everybody and their brother have these monstrous CPU monsters, and they
all are doing wild, SCI FI arcane things on them. Yeah, I know
lots of people with 600 DPI HP LaserJet 4's, Dye Sublimation printers,
24 bit color image scanners, OS 2.1 or Windows NT. I mean, what's
the average joe gonna use that stuff for?

I still use my 8 bit mostly for occasional letters, and connecting
to the Internet to read mail. Nothing fancy needed there, just an
honest word processor and a decent term. program. 1.79 mHz
and a Black Box and even a 14.4K buad modem would still keep pace with
my needs. But I also program, and I'm an Electrical Engineering
student. So for those activities my needs change a little.
The less time I have to wait for MAC/65 to link 7 different .M65
files and then assemble them, the better. So yeah, a RAMDISK
or a hard drive would be handy. But programmers are rare.
Sure would be nice to create 300 DPI or even 180DPI schematic images
on my 8 bit. Working on it... someday we'll do that. But only
a few people do hardware hacks, or need to draw schematics.
Those people can worry about hard drives, memory, and CPU upgrades.
Regular folks don't need that stuff.

As a programmer, I sometimes find myself thinking the way Chris described.
As a high tech elitist snop type. I mean, who do these lowlife people
think they are, thinking 64K and a 1050 drive is still viable?
Well, if all you do is balance a check book and write people letters,
maybe that's all you need.
Hey, it would be great to think that every home should have an
800XL with 1 meg, a Black Box with a laser printer and a 128 meg
drive, and serve as host to a multiplexor. Sure, then Mom has a
networked 130XE that she does the checkbook and grocery lists on,

Heather has a color 128K 600XL with Gumby stereo that she plays
educational games on, and Dad uses the main system to do the
Church newsletter, and check the stock quotes on Genie or Dow Jones.
Yeah, and we all have Homes with white picket fences, a dog and a cat,
and 1 and a half kids.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2037. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 09:01:19 UTC
From: hun@bigbird.asro.csk.co.jp
Message-ID: <1487@bigbird.asro.csk.co.jp>
Source record: 106550
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

Talking about the Atari 2600,
I have seen machines lately, which looked like a 2600, and had
some hundred (I never counted, but there were many) games built in.
So many of these machines were around, but no cartridges.
Sounds like a "dream machine" for those old days. :-)
This happened in Budapest, Hungary.
Has anybody seen them also?

Gerzson Szinyei

2038. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 09:47:36 UTC
From: Marek Tomczyk <UJ1G@DKAUNI2.BITNET>
Message-ID: <1vhhfo$mv@nz12.rz.uni-karlsruhe.de>
Source record: 106548

cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
> {..}
> Analog Magazine had an excellent schematic showing how to put
> two 8 bit bus drivers on the Address BUS, and a OCTAL BUS Transceiver
> on the databus. That would solve most problems, if you were to say,
> plus a card directly into expansion port, with the
> driver/transceiver chips really close to the connector.

Jeff,

lately I've tried some experiments with those drivers (74LS244) and
the transceivers (74LS245). There's one aspect about it
which is confusing me. While I don't have any problems with the
LOW output level, which is 0.19 Volts, I don't understand why the
HI level wouldn't go above 3.8 Volts.
It's sort of bad, isn't it?
I've measured the output levels of the computer and they seem to be
around 4.95 Volts! Now, when I connect this 74LS245 transciever
I'll get only 3.8 Volts on the other end.
This is no good at all. With this low voltage I can't allow to much
interference on the lines.
What's wrong with my LS ICs? Can other technologies like F or HCT
pull up the HI-level a little bit?
If not, maybe a puul up resitor could help?

Marek
\ ATARI 8-BIT
--| \ the
Internet: uj1g@ibm3090.rz.uni-karlsruhe.de| \ best
BITNET: uj1g@dkauni2 | / equipment
FREENET: bn137 | /
--| / for the 21st century
/

2039. Re: 1050 Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 12:01:35 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun14.120135.22759@iplmail.orl.mmc.com>
Source record: 106549

In article <Dsc45B4w165w@TheRat.Kludge.COM>, ricortes@TheRat.Kludge.COM (Rick Cortese) writes:
|> vseaman@access.digex.net (Sundance Fiorella) writes:
|>
|> > dstuart@desire.wright.edu writes:
|> > >I just gota 1050 drive for my 130xe system, but I dont have documentation
|> Another BIG posssibility are the diodes at CR16. I've fixed a dozen or so
|> drives where these thins have gone out. The solution Atari came up with
|> was to solder them 1/2 inch above the PC board.
|>
|> --
|> Rick Cortese
|> internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

I don't think it could be a broken belt (as suggested in a previous post), because he said that the busy light never came on. Even if the belt is off, I believe that the busy light will light as long as the drive motor is OK.

I had a 1050 go out years ago, and it was one of the diodes (don't know which). It caused the drive motor to spin intermittently, and then not at all.

Larry Richardson
richards@elmer.orl.mmc.com

2040. Re: buying out atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 14:43:19 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wq355B2w165w@cyberden.sf.ca.us>
Source record: 106552

Steve Quest explained a <art. based ar<ade ma<hine

Well.. I see the advantages. The disadvantages are you would most likely need a new set of game <ontrollers. Try playing <rystal <astles with Pa< Man's <ontrollers! ;) Also, wouldn't you end up having similar graphi<s/sounds with all the games? I guess the <art's would have to be quite <omplex, esp. <ompared to 2600/7800/XL/XE/ST/NES/SNES/SEGA/et<!..

hmmm and how about ve<tor graphi<s!? ;) You'd not be able to make Tempest with Pa< Man's <hips!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2041. E<onomi<s report.

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 14:47:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4X355B3w165w@cyberden.sf.ca.us>
Source record: 106551

Guess what business I <hose to do my "<orporate history" report for
E<onomi<s on?! ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2042. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 15:30:04 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1vi5hs$nr8@usenet.INS.CWRU.Edu>
Source record: 106553

In a previous article, UJ1G@DKAUNI2.BITNET ("Marek Tomczyk") says:

>Jeff,
>
>lately I've tried some experiments with those drivers (74LS244) and
>the transceivers (74LS245). There's one aspect about it
>which is confusing me. While I don't have any problems with the
>LOW output level, which is 0.19 Volts, I don't understand why the
>HI level wouldn't go above 3.8 Volts.
>It's sort of bad, isn't it?
>I've measured the output levels of the computer and they seem to be
>around 4.95 Volts! Now, when I connect this 74LS245 transciever
>I'll get only 3.8 Volts on the other end.
>This is no good at all. With this low voltage I can't allow to much
>interference on the lines.
>What's wrong with my LS ICs? Can other technologies like F or HCT
>pull up the HI-level a little bit?
>If not, maybe a puul up resitor could help?
>
Marek,

Hmm, according to the National Semi. 2.0 volts is considered a high
on an input, and with a MINIMUM VCC, High outputs range from
2.0 to 2.5 volts. Now I'm looking at 74F data, where
output LOW voltages are 0.5 volts typical.

Here's some data from a Motorola High speed CMOS book:

LS TTL input low voltage: .8
input high voltage 2.0
output V high (min) 2.7
output V low (max) .5
HC input low voltage 1.0 (max)
input high voltage 3.5 (min)
output high (min) Vcc-.1
output low (max) .1

H-Cmos input threshholds depend on operating voltage VCC to GND.
H-CMOS according to Motorola are rated at 2 to 6 volts.

So I guess you could say that TTL levels are really sloppy, which is why
HCMOS has such a better noise immunity rating. The clear choice would
be to use HCT devices to go from TTL to CMOS levels, and then use
HC in the rest of your circuit to maximize noise immunity and minimize
power dissipation. But if you say the PBI outputs are already in the
4.85 v range, go with High Speed Cmos. They're as fast as LS, and should

provide crisper output levels than your TTL gates. I should really
get a handful of each and experiment myself.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2043. 8-bit Userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 15:52:07 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306141444.AA01268@smithkline.com>
Source record: 106554

With the exception of Larry Richardson's Amiga-boosting, I'd like to add my endorsement to everything else in Larry's post.

That post sounded like something that might have come from AC's Hardware Editor, Charles Cole (who incidentally has an article in the June AC on using 9600-Bd modems with the 8bit).

AC's various Columnists have been banging away at the theme of Larry's post from the beginning. Mikr Jewison is in dirt-cheap RAM upgrades, Jeff McWilliams is into describing how XE-banked RAM works & how to use it effectively, & of course good 'ole Dave Richardson has been showing us how to use DD-3 as a fairly effective substitute for the fancy DTP packages on the expensive machines at a ridiculous fraction of the cost.

In the June AC I describe my own system I use to run the magazine, which is even more souped-up than Larry's. And I too own a 12-MHz/3-meg 286 (it lives in the closet with my 1040STe).

I frequently have discussions with other AC Editors that involve comments about how backward most of our community is when it comes to installing a CHEAP upgrades that can improve their productivity out of all proportion to the cost of the upgrade. People recoil at the thought of spending $200 for a Black Box plus another $100-$150 for a 2nd-hand hard drive (JBT sells them, check out Computer Shopper!), to stick onto the XL they paid $50 for. Oh no, they'd rather run out & plunk down $1100 for a 386. It's one of the MANY incongruities I've discovered about our user community since I got into AC. People see these ads for cheap IBMs & get sucked in, only to discover there are many hidden costs like cables & software. Having invested that much up front, they can't go back, it's an ego thing, human nature etc.

This morning I dumped 23 pieces of AC-related correspondence off at the post office on my way to work. Among those was a reply to a recent subscriber inquiring asking where was the June AC (it's in the mail) & also expressing the opinion that 8-bitters were "hobbyists". I fairly bristle at the word, & most of my reply to him consisted of how useful my 8-bit is to m & how I employ it to do 90% of the things I use more expensive machines for, at a mere fraction of the cost. I'm of a mind to print this guy's letter- & my reply- in the August AC.

Another example. Couple weeks ago a reader in Loiusiana calls me up, wants to know how to hook up a Centronics printer to his 8bit. I tell him about various interfaces available. He asks if the custom printer driver software comes with the interface. No, I say, the printer driver is specific to your software. I ask him what wordprocessor does he use. A pause, then he says he doesn't have one, tho he has mentioned in the conversation any number of PD programs with docs-on-disk. My brain convulses. How the hell you print? I ask. Oh, I do

all my printing from DOS 2.0 he says, but sometimes it doesn't come out too good. It's all I can do to stifle a primal scream as I explain wordprocessors to this guy & exhort him to spend $20 to buy AtariWriter or TextPro or 1st Xlent or something. AAARRRRRRRRRRGGGGGHHHHH!!!!!!!

I get people calling me long-distance to tell me how great their 800 with 810 SS/SD drive/DOS 2 & 830 300-bd acoustic modem is. Of course I'm polite to these folks, but I'm biting my lip the whole time, waiting an opportunity to suggest something a little more up-to-date. It kills me.

The issue of using our old machines productively is one that will remain important to AC, despite occasional complaints I'm getting from beginners that this stuff is over their heads. (But even the beginners will have their champion in AC when I finish hiring our Resource Editor this month). Pushing the envelope in technology- both hardware & software- & telling users how the newer tecnology can be effectively applied- is one of the mainstay themes underpinning every issue of AC.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

For info write: 179 Sproul Road/Rt. 352
Frazer PA 19355
U.S.A.

****

2044. Re: E<onomi<s report.

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 16:33:19 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C8MDzw.BAK@cbnewsc.cb.att.com>
Source record: 106406

From article <4X355B3w165w@cyberden.sf.ca.us>, by phbill@cyberden.sf.ca.us:
> Guess what business I <hose to do my "<orporate history" report for
> E<onomi<s on?! ;)

How about posting it when you are done so we can all get the benefit of
your research. Could be interesting.

Kit Kimes Go Bulls!
AT&T Resource Link (under contract to NCR) 3Peat!
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

2045. Information in disk access for atari computers

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 16:42:03 UTC
From: jra37189@uxa.cso.uiuc.edu
Message-ID: <C8MEE3.n2p@news.cso.uiuc.edu>
Source record: 106419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi. I didn't know exactly where to post this, because I only
have limited information about what I supposed to be asking. Anyway,
I was wondering if someone had a brief list of disk access commands
(directory listing, loading, saving, that sort of thing) for atari
computers. I have a friend who picked up a couple of computers,
printer, disk drives, modem, and about 100 disks for around $30!
Anyway, the problem is that the stuff didn't have any manuals to it,
and so he doesn't really know how to use any of it. I don't remember
exactly what the computers are...I think one is an 800 something or
other. Anyway, if someone could e-mail me some helpful commands,
I would greatly appreciate it. About all we're really interested in
right now is disk access commands, but if you had anything else helpful,
that'd be cool too! Thanks in advance.

<jra37189@uxa.cso.uiuc.edu>

2046. Lost AC Subscriber Found!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 16:42:46 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306141557.AA01712@smithkline.com>
Source record: 106405

This is for Brett Bensley.

Mark's missing mags went out in the mail Saturday morning, June 12. The June issue will follow along in a couple weeks. The missing issues are accompanied by a 2-page letter of explanation & apology.

I drove home from work Friday nite wondering how the hell could I lose somebody like that. Subscription processing is a process I have reduced to an exact science, I have it down cold. All the bugs in the system have been discovered (rather brutally, I might say) & either eliminated or neutralized. For a paid subscriber to vanish off the face of the earth was incomprehensible to me.

I did wait for a reply from Brett but rather went to work on the problem as soon as I got home. It took me a couple hours of digging to piece it all together. Man, the hand of Murphy was clearly evident here. A classic case of human quirks mixed with flawed technology. Suffice it to say the situation is now well in hand, with Murphy barriers suitably installed.

This Murphy guy is wise to stay in hiding, I think he knows what's waiting for him if he ever presents his ugly puss to me in person. I know a bony-fingered Alchemist who's just ITCHING to lay bare hands on Murphy & rip his rotten flesh to pieces.

And you subscribers to AC, know that I am ON YOUR SIDE. Remember, I'm one of Yooze Guys. I know how painful it is to wait two whole months for a magazine, & then it doesn't come. Devastating. I, too, am a paid subscriber to AC. Anyone who has shelled out their $25 deserves every issue they've paid for, & I'm here to see to it you get your money's worth.

But you gotta tell me. Wait a good month before you send an inquiry (to allow time for the post office to send your magazine by way of China), & then drop me a 19-cent postcard. Cheap. Or send me Internet mail. (You can also send me GEnie mail, but I only log onto GEnie every 2-3 weeks: B.POEHLAND). Be assured that I take ALL such inquiries VERY SERIOUSLY. I've even startled a few readers by calling them personally in the evening to follow up on a problem.

If AC fails, it will fail on its own merits, not due to something stupid like sloppy subscription service. Not as long as I have something to say about it...

- BEN POEHLAND
Circulation Editor
ATARI CLASSICS Magazine

For info write: 179 Sproul Rd./Rt. 352
Frazer, PA 19355 USA

****

2047. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 17:15:11 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <C8MFxB.8pB@sunblossom.ge.com>
Source record: 106407

In article <1vhhfo$mv@nz12.rz.uni-karlsruhe.de>, "Marek Tomczyk" <UJ1G@DKAUNI2.BITNET>
writes:
|> lately I've tried some experiments with those drivers (74LS244) and
|> the transceivers (74LS245). There's one aspect about it
|> which is confusing me. While I don't have any problems with the
|> LOW output level, which is 0.19 Volts, I don't understand why the
|> HI level wouldn't go above 3.8 Volts.

The bipolar TTL families (LS, S, F, ALS, etc.) only drive up to 3/3.5V
for Logic 1 (Voh as it's called). Nothing wrong with them, just the
nature of their outputs. The noise immunity isn't as good as if it
swung 0 - 5V, but you probably don't need that. A pullup resistor
(say 1K to +5V) will allow it to swing to 5V. The CMOS families (C,
HC, HCT, FCT, AC, ACT) will swing rail-to-rail, unless heavily loaded.
The ones without a "T" in the prefix (HC, AC) won't (by the book)
accept the TTL levels as inputs (in practice they will, usually). This
provides greater noise immunity on Logic 1 signals.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

2048. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 17:45:53 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1vidgh$7fg@usenet.INS.CWRU.Edu>
Source record: 106408

In a previous article, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) says:
>
>Tony,
>
>Well, HCT chips offer a really low propagation delay without consuming
>too much power. Perhaps the designs you were looking at didn't have
>separate power supplies? That might explain the designers need to
That might be it. Lemme dig it out. Hmm, the parts list only lists the
chips and crystals needed, yet no seperate power supply. So that might
be it. So if one does provide their own +5 volts power supply which chips
would you (or anyone experienced) would recommend? the 74F series?
My little Computer HardWare book has this little comparison table:
IC Propagation Supply current
Delay time (ns) static @ 0.1 MHZ
4011(CMOS) 50 .01uA .08mA
74C00 50 .01uA .08mA
74HC00 8 20 uA .14mA
7400[TTL] 13 3 mA SAME for all TTL Chips
74LS00 7 2.4mA
74S00(Schottky) 4 20 mA
74ALS00 7 1.5mA
74F00 3.7 7 mA

Also another question I have, and asked before is:
How do you compensate on the 130XE for a LACK OF a EXTENB signal?
Do you just do your own address decodeing and drive the EXTSEL
signal as normal, along with the MPD. ?
--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

2049. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 17:56:08 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <1vie3o$8lv@usenet.INS.CWRU.Edu>
Source record: 106409

In a previous article, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) says:
>noise and ESD immunity, that stuff. If you are worried about
>the PBI or ECI/CART having a limited drive capability,
>Analog Magazine had an excellent schematic showing how to put
>two 8 bit bus drivers on the Address BUS, and a OCTAL BUS Transceiver
>on the databus.
Any possibilities that anyone who has the aforementioned Analog
could post the scematics in some way? Also, is an Octal BUS transceiver
merely an Octal LATCH Buffer that allows the data signals to go both ways
depending on the R/W signal?
--
I tell the little buggers what to wear you know : Girls who are very bright
I show 'em how to set and dye their hair and baby: Must say in class all night
There'll be no costumes at our swimming pool : and practice their biology
There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!

2050. Re: 8-bit Userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 19:03:48 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jun14.190348.29543@iplmail.orl.mmc.com>
Source record: 106410

In article <9306141444.AA01268@smithkline.com>, poehland%phvax.dnet@smithkline.com writes:
|> With the exception of Larry Richardson's Amiga-boosting, I'd like to add my
^^^^^^^^^^^^^^^
|> endorsement to everything else in Larry's post.
|>

Huh??? Did I mention the Amiga in my post? I did mention the 68000 processor,
but I was not system specific. You know, the same 68000 which also powers the
ST line (look in your closet Ben, it's that gray thing with the 1040 stamped
on the front of it :-)).

Larry Richardson
richards@elmer.orl.mmc.com

2051. Looking for someone

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 20:06:56 UTC
From: HWL0978@tntech.edu
Message-ID: <01GZDFDD9OIA8Y4Y92@tntech.edu>
Source record: 106411

Sorry to intrude with this little tidbit, but I used to run a bbs on my 8-bit with Oasis 4.7. I helped found a small net that included the US, Canada, and New Zealand. One of the sysop's in NZ said that she read this group, and I was trying to contact her through here:

Dawn Scotting, if you are out there, I have an internet address.

Hiram Lester, Jr.
hwl0978@tntech.edu

P.S. I will be making some valid contributions to this group next. <g>

2052. Disk access and serial port

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 20:18:44 UTC
From: HWL0978@tntech.edu
Message-ID: <01GZDFNWY2MQ8Y4Y92@tntech.edu>
Source record: 106412

Something that I have wondered about but never seemed to get any answer to has to do with the serial port and disk access on the 8-bit.

I realize that the 850 was set up to use the serial port on the computer in such a manner that the PIA (?) acts as a UART. This neccessitates putting the R: device on hold in order to use the serial port for something else such as disk access or printing.

If one is using the Parallel Interface Bus for a hard drive, is it possible to keep the serial port active? I have seen no software that takes advantage of this, so I am wondering if it is possible. It would seem that if you use an MIO or Black Box which have serial ports, printer ports, and hd ports on them that you could keep the serial port open while doing disk access thus facilitating the use of streaming protocols like Z-Modem. If this is possible, could someone tell me how?

My particular setup consists of a K-P hd interface (old Supra) and a P:R: connection.
Hiram Lester, Jr.
hwl0978@tntech.edu
Electrical Engineering
Tennessee Technological Univ.

2053. Help with 256k AXLON hack...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 20:48:20 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jun14204820@metro.unh.edu>
Source record: 106417

I finished up the modifications for the 800 256k ram card hack.
And the memory card worded fine at this point, as 16k and worked
correctly with the basic program to test the bank switching of
the ram...

I then did the AXLON mod to make it compatible with the AXLON
cards for the 800. I was told that with the memory card with
way it would work with MYDOS (I have 4.50), but I crash every
time I try to configure it.. There wasn't any instructions on
how to configure the ram disk with MYDOS I assumed it was in
'O' (I think)...

Has anyone does this mod or know how to use an AXLON ram card
with MYDOS??

Thanks, Mike
--
```
(o o)
---------------oOO--(_)--OOo----------------------------------------
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```

2054. I lost the Name!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 22:57:19 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <1vivof$7iq@usenet.INS.CWRU.Edu>
Source record: 106413

[No readable article body recovered]

2055. Archives Person?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 23:00:31 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <1vivuf$7rn@usenet.INS.CWRU.Edu>
Source record: 106414

Someone sent me a msg. saying they would look for the catalogs and disk cataloger. I didn't realize that this was probably the person to whom I am supposed to send the DiskCat and catalogs. Would that person please identify themself again in Email? I sent the DiskCat and catalogs to weiner@atari.archives.umich.edu, but got a msg. saying Jeff Weiner was away 'til July 5 or so. Ooopps.

2056. cheapy 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 23:09:34 UTC
From: G44@delphi.com
Message-ID: <01GZDN7U6XAA8Y6KV0@delphi.com>
Source record: 106415

Well, I feel I should partially apologize for my post "blasting" users of stock 8-bit systems.

I DID fail to mention that a sizable portion of 8-bit users, which include some of my BCS colleagues, are
8-bitters in as much as being part of a club, but who's REAL computer is an IBM or something.

To users who have upgraded to a different platform, justifying additional money towards the 8-bit is difficult.

I have found a direct correllation, however, between a lack of Atari 8-bit hardware, and a lack of knowledge about
newer software.

This is because the 8-bit userbase is SO isolated, that the modeming userbase tends to have the better hardware.

This creates a vicious cycle, and feuls the notion to these people that the ATARI has totally stagnated for many years.

This was one of the reasons I got my BBS up and running.

I was out there picking up the new files and I felt people should see them instead of thinking
that the newest program to come out for the Atari was Star Raiders.

For those who are a part of this newsgrop with only 1 810 or 1050, and the 8-bit is your ONLY system, all I can
say is you don't know what you are missing!

Sure, it isn't NECESSARY to upgrade your storage, but it sure as hell helps you be more productive.

I mean, being able to save off a document in a matter of seconds and not have to worry about a pile of disks
tumbling all over the place.

You know, people have to realize I was just like that, I was stuck with just a 130XE and a stock 1050 for several
years.

If the ATARI had never been as affordable as it was in the mid 80s I would not have been able to purchase a computer.

But to me, a buck a meg is not too much to pay for a hard drive.

To me, the one time expense of a hard disk interface and a cheap hard drive, (some go for as little as $50, the

going rate of a used 1050!) is in tune with the monetary capacity of most 8-bitters.

Perhaps not ALL, but to them, I'm sure they would WANT something better, faster, more convenient.

For people to foolishly, let's say, go out and buy 2 more 1050s when they could jump up geometrically with
even a SMALL hard drive.

To people realize how many 64K files can fit into 20 megs even?????????

You take a 1050 and a 20 meg hard drive side by side.

The difference is ENORMOUS!

I just think if you want to stick with the 8-bits, people should at least strive for the logical extension of their
systems.

Especially with prices the way they are.

Even considering what the 8-bit market is today, in terms of prices, aside from the hard drive interface, it
is REALLY cheap to jump into the hard drive or memory upgrade domain.

Someone who has been squeemish for a long time should just realize that, hey,
times have changed, and there IS an upgrade path.

What I DON'T want to see is anyone jumping ship because they have NEVER heard of a black box.

Some isolated user says "oh, I love my 8-bit but I need a hard drive and I wish I could use a 19.2K modem so I'll
get an IBM"

There are TOO many people like that.

If they are going to leave us, they better know what is out there.

It really is kind daunting though.

You go to a user group and you expect everyone to be as fired up about the stuff as you are and you leave there
realizing that you are into it more than anyone else.

It isn't something you'll experience with other user groups for other platforms.

For an 8-bit ONLY user it is really tough finding other people who share the same enthusiasm, and this is the core
of my frustration.

For the half/time 8-bitters who have moved on, they ho-hum and sigh at the cool hardware.

It would have been great if it was 85 all over again, I bring in an MIO and everyone leaves there thinking "wow"
I'm gonna save up for one!

But people must be thinking, "That is cool, but it has no relevance to me, thus it is useless..."

In that way I can not connect with these people because they are either first time 8-bitters who probably won't last
long in the platform, or they share their time with other platforms and just aren't into it with a PASSION.

I don't see how anyone can come down on me for this....

I am not condemning them for their beliefs, if they aren't into it they aren't into it!

But it is really tough dealing with people who up to a certain point, CARE about the 8-bits, but then don't.

Like I have the new FRACTASIA program...

That is a perfect example.

The 8-bit huffs and puffs to produce cool looking 64 color Colorview Fractals.

I think it is a good solid example of the 8-bit exceeding its limits.

But to a half-time user they would yawn at it cuz they have similar programs for their VGA IBM.

For a half-time user any BIG jump in the atari is a novelty, but nothing really that they can't do on their REAL
machine.

Thus the core of a user group discussion, talking about USING new software and hardware, is invalidated since they
only play a few games and don't do any serious work on it, WP, Database, anything...

So I'm not so much pissed at THEM as I am frustrated with EXPECTING a certain level of excitement and involvement
and things coming up short. And despite all my best intentions, there is NOTHING I can do to liven things up.

IN%"robinj2@aix.rpi.edu"

2057. 2600 emulator for 5200>8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-14 23:58:35 UTC
From: phruby@ucrengr
Message-ID: <32732@galaxy.ucr.edu>
Source record: 106416

What I had in mind was to take a 2600 converter for the 5200 and somehow connect it to a 130XE. The 2600 converter could run off the 130XE power and video would be piped through the 130XE. Maybe there could be a way to capture files from 2600 carts and store them on disk. It would be sort of like the SNES copiers advertised on r.v.g.m. Maybe someone could write a cross-assembler for the 2600. (There is a cross-assembler for the ST to write SNES games). Interesting hack don't you think? Maybe, I'll try it this summer. Anyone want to help?

Paul
phruby@ucrengr.ucr.edu

2058. Re: 8-bit Userbase

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 05:57:21 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun15.055721.28972@cs.tulane.edu>
Source record: 106418

Hay Ben, send me the name and address of the fellow from Louisiana and
I'll see what I can do to bring 'em up to speed, I've got some hardware
and software he might be able to use

Mike
Atari Archive Project
Louisiana

2059. Kermit65, P:R: & modem...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 07:28:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <740163914.AA05968@tdkt.kksys.com>
Source record: 106428

Ok, I have just recently run across an interesting (? -- perplexing, frustrating) problem. I just recently picked up a P:R:Connection and 2400 bps modem, excited about the faster speed, esp. when doing kermit protocol file transfers. But of course, there is a snag. I haven't been able to achieve a successful file transfer. It seems like it isn't receiving "whole" packets -- i.e. for each packet, there are a couple of SD's being sent, instead of the 1 checksum verification at the end of the packet. Occasionally, it appears to work normally, but always ends up with the message "cannot receive data." The funny thing is that it always worked great with a direct-connected SX212. The only thing I can think of is a possible conflict with SDX, but does anyone else have any ideas?

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2060. ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 14:16:24 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306151400.AA10668@smithkline.com>
Source record: 106420

To: inet::"comp-sys-atari-8bit@cs.utexas.edu"
CC:
Subj: ECI vs. PBI
Enter your message below. Press CTRL/Z when complete, or CTRL/C to quit:
This is for Tony Lang.

Ah... first off, the 1200XL ain't got no PBI. On the XL series, only the 600XL & 800XL got a PBI. The 65XE has no parallel bus at all, but the 130XE has the ECI. (I view the 65XE as a dead-end machine, almost as worthless as the 400.) OK, we got that outta the way.

Mind you, I'm not exactly a heavy PBI hacker, I've only tinkered with things on a strictly empirical basis. I'm not 100% sure I agree that it's carved in stone somewhere you absolutely have to use HCT gates to drive signals on the PBI. Certainly it IS a good idea. I got into a heated discussion with Bob Woolley a few months back on this subject, as it was my contention that the speed improvement of HCT isn't that much better than LS. He went ripping thru my library looking for the spec book charts where they give speed comparisons of different logic families, I think we finally found the chart in a Motorola or Nat. Semi. spec book. I rather felt the two families should be more-or-less interchangeable on the basis speed per gate.

I was right, but so was he. My recollection is that LS will give you 3nS, HCT gets you down to like 1.9nS or some such. This difference is trifling, so in most systems- especially a fairly slow one like the 6502- LS & HCT are essentially equivalent.

BUT... as Woolley so annoyingly pointed out to me, the per-gate speed specs are deceiving. Because some types of chips employ multiple gates internally to achieve their logic functions. So what you should really do is take a look at the schematic of the particular chip you plan to use as given in the manufacturers spec book & count up HOW MANY GATES that chip employs to do its job. If it's only a few gates, you can get by with LS. If it's a whole bunch, better stick with HCT.

You'll always be safe using HCT, but HCT is more expensive & not always readily available, while LS is cheap & you can get them from every large mailoder house in a wide selection of types. I don't have a Black Box in front of me, but I seem to recall that on different BB's I've seen, Der Puffster seems to use LS & HCT interchangeably in certain positions on the BB board. (Dunno whether those chipsdeal directly with PBI signals, tho.)

Some people are a little sloppy about the difference between HC & HCT. In a 5-volt system, HC will USUALLY work. But HCT will ALWAYS work on a std. 5-volt bus. The internal gate count does seem to vary somewhat according to the manufacturer, which explains why one brand of chip miht work fine while a

different brand will fail or give scrambled signals.

As to the length of wire you can stick on the PBI- ah, one of the Alchemist's favorite topics! The BB & MIO employ short lengths of parallel ribbon cable, like 6 inches or so. I've heard tell you can't go more than 8 or 10 inches with this type cable before you start getting failures due to slewing distortion

of the squarewaves. It's the fast clock signals that are affected most.

It's impractical to stick long pieces of ribbon wire on the PBI & then make up for the signal degradation with fast buffers to snap up the squaerewaves (there's aspecial name for those, it slips my mind). damn....
Ah! Schmitt triggers. Anyway, the problem there is that the accumulated propagation delays get the buffered signals out of sync with other timing signals on the PBI, you just open a whole can o' worms.

My interest has centered on interaction of the wire you actually use with the signals on the PBI. The issue is impedance, which has 3 components: DC resistance, capacitice reactance (distributed capacitance) and inductive reactance. The problem is to find specs on the wire related to those properties.

From page 13 in the Dec. '92 copy of the Digi-Key catalog, you can get the specs on OKI & Hitachi ribbons. Unfortunately neither one gives the specs in a sensible format, so you sorta have to eyeball the numbers. I'm sure Jeff McWilliams or one of these enginerr-type guys could find an equation somewhere to calculate all this stuff exactly. (We Alchemists gave up on that approach long ago when we found the manufacturers lie to you half the time, rendering the equations useless.)

OK, we look at the worst case & tske it from there. 1.79MHz, right? Round it up to 2MHz for easy mental gymnastics. A rule of thumb is that to reproduce a squarewave accurately you must have a 10-fold excess bandwidth relative to the

fundamental frequency, in order to pass the upper harmonics of the wave. So, our cable must have 20-MHz bandwidth. In practice we could probably get by with a little less, 15 or maybe even down to 10MHz.

Now we eyeball the wire specs for 28 AWG parallel stranded wire on .05" centers.

Hitachi gives a specific DC resistance of .068 ohms/ft. Irrelevant (unless you're planning to run a couple miles of cable!). DC resistance isn't a factor.

The values for specific capacitance given for the two brands of wire are different, eyeballing the figures I'd say an average value of 15pF/ft. A 4-ft cable would give you 50-60pF, which to the Alchemists eye seems tolerable if not exactly healthful for the signal. Do-able.

OKI gives specific inductance of 20uH/ft. for their wire. Taking a 4-ft. cable,

we have 80uH. OUCH!!! Our clock signal just hit a brick wall!! Even the 6-inch wire on the BB & MIO will give you 10uH which is already degrading the signal somewhat (the 7pF capacitance doesn't help any either). Yuck!

Back in my audio guru days, before I learned tricks for stabilizing op-amp feedback circuits, I built an AF op-amp circuit whose output contained a low-level 5MHz oscillation. The RF aliased down into the AF where the harmonics were audible as faint "wispy" or "birdie" noises in the background, which drove me crazy. Using the "blowtorch" approach, I empirically manufactured a series inductor to suppress the RF without affecting the high end AF. By a process of winding, testing & measuring, I completely suppressed the 5MHz sinewave oscillation with a n inductor that turned out to be 80uH. (I was totally bummed out; if I had known it would be that value ahead of time, I would have just purchased a couple 100uH inductors at Radio Shack & save myself the trouble!) The impedances involved in that experience were on the same order of magniyude value as those in logic chips: a few hundred to a few thousand ohms. If 80uH will suppress a 5MHz SINEwave, THINK what it will do to a squarewave! Bleccch!

Now, what if you SHIELD the wire? This can change the AC characteristics considerably, depending on how you do it. I recently fished from the trash at work a piece of ribbon wire ca. 2 feet long whose conductors were in twisted pairs. Ooooo... possibilities! This wire has flattened areas every couple feet so you can attach standard IDE connectors (how thoughtful!). I tried it on my Black box. Two feet. It worked. You can buy this wire from All Electronics in Van Nuys CA for about a buck a foot.

I mentioned my twisted ribbon the other day to Der Puffster. He was skeptical. Said he woldn't trust such a thing, plus the fact that the pairs aren't actually shielded since most of the PBI connectors have signals on them rather than alternating sig-gnd-sig etc. Long-term testing of this cable is on my agenda, at the moment rather disrupted by various video experiemnts I'm messing with.

I think my wire works. Whether it works because I have the right theory, or because I just got plain lucky, I dunno. Bob Puff reported PBI characteristics themselves can vary from machine to machine according to how well the LSI chips in there are functioning. Ewwwww, that sucks. But personaly I've not yet encountered that particular nasty, we have to assume you got good strong CPU, ANTIC, etc. in there.

Apologies for the length of this missive....

- BEN POEHLAND
The 8-Bit Alchemist

****

2061. Re: length of MIO cable

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 15:48:34 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0hn4@abcd.houghton.mi.us>
Source record: 106422

There was a question posted on why the length of the connecting cable on the MIO is restricted to six inches...

From my experience, it does not HAVE to be this short. I know why it was designed as short as possible: to reduce RF, signal loss, capacitance problems, etc. However, the cable on my one meg MIO was around eighteen inches long and I never experienced a problem.

I used my MIO to drive both serial and parallel ports, a SASI hard drive controller, multiple ram drives, and a small printer buffer.

By using a longer cable I was able to set my MIO on its edge at the back of my desk, so I had room to move my 130XE (320K) on my desk without a caboose making things difficult.

By the way, about the tenth time I had to reload the MIO setup and ramdisks because the power glitched, I replaced the power supply with a home brew uninteruptable power supply. I never lost a thing for the next two years I owned the MIO.

Get a 12 volt motorcycle battery 1 or 2 amp trickle charger and a 12 volt lead/acid battery (motorcycle, car, lawn tractor, etc. - the larger the capacity, the longer you can keep the MIO going in a power outage). Hook the charger to the battery, then hook the battery to the MIO with *three one watt diodes in series on the positive side to drop the input voltage to the MIO. (*notes: 1- the exact number of diodes isn't critcal, the MIO uses a +5volt regulator, but using too few will burn out the regulator, and too many will reduce the input voltage too much for the regulator to work. 2- these diodes will tend to get warm, so make sure the casing you put them in provides some ventilation)

The original power supply for the MIO had AC output and four rectifying diodes on the MIO's circuit board. You can feed the MIO a DC signal with no problems, providing you get the polarity right. If the power light doesn't come on, you have to reverse the polarity.

MAKE SURE YOU CHECK THE WATER LEVEL IN THE BATTERY FREQUENTLY!!! MAKE SURE THE BATTERY IS IN A WELL VENTILATED AREA, HYDROGEN GAS WILL BE PRODUCED WHICH CAN BE EXPLOSIVE IF ALLOWED TO BUILD UP!!!

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historic Park **

2062. Re: 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 15:56:16 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun15.155616.17327@dcc.uchile.cl>
Source record: 106421

In article <739728614.AA04499@tdkt.kksys.com> Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:
>(*deleted*)
>You could hook up your Atari to your Amiga w/ the 850 or ICD's P:R:Connection
>via a null-modem cable, but you would probably also need some type of Telecomm
>software for your Atari.

What *exactly* is a Null-modem cable?

Thanks... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2063. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 16:40:49 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <qu375B1w165w@TheRat.Kludge.COM>
Source record: 106423

OK, but just a few definitions so people don't jump on my case for improper use of the PBI. Officially in order to be considered a PBI device the thing has to do some of the stuff Jeff alluded to: utilize the math pack disable & have ROM that will be mapped into the $D800 area(?), etc. The XL series has the smarts in the OS to know when a PBI device is hooked up & turns control over to PBI ROM. As far as I know, the only true PBI devices are the Black Box & MIO & as far as I know CSS & ICD went in and disassembled the XL OS to find out how PBI drivers worked. They've never shared this info with anybody & Atari never published the source code. Any hack that doesn't take advantage of the XL OS is really just something hung on the buss & should work with any 8-bit if you're willing to get down & dirty by getting the same address/data lines off the mother board. I only hang stuff on the buss=> limit of my abilities.
What I mean by a clean design & I think what you mean by how to decode: 6502's use memory mapped I/O, it's really a beautiful way of doing things, especially *IF* you use chips that are designed to work in 65xx 68xx systems. I've hung a couple of 6520s using different schemes, done the design for a 6551 ACIA but haven't had the time to start wire wrapping. The best way to do these things is via the hack Jeff & I were talking about, desolder the 74LS138 on the mother board & add another one along with the the extra address lines so the existing chips [POKEY, GTIA,...] are now in the bottom half of their current page & you have the ability to select one of 8 devices using the pins on the 2nd '138. This scheme only presents 2 TTL loads to one pin of the MMU & 2 address lines in order to add 8 devices. All that & the propagation delays to the chips !CS lines would be identical to what the existing internal chips is. You can tell the engineers were no longer in charge at Atari because it would have only cost maybe $.20 a computer to add a '138 here & bring these lines out, or at least the single line from the MMU. But... they aren't there! So next, single chip decoding with actual signals you find on the PBI. 1st get a couple of 74LS688 or 74LS521. These are 8 bit comparators. Pop out your programers calculator & key in hex, $D7, then binary, it'll show: 11010111 Now tie the 'A data lines of the comparator to either ground or +5V to match that bit pattern. Then tie the 'B data lines to PBI address lines A8-A15. Since you used the upper 8 bits of address line, the '521 or '688 will provide a low pulse any time the buss address is in the range of $D700 to $D7FF !O when A=B. This low pulse line goes to the !CS of the [6551, 6532, 6520, ...]. To select the internal registers of the 6520 for example, you'd just tie address lines A0 & A1 to RS0, RS1 of the chip. For some reason Atari reversed it & tied A1 to RS0, A0 to RS1, bt it doesn't really matter as long as you know what they did. The rest of the lines are straight

forward; tie reset to reset, R/!W to R/!W etc. You're finished!
Hmmm... you want to add 8 6520s to the $D700 area? Probably wouldn't
really work but would make a decent example. Grab a 74LS138, tie the
!E1 pin to the !O of the '521 & the other '138 enable pins to always
be true. Tie a !O pins of the '138 to each one of the 6520s' !CS pins
with the 6520s all having the same connections as above to A0 & A1,
data, etc. Now if you want page $D700 to be divided into 8 equal
parts, you just tie address lines [5,6,7] to the '138's address lines.
Now when you read or write to the 6520's registers, you just start
each one with a 32 byte offset. Mix a 6522 in there? Just use
address lines [2,3] to RS2, RS3 of the 6522. If you're a Jeff
McWilliams type i.e. "Don't waste a byte anywhere in the memory map!"
for 6520s you'd just use address lines [2,3,4] to the 138, maybe
address lines [5,6] to the other enable pins of the '138, address line
[7] to the enable pin of the '521. This would make the 4 registers of
the 8 6520s appear as 32 consecutive bytes in memory. You could also
add a 2nd cascaded or parallel '521. Most of the other designs I've
seen use multiple cascaded logic chips to do the same address decoding
(vs a single '521 or '688). Even if they only present one load, the
delays from cascading these things is probably enough to cause
problems. You also have to be a lot smarter then me to figure out how
to decode memory addresses with those things <grin>.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2064. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 18:11:38 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C8oD7F.Is9@cbfsb.cb.att.com>
Source record: 106424

In article <9306151400.AA10668@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>To: inet::"comp-sys-atari-8bit@cs.utexas.edu"
>CC:
>Subj: ECI vs. PBI
>Enter your message below. Press CTRL/Z when complete, or CTRL/C to quit:
>This is for Tony Lang.
>

<deletions about families of computers and gates>

>
>I was right, but so was he. My recollection is that LS will give you 3nS,
>HCT gets you down to like 1.9nS or some such. This difference is trifling,
>so in most systems- especially a fairly slow one like the 6502- LS & HCT
>are essentially equivalent.
>

<deletions about families of gates>

>
>As to the length of wire you can stick on the PBI- ah, one of the Alchemist's
>favorite topics! The BB & MIO employ short lengths of parallel ribbon cable,
>like 6 inches or so. I've heard tell you can't go more than 8 or 10 inches
>with this type cable before you start getting failures due to slewing distortion
>
>of the squarewaves. It's the fast clock signals that are affected most.
>
>It's impractical to stick long pieces of ribbon wire on the PBI & then make up
>for the signal degradation with fast buffers to snap up the squaerewaves
>(there's aspecial name for those, it slips my mind). damn....
>Ah! Schmitt triggers. Anyway, the problem there is that the accumulated
>propagation delays get the buffered signals out of sync with other timing
>signals on the PBI, you just open a whole can o' worms.

More likely affected by ringing on longer cables .. as continued below.

>
>My interest has centered on interaction of the wire you actually use with the
>signals on the PBI. The issue is impedance, which has 3 components: DC
>resistance, capacitice reactance (distributed capacitance) and inductive
>reactance. The problem is to find specs on the wire related to those
>properties.
>
>From page 13 in the Dec. '92 copy of the Digi-Key catalog, you can get the
>specs on OKI & Hitachi ribbons. Unfortunately neither one gives the
>specs in a sensible format, so you sorta have to eyeball the numbers. I'm sure

>Jeff McWilliams or one of these enginerr-type guys could find an equation
>somewhere to calculate all this stuff exactly. (We Alchemists gave up on that
>approach long ago when we found the manufacturers lie to you half the time,
>rendering the equations useless.)

A ribbon cable is a sort of imperfect transmission line, and transmission
line design parameters come into play.

>
>OK, we look at the worst case & tske it from there. 1.79MHz, right? Round it
>up to 2MHz for easy mental gymnastics. A rule of thumb is that to reproduce
>a squarewave accurately you must have a 10-fold excess bandwidth relative to the
>
>fundamental frequency, in order to pass the upper harmonics of the wave. So,
>our cable must have 20-MHz bandwidth. In practice we could probably get by
>with a little less, 15 or maybe even down to 10MHz.

For a transmission line, with end not properly terminated, the significant
problem is reflections from the ends, which leads to _ringing_ in the edges
of the signals, and mucho logic misinterpretations possible. The significant
effect is the propagation time from end to end, primarily in relation to
the rise time of the signals. For typical TTL level signals, typical
rise times are of the order of 1 or 2 nano seconds. The approximate
speed (very approximate) of most cables will lead to about 6 inches to
a foot per nanosecond ... hence an improperly terminated line is good
for up to a foot or so with TTL type signals.

>
>Now we eyeball the wire specs for 28 AWG parallel stranded wire on .05" centers.
>
>Hitachi gives a specific DC resistance of .068 ohms/ft. Irrelevant (unless
>you're planning to run a couple miles of cable!). DC resistance isn't a factor.
>
>The values for specific capacitance given for the two brands of wire are
>different, eyeballing the figures I'd say an average value of 15pF/ft. A
>4-ft cable would give you 50-60pF, which to the Alchemists eye seems tolerable
>if not exactly healthful for the signal. Do-able.
>
>OKI gives specific inductance of 20uH/ft. for their wire. Taking a 4-ft. cable,
>
>we have 80uH. OUCH!!! Our clock signal just hit a brick wall!! Even the 6-
>inch wire on the BB & MIO will give you 10uH which is already degrading the
>signal somewhat (the 7pF capacitance doesn't help any either). Yuck!

For a transmission line, assuming the series resistance and parallel
conductance are negligible, the effective impedence is sqrt(L/C). Hence
for this ribbon cable, sqrt(20uH/15pF) which is 1154 ohms (gee .. that is
high .. wish I was home and thinking clearer).

Looking in the DigiKey catalog, their ribbon is specified as 100
or 110 ohm impdenece when used in ground sig ground arrangement.
(Confused as to the 1154 ohm figure above .. difference between

theory and practice, or more likely between measurment frequencies)
But this is with the line used ground-signal-ground.

>
<deletions of audio stuff>

>Now, what if you SHIELD the wire? This can change the AC characteristics
>considerably, depending on how you do it. I recently fished from the trash

Effectively making the line more aof a predictable transmission line, probably
increasing the effective capacitance, making a better match for the TTL,
and cutting down on signal to signal crosstalk.

>at work a piece of ribbon wire ca. 2 feet long whose conductors were in twisted
>pairs. Ooooo... possibilities! This wire has flattened areas every couple
>feet so you can attach standard IDE connectors (how thoughtful!). I tried it
>on my Black box. Two feet. It worked. You can buy this wire from All
>Electronics in Van Nuys CA for about a buck a foot.
>
>I mentioned my twisted ribbon the other day to Der Puffster. He was skeptical.
>Said he woldn't trust such a thing, plus the fact that the pairs aren't
>actually shielded since most of the PBI connectors have signals on them
>rather than alternating sig-gnd-sig etc. Long-term testing of this cable is
>on my agenda, at the moment rather disrupted by various video experiemnts I'm
>messing with.

Since the sgnals are not paired (sig-ground or sig+-sig-) this would
not necessarily be mucho better. BUT if the wire is designed with a
lower impednce ... then great stuff.

Better, in my opinion, would be the shielded flat cable. This is available,
though it can be hard to use. Failling that, I would use flat cable,
and have, with every other line grounded. You need a solderable set of
connectors, rather than IDC type, and pull every other lead up in the air.
After connectors are wired, tie all the grounds together.

Standard practice in many bus oriented designs is to terminate the bus
lines to dampen the ringing. A multiresistor 220/330 ohm pack can be
readily used for this, which has a parallel equivalent of 132 ohms,
a decent match for the 100-110 transmission line. The question would
be, can the drivers inside the Atari supply sufficent drive, or would
hacking be required.

One would still be limited (assuming line terminated and driven) by
the propagation time. This is listed in Digikey at 1.4 nS per foot.
So 2 feet would be about 1 LS TTL gate delay. If bus drivers/receivers
were added in the Atari, their delays would also have to be considered.

>
>I think my wire works. Whether it works because I have the right theory, or
>because I just got plain lucky, I dunno. Bob Puff reported PBI characteristics

I would tend to think, possibbly less crostalk, perhaps less capacitance
line to adjacent line .. perhaps some luck (as to which signals are separated
more, ring less, whatever).

Crosstalk was the problem I encountered on my first computer setup when
I neglected to terminate the floppy drive bus. The system would work fine
most of the time .. but intermittently would write to a floppy it was reading.
I speculate that ringing in the nonterminated data lines crosstalked into
the write gate line .. I think from the step signal. Terminating the floppy
bus cured the problem, of course.

>themselves can vary from machine to machine according to how well the LSI chips
>in there are functioning. Ewwwww, that sucks. But personaly I've not yet
>encountered that particular nasty, we have to assume you got good strong CPU,
>ANTIC, etc. in there.

How long of a cable do you want/need? Perhaps a modification or bus driver
add-on would enable enough cable to meet most needs. If we have 10 nS to
play with, outside of gate delays, we could add 7 feet of cable.

>
>Apologies for the length of this missive....

And for the length, as well as some imprecision, of this reply.

>
> - BEN POEHLAND
> The 8-Bit Alchemist
>
>***

2065. Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 18:41:00 UTC
From: vahamyer@atlas.cs.upei.ca
Message-ID: <1993Jun15.184100.16486@jupiter.sun.csd.unb.ca>
Source record: 106427

I have a couple of questions about the archives if someone doesn't mind
mind answering them.

I downloaded a few .ARC files and ARCX.COM for a few people I know
with Ataris.
If I move these files to an ATARI system, is ARCX.COM used to uncompress
them?
I also noticed a few other extensions. Are these uncompressed by a different
archival program?

Thanks.

2066. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 20:03:30 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1vl9ui$8k3@usenet.INS.CWRU.Edu>
Source record: 106425

In a previous article, ai792@cleveland.Freenet.Edu (Tony Lang) says:

>
> That might be it. Lemme dig it out. Hmm, the parts list only lists the
>chips and crystals needed, yet no seperate power supply. So that might
>be it. So if one does provide their own +5 volts power supply which chips
>would you (or anyone experienced) would recommend? the 74F series?
> My little Computer HardWare book has this little comparison table:
>IC Propagation Supply current
> Delay time (ns) static @ 0.1 MHZ
>4011(CMOS) 50 .01uA .08mA
>74C00 50 .01uA .08mA
>74HC00 8 20 uA .14mA
>7400[TTL] 13 3 mA SAME for all TTL Chips
>74LS00 7 2.4mA
>74S00(Schottky) 4 20 mA
>74ALS00 7 1.5mA
>74F00 3.7 7 mA
>

Either the F series, or HCT and HC. HC and HCT provide better noise
immunity. As Jeff Potter just wrote, using 1K pull up resistors with
F series chips would also work.

>Also another question I have, and asked before is:
>How do you compensate on the 130XE for a LACK OF a EXTENB signal?
>Do you just do your own address decodeing and drive the EXTSEL
>signal as normal, along with the MPD. ?

Well, basically I THINK all EXTENB does is tell your PBI circuitry
that it's legal to return a EXTSEL and MPD signals to interface your
circuitry into the 6502 memory map. FOr example, I'd not expect
EXTENB to be active when the 6502 is addressing the hardware area,
and possibly not the OS ROM area either (expect for the math pack area).
I would expect EXTENB to be active when the 6502 is accessing other
standard parts of RAM, $D100-$D1FF, and pages $d6 and $D7.

According to the SAMS 800XL schematic, EXTENB is provided by the MMU,
which has various inputs, A11-A15, S4, S5, MPD, and a whole slew of
other stuff.

EXTENB and EXTSEL' are ANDED together and then fed into a 375, which
is a latch. The latched output is then fed into an AND/OR Invert GATE
which provides CAS and RAS to the rest of the system.

Personally, I can't think of WHY you would AND EXTENB and EXTSEL'.
You would think you would want to AND EXTENB and the NOTed EXTSEL',
because such an operation would then indicate, when the output is
active, that the MMU says it's legal to enable PBI circuitry,
and the circuitry itself has requested being enabled. I'm gonna
have to re-read the ANTIC article I guess, and do somre more
figuring. Sure would be nice to know how the MMU was programmed.
It's basically a PAL, so somewhere, out there, somebody must know
the BOOLEAN expressions that were programmed into the darn thing.

I would have to say, the only difference in your circuitry for the 130XE
is that your enable circuitry now only depends on address decoding,
as opposed to adress decoding AND the EXTENB signal.

Jeff

>--
>I tell the little buggers what to wear you know : Girls who are very bright
>I show 'em how to set and dye their hair and baby: Must say in class all night
>There'll be no costumes at our swimming pool : and practice their biology
>There'll be no ugly girls at my highschool : "Highschool" - Hanoi Rocks!
>

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2067. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 20:07:08 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <1vla5c$91u@usenet.INS.CWRU.Edu>
Source record: 106426

In a previous article, ai792@cleveland.Freenet.Edu (Tony Lang) says:

>
>In a previous article, cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) says:
>>noise and ESD immunity, that stuff. If you are worried about
>>the PBI or ECI/CART having a limited drive capability,
>>Analog Magazine had an excellent schematic showing how to put
>>two 8 bit bus drivers on the Address BUS, and a OCTAL BUS Transceiver
>>on the databus.
> Any possibilities that anyone who has the aforementioned Analog
>could post the scematics in some way? Also, is an Octal BUS transceiver
>merely an Octal LATCH Buffer that allows the data signals to go both ways
>depending on the R/W signal?

Tony,

Use a 74F245 for the bus XCEIVER, use the R/W' signal to drive pin 1,
which is the transmit/receive pin. You'll have to figure out which
way transmits, and which one receives, so that you wire the
two 8 bit I/O pins correctly. A 74LS244 is used to buffer the address lines.
Er, actually two of them would be used.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2068. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 21:36:30 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun15.213630.48962@austin.onu.edu>
Source record: 106430

phbill@cyberden.sf.ca.us wrote:
: lmurdock@austin.onu.edu (Lance Murdock) writes:

: > I was wondering, can I add an XE compatible RamDisk to the buffer
: > memory in Bobterm? I would think it could be done somehow. Am I
: > once again being a total idiot? Thanks.
: >

: WHY!? Just set the <apture / destination / sour<e / whatever to be your
: D8:, D9:, et<.. whatever drive your RAMdisk pretends to be...

: Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
: PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
: or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
: --
So you are saying that I can capture an Xmodem transfer to my ramdisk?
I assumed the screen capture only worked with text, not xmodem data.

2069. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 21:58:50 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <C8onq3.Byv@sunblossom.ge.com>
Source record: 106429

Gee, everybody's writing about this PBI cable length problem.
I don't have an XE, and don't use the PBI/ECI for anything (yet).
But I do have much experience in driving cables... From Ben's
description it sounds like crosstalk was your big bugaboo. A piece
of flat ribbon cable, with few grounds, tends to let the signals
induce noise on adjacent ones with reckless abandon. Separating
all signals by using that twist-and-flat ribbon cable (where each
signal has its own ground, hopefully from the device that drives
the signal for good ground return) will allow you to drive the
signals much cleaner.

On an old system that talked to a VAX using their DR11-W interface,
the recommended flat ribbon cable (without interspersed grounds)
was a disaster. We had to build in extra microseconds of delay
to wait for the signals to stop "talking to each other" on a 50
foot cable. One day we tried building a custom cable, where every
signal had its own ground, used this twist-and-flat ribbon cable,
and needed over 200 feet. It worked like a charm, and we could
pull out the majority of the wasted microseconds as the observed
signals were much cleaner. Note: this system had nothing to do
with my Atari 8-bit.

I doubt you can run anywhere near 200 feet on your PBI/ECI (since
its probably driven by a weak NMOS device, and possibly not
terminated) but twisted pair with ground returns *really helps*.
Of course there are about a dozen other phenomena (transmission
line effects, ground bounce, capacitive loading, propagation delay,
etc.) that need to be taken into account.

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

2070. 256k Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 22:04:43 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun15.220443.15631@austin.onu.edu>
Source record: 106431

I just bought an 810 drive and 256k expanded 800XL for $5.00!

Now that the shock has passed, I have a question or two.
The 256k upgrade is very unique. I wouldn't be surprised
if it was a one-of-a-kind. It uses nine I.C.'s, 8 256k
150ns rams, and a 74LS153 (I think). It doesn't appear to
be compatible with any other type of upgrade I can find.
The upgrade is really cheasey (ie not very professional).
Could some of you tell me what your upgrades look like to
see if maybe I have the same type? Also, if it is a one-
of-a-kind, can anyone speculate how hard it would be to
make it XE compatable?

Any help would be GREATLY appreciated.

Thanks,
Lance "Ate_bit" Murdock
l-murdock@onu.edu

2071. More 1050 Probs

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 22:27:23 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jun15.222723.20941@austin.onu.edu>
Source record: 106432

I just read another post about someone having problems with
their 1050. I have a non-working 1050 that I have been
meaning to tear into. Maybe someone here can help.
It powers up perfectly, drive turns, head makes all the
proper noises, etc. But whenever the drive is daisy
chained into a system, it screws up the system. When
turning on the computer, it screeches and IMMEDIATELY
drops you at the BASIC prompt. Hardly any timeout, or
anything, just a terrible sounding screech, then the
prompt. (The drive also tends to get warm after a
very short while) My guess was that something connected
to the SIO had shorted (i.e. a transistor or I.C.)
The power supply's heating up kinda agrees with that.
The drive had been worked on once before (can't remember
what was wrong it has been so long) and I wondered
if maybe the same chip had gone bad. Donno, but it
is really hard to diagnose the damn thing if you
can't hook it up to your computer. Maybe I will try
to work on it tonight. Any help would be appreciated.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

2072. FORSALE: Atari 800XL, 800, 810's, 850, TRAK, Amiga 4000, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-15 22:32:01 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jun15223201@metro.unh.edu>
Source record: 106446

```
Amiga 4000, 2M Chipram 12M Fastram - All manuals, disks etc.
Connor 200M IDE drive
Mitsubishi DiamondScan Multisync AUM-1371A 15.6kHz to 35kHz
supports Analog RGB / Digital RGB and Composite Video

Asking $2400.00 or Best offer

Selling to purchase Silicon Graphics Workstation

also selling:

A2065 Ethernet card: $180.00 or Best Offer

HP48S Calculator: $120.00 never used, school won't allow for classes.

Make offers:

1 Atari 800XL
1 Atari 800 with 256k ram addon (acts like AXLON)
2 Atari 810 disk drives
1 Atari 850 interface (4 serial ports, 1 parallel port)
(includes 1 DB9 to DB25 serial cable for port 1)
1 TRAK double side double density drive, also supports additional
PC 360k floppies connected via 34 pin cables

Atari CARTS: Basic, BasicXL, MAC65, StarRaiders, Missile command,
Deluxe Invaders, Eastern Front, AtariWriter, Telelink I,
Video Easel

--
```
```
(o o)
---------------oOO--(_)--OOo---------------------------------------
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```

2073. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 09:02:18 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jun16.090218.6557@cs.nott.ac.uk>
Source record: 106438

In article <9306151400.AA10668@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>To: inet::"comp-sys-atari-8bit@cs.utexas.edu"
>CC:
>Subj: ECI vs. PBI
>Enter your message below. Press CTRL/Z when complete, or CTRL/C to quit:
>This is for Tony Lang.
>
>Ah... first off, the 1200XL ain't got no PBI. On the XL series, only the
>600XL & 800XL got a PBI. The 65XE has no parallel bus at all, but the 130XE
>has the ECI. (I view the 65XE as a dead-end machine, almost as worthless as
>the 400.) OK, we got that outta the way.
[text deleted]

That is not entirely true. Later 65XE's did in fact come with an ECI built
in. This was explained in a little insert in the manual (you know those bits
of card that Atari used to stick in the manuals as updates in order to save
rewritting the manual, and always keep falling out!). I got my 65XE
in late 87 and it had an ECI. Does anybody else have a 65XE with an ECI?
or am I all alone :-(

Raphael Espino
rje@cs.nott.ac.uk

2074. Re: Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 10:00:13 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1vmqvd$8gu@samba.oit.unc.edu>
Source record: 106433

ARCX.COM is an old, buggy program. It will probably work for most .ARC
files, but could give false error messages on some. A much better program
is Super Unarc (not sure what its file name on the archive is, maybe
superu.com ?) Super Unarc will also uncompress .ALF files. Another
program you will want to get is Diskcomm. This program compresses an
entire bootable disk into one file, usually with a file name ending in .DCM .

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2075. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 10:11:31 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1vmrkj$8t4@samba.oit.unc.edu>
Source record: 106434

In article <1993Jun15.213630.48962@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:

>So you are saying that I can capture an Xmodem transfer to my ramdisk?
>I assumed the screen capture only worked with text, not xmodem data.

When you do an Xmodem or Ymodem download, Bobterm asks for the name of the file, and it shows "D1:", but you can backspace and change the 1 to another number. Then, if you save the configuration (type "J" from the main menu, then "3"), the protocol and drive you selected will be the defaults next time you run Bobterm.

Bill Marcum bmarcum@delphi.com

--
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internet: laUNChpad.unc.edu or 152.2.22.80

2076. Re: 5200 conversions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 11:33:49 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun16.113349.26782@apgea.army.mil>
Source record: 106435

In article <1v3jda$cte@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, phruby@ucrengr (paul hruby) says:
>
>>
>> I have the following games that were converted from the 5200 for use on the
>>XL/XE computers. I believe a hacker group did these. The games are:
>>Centipede (more details than the computer version)
>>Xevious
>>Bezerk (talking version)
>>Super Pac-man
>>Jr. Pac-man
>>Gremilns
>>and a couple others I can't remember.
>>
>>My question is are these pirated? Atari never released some of these to
>>my knowledge and never to the computers. If they are not pirated, could I
>>distribute them or should I erase them?
>
>I would say that they're pirated. If you want to play the games
>legitimately you should probably get the carts and a 5200 to play them on.

True but the 5200 joy sticks are less than desirable. I like the idea of having them on the computer so I can use genesis pads of the standard Atari sticks if I want to.

Rob
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

2077. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 13:06:03 UTC
From: slackey@acheron.bbn.com
Message-ID: <SLACKEY.93Jun16130603@acheron.bbn.com>
Source record: 106437

In article <1vl9ui$8k3@usenet.INS.CWRU.Edu> cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:

In a previous article, ai792@cleveland.Freenet.Edu (Tony Lang) [or somebody; I've lost track] says:

Either the F series, or HCT and HC. HC and HCT provide better noise immunity. As Jeff Potter just wrote, using 1K pull up resistors with F series chips would also work.

Lots of misperceptions of noise immunity going around... thought I'd comment...

Both high and low signal levels (logic 1 or 0) can have noise immunity problems. Raising the high voltage helps on the logic 1 but does nothing for the logic 0. It doesn't help overall noise immunity to increase the logic 1 immunity if you don't do anything for the logic 0 immunity. In fact, raising the logic 1 voltage too high can actually create noise problems, because a fast large swing (the transition from a 0 to a 1 or 1 to 0) can couple-into a signal that's supposed to be low (re: the crosstalk discussion), since you haven't done anything for logic 0 noise immunity.

BTW for TTL compatible families the logic 0 is usually .3 or .4V, and the input logic low req. is around .8V. That's a noise margin of .5V, regardless of what you have for a high level margin. In large systems, it's logic 0 levels that have noise problems anyway, for obvious reasons.

If you're using TTL-compatible families, and your circuit doesn't work, the 3.8V high level is NOT the problem.

Note: One of the early fast CMOS families (HCT?) has a large transition (nearly 5 volts) and transitions so fast the transmission line characteristics are so pronounced that it was very difficult to build a system with it. You need a matched series terminator on a very large percentage of the lines, and thus the delay from the driver to the closest receiver is actually twice the prop delay of the line. Nowadays you see edge-rate control drivers on things such as BCT, because slowing down the transition actually allows the system to run faster. Bottom line: do not go by specs alone!!

I recommend F series for hacking around. It's pretty fast, the transitions are slow enough unless the line you're driving is long (a couple of feet), power dissipation is relatively low, input current too is relatively low, and output drive current is high.

2078. Re: Kermit65, P:R: & modem...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 16:13:54 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1vngs2$5b9@usenet.INS.CWRU.Edu>
Source record: 106436

In a previous article, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) says:

>SX212. The only thing I can think of is a possible conflict with SDX, but does
>anyone else have any ideas?

I use K-65 under SDX w/ no problems, so I don't think it's that.

What I haven't tried is 2400bps xfers with K-65. Anyone?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2079. Bobterm versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 21:15:27 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <1vo2hf$e74@charm.magnus.acs.ohio-state.edu>
Source record: 106439

In article <5X8X5B1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>lmurdock@austin.onu.edu (Lance Murdock) writes:
>> I have experienced a glitch with Bobterm and I was wondering if anyone
[...]
>et<.et<.! It <ould be many things.. besides, what VERSION do you use!?
>;)
>
>I've got 1.22.

1.22 ?? I thought the latest was 1.21. Or maybe I'm confused...

Let's see, 1.21 improved the XEP80 handler over 1.20's (right?);
What did 1.22 improve?

(I want better terminal emulation! I want parity re-separated from
term emulation!)

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

2080. Maybe wanted: Proburner EPROM burner cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-16 22:48:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.740270893@vincent1.iastate.edu>
Source record: 106440

If you have one of these that you want to sell, talk to me.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2081. Re: Kermit65, P:R: & modem...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 00:40:11 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <83510@cup.portal.com>
Source record: 106441

Michael Current, mcurrent@carleton.edu, writes:

>I use K-65 under SDX w/ no problems, so I don't think it's that.
>
>What I haven't tried is 2400bps xfers with K-65. Anyone?

I've done K65 transfers up to 9600 baud (with null-modem cable), and
at 2400 baud over modem. Works fine. Have NOT done it under SDX!

Anybody done BOTH?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2082. Re: 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 00:50:38 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <83511@cup.portal.com>
Source record: 106442

Victor Parada G. (vparada@inf.utfsm.cl) asks:

> What *exactly* is a Null-modem cable?

It is a cable which connects the serial ports of two computers in such a way that, electrically speaking, each computer "looks like a modem" to the other computer. Each computer thinks it is sending data to, and receiving data from, a modem, when really it is sending it directly to the other computer. You can get fast file transfers this way because the only limit is the actual speed of the computers' serial ports, rather than the speed of some modem. (Oh, and by "serial port," I mean RS232, NOT the Atari's "SIO bus" port.) The important thing, and what distinguishes a "null modem" cable from a normal computer-to-modem cable, is "what pins carry what signals" at each end of the cable. The standard 25-pin RS232 connector carries data in one direction (I forget which) on pin 2, data in the other direction on pin 3, and "signal ground" on pin ??? (20? 7? Drat, I don't have my cable handy. Someone help me!). A computer-to-modem cable carries signals "straight through:

```
pin pin
2 ----- 2
3 ----- 3
X ----- X (the one I can't remember)
```

whereas a null-modem cable swaps pins 2 and 3:

```
pin pin
2 ----- 3
3 ----- 2
X ----- X
```

Obviously, these cables are NOT interchangeable. Somewhat less obviously, it is only a minor hack to convert one to the other, providing your connectors are of the proper gender.

It works for me!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2083. 6502 disassembler for MS-DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 01:10:39 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <83512@cup.portal.com>
Source record: 106444

Does anyone know of a PD 6502 disassembler than will run on a PC clone?
I've seen many for other processors, but none for one of the most
popular CPUs of the past.

I'd like to look into some Atari executables, and like to do most
things on the clone... so if someone would be so kind as to give
ftp site names, I'd appreciate it.

Thanks.....

Jeff_M_Lodoen@cup.portal.com

2084. Re: Bobterm versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 01:26:37 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1voh8d$om9@news.ysu.edu>
Source record: 106443

I've got Bobterm 1.21 and 1.22.(I'm using 1.22 now)...some internal
changes but both run well....still got a bug in the capture buffer..
when uploading thru the text buffer (using BART) almost every time
the buffer refills it looses a few characters...watch the screen.
I have an xep80 and there's a nice straight column of "y"s as the
last character in everyline (ux?>~
uploading a uuencoded file..til
the buffer refills. I tried splitting the files into 16384 byte files
and thats how bit my buffer is...then I send the file filling the
buffer manually every time it empties.
It works if theres no noise online late at night.
--
Joe Sabatino -->ab588@yfn.ysu.edu

2085. '93 WAACE (?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 03:57:29 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306170346.AA26983@smithkline.com>
Source record: 106447

I'm seeking any info to confirm whether there will be a WAACE Fest in Virginia this year.

Rumor has it there might not be one. :(:(:(

Anybody know?

- BEN POEHLAND
poehland@smithkline.com
poehland%phvax.dnet@smithklne.com

2086. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 04:24:13 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1vorld$4gf@samba.oit.unc.edu>
Source record: 106448

Interesting. Have you ever looked inside your 65XE to see if it had sockets or solder pads for eight more ram chips? I've also heard that some later 130XEs used 64K*4 rams, and had a self-test routine that checked the extra memory, but I haven't seen one of these.

Bill Marcum bmarcum@delphi.com

--
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internet: laUNChpad.unc.edu or 152.2.22.80

2087. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 04:35:49 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <83526@cup.portal.com>
Source record: 106449
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

Ballblazer was a 7800 title... the cartridges are the same size as 2600 carts, but not compatible.

The 7800 has a bit more lines on the cart port.

There were a few products that added hardware to the 2600. The SuperCharger was a device that plugged into the cart port and attatched to a tape player. It added 6K of RAM (I think bank-switching was needed)...

You could a single stage program, that loaded itself into memory. There were also multi-stage programs.. So you have a very large game. And tapes cost less to produce than carts.

It never caught on with 3rd parties.. Arcadia (and later Starpath) released about 13 titles. I played 7 of them (rental!)... Star Raiders clone (Phaser Patrol) was a pack-in game. Asteroids clone (Suicide Mission... simulated vector graphics). Galaxian-like game (Communist Mutants From Space). Defender-like game (Killer Satellites). Break Out-like game (Fireball).

All had very good graphics... I liked Phaser Patrol and CMFS.

But neither were as good as "Escape From The Mindmaster"... a 3-d perspective maze game with logic/dexterity problems to solve. It had multiple levels (loaded from tape)... and an amazing end-game (I never got near it, but they had a display at a mall and I was present). It was incredible for the time.

The other good game was "Dragonstomper" an RPG of a sort.. first stage had a scrolling map, and moved around and entered commands with your joystick (I don't remember much)... then you bought supplies for your trip to the caverns.... I seemed to die as soon as that started.
My memory isn't as clear (only 10 or 11 at the time).

Jeff_M_Lodoen@cup.portal.com

2088. PBI vs. ECI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 05:18:17 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306170428.AA27274@smithkline.com>
Source record: 106450

Well, the Digi-Key catalog gives crosstalk for the ribbons (I'm doing this purely from memory) as 4% at the near end & 2% at the far end. Figure worst-case 5%.

I got no feeling for this. Assuming 4V peak-to-peak signals on the buss, you got 200mV of signal contributed from the adjacent line. In a configuration: sig-gnd-sig-gnd-sig the middle sig line will pick up from BOTH of the outer sigs. So, we get 400mV of crosstalk, right?

Not likely. In a dynamic environment some signals will cancel, only rarely will they actually add. You might get an occasional 400mV spike.

OK, again assuming the worst case, is a 400mV spike enough to disrupt, say, the clock signal? I guess this gets into the area of noise performance Jeff & Marek were babbling about.

I guess what I'm really fishing for is, just WHAT LEVEL of noise will the PBI tolerate?

As to the previous post treating the PBI as a transmission line model, yes I saw the nominal 105-ohm impedance values given in the OKI/Hitachi wire specs, but the conditions under ehich those numbers were obtained weren't fully explained. The impedance being a function of frequency & signal risetime & length of wire tested & nature of the waveform, etc.

For all of my figuring I assume a cable length of 4 feet, which for me makes the exercise worth doing. The 2-foot cable I made was just because I had the material in physically in hand & wanted to see if I could demonstrate the principle.

The fellow who mentioned he had a couple feet of parralel ribbon on his MIO with the motorcycle battery, etc. I believe mentioned the issue of RFI. The general rule of thumb I always apply is that anything which is itself a source of RFI is also more likely to inturn be affected by external RFI emissions (from TV set, househld appliances, whatever). To my mind extending the length odf parallel cable is taking a chance. My approach offers the promise of reliable peration under a variety of conditions.

When I find time (uh-huh, yeah, right!) what I really need to to is map out my cable relative to the PBI & figure out EXACTLY which signals are being paired by my twisted cable. Whaddayah wanna bet, there's probably only a few really critical signals in there, & they just happen to be the ones that are twisted with either a gnd or some logic-lo static DC signal. The fellow with the motorcycle battery knows his vable works- at least in his environment- because he DID it.

We can yak all day long on this net about transmission lines & impedance & all this other techno-bull, but it amounts to nothing till someone gets a hank of that cable & sticks 4 feet of it on their PBI. Either it will work, or it won't. If someone tries it & it fails, then we know.

And if it works, then it works, & as long as it works I'll be quite content to let the techno-babblers explain it while I go on to other things. We Alchemists do things by the seat of the pants, never admit the things we tried that failed but love to crow when we get something that works.

It's the Edison style of doing things.

- BEN POEHLAND
The 8-bit Alchemist

****

2089. Re: Kermit65, P:R: & modem...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 06:26:22 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun17.062622.11741@cs.tulane.edu>
Source record: 106451

I've got a 2400 PP modem hooked up to my MIO and run K65 all the time...
Never had any trouble sending or receiving in either Atascii or binary
mode... Hooked up my PR the other night and was not able to recreate
the talked about problem...

Mike
Atari Archive Project
Louisiana
snyder10@convex1.tcs.tulane.edu

2090. UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 07:45:48 UTC
From: withers_n@kosmos.wcc.govt.nz
Message-ID: <1vp7fcINNoad@golem.wcc.govt.nz>
Source record: 106452

Does anyone know what to do with this program? I got it from
atari.archive.umich.edu and it is supposed to be an MS-DOS program
to read Atari disks.
Several of us have tried to unarc it using a PC, an(-bit Atari and
even a Commodore.
Someone suggested it might be of interest to me as I am trying to
get a program that I can use toAtari text files on a Commodore.
Thanks for any help.
Nick.

withers_n@kosmos.wcc.govt.nz ** extl377@csc.canterbury.ac.nz
Christchurch (NZ) Commodore Users Group ** Co-sysop Connection II BBS
ARS ZL3TRK

2091. Re: PBI vs. ECI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 13:26:30 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C8rpC7.6u@cbfsb.cb.att.com>
Source record: 106454

In article <9306170428.AA27274@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>Well, the Digi-Key catalog gives crosstalk for the ribbons (I'm doing
>this purely from memory) as 4% at the near end & 2% at the far end.
>Figure worst-case 5%.
>
>I got no feeling for this. Assuming 4V peak-to-peak signals on the buss,
>you got 200mV of signal contributed from the adjacent line. In a
>configuration: sig-gnd-sig-gnd-sig the middle sig line will pick up from
>BOTH of the outer sigs. So, we get 400mV of crosstalk, right?

Nope ... the ground will _shield_ the cross talk from the adjacent signal
lines, causing the signal to signal crosstalk to be much less. Ground
noise _could_ be a problem, but with many paralleled grounds, would be
much less.

>
>Not likely. In a dynamic environment some signals will cancel, only rarely
>will they actually add. You might get an occasional 400mV spike.
>
>OK, again assuming the worst case, is a 400mV spike enough to disrupt, say,
>the clock signal? I guess this gets into the area of noise performance
>Jeff & Marek were babbling about.

For TTL levels (which is what the buses use) the basic low noise condition
is the logic low state. Generally, an output low is speced at around
.4 volts, and a logic low input is speced at .8 volts, leading to a
noise margin of 400 mV. Typically, logic lows are more likely to be
around .2 volts (depending on how loaded the line is) and logic high
thresholds are around 1 volt or so. So typically, the noise threshold
might be as much as .8 volts.

But crosstalk depends on frequencies, higher at higher frequencies.
And here, the frequencies of interest are those in the rising edge
of the wave forms. As someone else mentioned, you can get less
crosstalk (longer cable lengths) by using slower logic, ie logic
with slower rise times.

Spikes induced from adjacent lines can be amazingly high in amplitude.

>
>I guess what I'm really fishing for is, just WHAT LEVEL of noise will the
>PBI tolerate?

Probable around 500-600 mv or so. But highly dependent on specfic
signal patterns and timings, ie there are times when a 1 volt spike
would not effect things, other time perhaps a 300 mv spike would be

too much (say if it occured during the rise time of a critical clocking
signal).

>
>As to the previous post treating the PBI as a transmission line model, yes
>I saw the nominal 105-ohm impedance values given in the OKI/Hitachi wire
>specs, but the conditions under ehich those numbers were obtained weren't
>fully explained. The impedance being a function of frequency & signal
>risetime & length of wire tested & nature of the waveform, etc.
>
>For all of my figuring I assume a cable length of 4 feet, which for me makes
>the exercise worth doing. The 2-foot cable I made was just because I had the
>material in physically in hand & wanted to see if I could demonstrate the
>principle.
>

I don't have anything attached to the output bus (I barely have access
to the Atari .. dern kids) but if I were to design an attempt at the
longest _passive_ cable I would (in order of things to try):

1. Change connector arrangements allowing every other line to
to be grounded. If one does not have access to a solder
tail type connector that allows this to be relatively easy,
use a short _adapter_ cable to a custom connector, or
pair of connectors. (I tend to like Amphenol Blue Ribbon
type in general for twited pair/sig-ground applications)

2. If this does not allow enough length, I would try (pure speculation
here) putting small 5 or 10 ohm resistors in series with the
lines to dampen the ringing. (I have never tried this, but
it is a technique used in driving capacitive bus loads for
dynamic memory chips)

3. If I still had not enough length, I would terminate the lines.
For bidirectional lines, I would terminate each end with
a 440/660 resistor pair on each end, for unidirectional lines
the standard 220/330 resistor pair. I strongly suspect
that there is not enough drive current available for this
though. I would even try 1k/2k resistor pairs (one on each
line) as any termination will cause the ringing amplitude
to decrease.

I suspect that option 1 would be enough.

>The fellow who mentioned he had a couple feet of parralel ribbon on his MIO
>with the motorcycle battery, etc. I believe mentioned the issue of RFI. The
>general rule of thumb I always apply is that anything which is itself a
>source of RFI is also more likely to inturn be affected by external RFI
>emissions (from TV set, househld appliances, whatever). To my mind extending
>the length odf parallel cable is taking a chance. My approach offers the
>promise of reliable peration under a variety of conditions.

RFI would have trouble influencing digital logic, unless an actual
transmitter was invloved (we have one computer room here off limits
to walky talkies due to this). See noise level discussion above.
RFI would have a great deal of trouble inducing as much as 10 mV of
noise into the bus, and digital logic would likely not be effected.
RFI is a problem for TV sets and such because they are designed to
amplify low level signals (say a phono input of 10 mV, or an antenna
input of 30 microV) and any interference might be amplified as well.

>
>When I find time (uh-huh, yeah, right!) what I really need to to is map out
>my cable relative to the PBI & figure out EXACTLY which signals are being
>paired by my twisted cable. Whaddayah wanna bet, there's probably only a few
>really critical signals in there, & they just happen to be the ones that are
>twisted with either a gnd or some logic-lo static DC signal. The fellow with
>the motorcycle battery knows his vable works- at least in his environment-
>because he DID it.
>

Yeap ... probably correct here ... luck always plays a factor.

>We can yak all day long on this net about transmission lines & impedance &
>all this other techno-bull, but it amounts to nothing till someone gets a
>hank of that cable & sticks 4 feet of it on their PBI. Either it will
>work, or it won't. If someone tries it & it fails, then we know.
>
>And if it works, then it works, & as long as it works I'll be quite content
>to let the techno-babblers explain it while I go on to other things. We
>Alchemists do things by the seat of the pants, never admit the things we
>tried that failed but love to crow when we get something that works.
>

(don't mean to flame so don't take this wrong) What works works, and what
doesn't doesn't _BUT_ understanding what is going on, and how close one
might be to the limits, says a great deal for how reproducible/dependable
something is. It might work on _my_ setup at 3 feet say, but not on my
friend's at 2 feet .. perhaps because I use a metal desktop, and he uses
a wooden one, perhaps because I have airconditioning, and he doesn't. By
knowing what is going on, and why what I am doing works, I can better predict
if it will work for my friend. (And I know my friend will call at bedtime
to ask me for help <grin>).

>It's the Edison style of doing things.
>

Edison made literally thousands of variations of the light bulb,
determining what the limits were so as to make the product more
reliable and dependable, before his experients were done. Indeed
he founded the whole idea of industrial laboratories for this type
of research.

> - BEN POEHLAND
> The 8-bit Alchemist

>
>**

Soon I will be getting another 1050 or two, and get a second Atari
up and running. Although there is never enough time, I will certainly
be digging into my collection of stuff, and will let the net know
if I learn anything useful.

--
Richard Dell

2092. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-17 13:43:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1vpsdg$8ov@usenet.INS.CWRU.Edu>
Source record: 106453

In a previous article, withers_n@kosmos.wcc.govt.nz () says:

>Does anyone know what to do with this program? I got it from
>atari.archive.umich.edu and it is supposed to be an MS-DOS program
>to read Atari disks.
>Several of us have tried to unarc it using a PC, an(-bit Atari and
>even a Commodore.

The latest version of UTIL is contained in 8bit/Diskutils/dskutil.arc.

UTIL is a popular way to read/write SS/DD 180K MYDOS-type Atari disks with
an MS-DOS machine. The directions for earlier versions are quite difficult
to figure out, but the version in dskutil.arc is supposed to work better.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2093. Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 04:31:09 UTC
From: G44@delphi.com
Message-ID: <01GZI61FPSCO9BVJ0Y@delphi.com>
Source record: 106355

This is to the guy who had an Amiga 4000 and some 8-bit stuff for sale.

I will purchase your BASIC XL CARTRIDGE for $20 which includes shipping.

To close the deal, email me at:

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2094. Re: Bobterm versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 05:25:03 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <1vrjjf$gma@samba.oit.unc.edu>
Source record: 106356

[Bobterm losing characters during captures]
That might be the fault of the system you're capturing from. When Bobterm is ready to save the buffer, it sends a control-S character, which should tell the other system to pause until it receives a control-Q; but some systems only pause for a limited time, then start sending again.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2095. WANTED:ATARI 1027 printer(head)

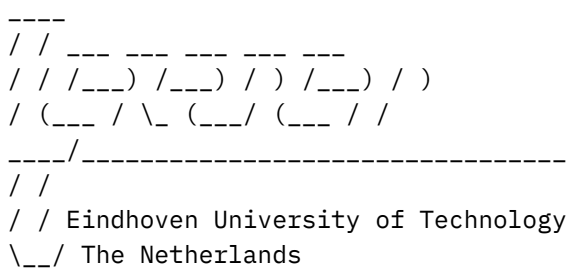
Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 15:15:14 UTC
From: jeroent@stack.urc.tue.nl
Message-ID: <1vsm62$dtk@tuegate.tue.nl>
Source record: 106357

I am looking for the printerhead of an atari 1027 printer.
Can someone help me?
Please answer by mailing, because I'm not on tin/nn often enough to keep up withal the answers

my e-mail address is:

jeroent@blade.stack.urc.tue.nl

--



2096. Re: Bobterm versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 15:44:05 UTC
From: ab588@yfn.ysu.edu
Message-ID: <1vsns5$ccn@news.ysu.edu>
Source record: 106358

says-> Bill.Marcum@launchpad.unc.edu (Bill Marcum)
>[Bobterm losing characters during captures]
>That might be the fault of the system you're capturing from. When Bobterm
>is ready to save the buffer, it sends a control-S character, which should
>tell the other system to pause until it receives a control-Q; but some
>systems only pause for a limited time, then start sending again.

control-S and control-Q don't even work right on the freenet
system I use so I just read the 1st page and quit then send the
msg to a file so I can download it (It could be a uuencoded
file) but How about SENDING uuencoded files from the text buffer
using Bobterm's xon/xoff-->between buffer refills it looses
characters at times also and sometimes it add a few characters
I suspect this adding of characters is line noise but how come
it sometimes looses characters?
--
Joe Sabatino -->ab588@yfn.ysu.edu

2097. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 18:54:16 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun18.185416.25166@dcc.uchile.cl>
Source record: 106359

In article <1487@bigbird.asro.csk.co.jp> hun@bigbird.asro.csk.co.jp (Gerzson Szinyei) writes:
>Talking about the Atari 2600,
>I have seen machines lately, which looked like a 2600, and had
>some hundred (I never counted, but there were many) games built in.
>So many of these machines were around, but no cartridges.
>Sounds like a "dream machine" for those old days. :-)
>This happened in Budapest, Hungary.
>Has anybody seen them also?
>
>Gerzson Szinyei

Hola mundo.

Here, in Chile, an Atari-2600-like machine appeared on some
stores.
It's name was "2600 Game System", and some of them were
manufactured in Brasil (I guess).
They had 64 or 128 games, and were selected using a combination
of the select and start buttons.

It also appeared a Atari-like cartridge for any 2600 compatible
with a log_base_2(number_of_games) switches and number_of_games
equal 4, 8, 16, 32, 64, or 128. I think they are the same of
the console.

Some time ago, I opened a cartridge with 5 switches (one of
them failed), expecting to get a big eprom, but... it appeared
a small board, with the switches soldered to it, and something
like a watch batery in the middle.

I think this is also a kind of piracy for the games code included
in the console and the cartridges.
For the hardware, a 2600 compatible is like any PC compatible
for the IBM. They have some hard modifications in order to
proccess the built in games, and some components were changed
due to tecnology.

What about this?

Xao (bye)... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2098. Re: 2600 emulator for 5200>8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 19:47:39 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun18.194739.37287@dcc.uchile.cl>
Source record: 106360

Hola mundo.

I think that the idea is great, but the hw specifications are different
between 2600 and 8bit (the number and way of P/M graphics are programed),
the type of interrupts and some other. (I read the post which included
some 2600 code (Someone tried to compile it for 8bit? I would like to
see combat in my 800XL)).

By the way, where can I find a soft version of 'Mapping the 2600'?
(I'm from Chile, and any hard-copy of a document is hard to find)

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2099. 8bit newsgroup users (initial listing)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-18 20:16:42 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun18.201642.34507@dcc.uchile.cl>
Source record: 106361

Hola mundo.

I'm doing a simple database of those who read this newsgroup at
least once a week.

The following are all those guys that posted me their addresses, in
arrival order.

I received few comments about theirselves, so I decided not to
include that info in this post.

Those who didn't post to me or their post were devoured by my system,
or want their addresses to be changed to a desired one, or just
be deleted, just e-mail me.

I didn't include those who e-mail me as a reply for a mail from me,
and didn't write explicitly to be included.

Still waiting (some guys don't read the newsgroup directly)...

++V
- - - - - - - - - - - - - - 8<-------------------------------------
vparada@inf.utfsm.cl Victor Parada G.
dh395@cleveland.freenet.edu Steven J Tucker
tgreen@iastate.edu Todd Greenfield
bernard@hotline.wlink.nl Bernard Kok
snyder10@convex1.tcs.tulane.edu Mike Todd
bz284@cleveland.freenet.edu Sherry Snyder
mike.todd@ozonehole.com Emile Gardete
s.snyder10@genie.geis.com Dean Sweatman
currentm@carleton.edu Michael Current
ab588@yfn.ysu.edu Joe Sabatino
wijdeven@es.ele.tue.nl Jos Wijdeven
kimes@iwcs.att.com Kit Kimes
meyer%nyneve.dnet@delcoelect.com Marc Meyer
potter@sunny0.dab.ge.com Jeff Potter
bantolph@draco.unm.edu Kenneth L. Cope
PhBill@Cyberden.SF.CA.US Bill Kendrick
rfunk@magnus.acs.ohio-state.edu Robert M Funk
agrimad!melville@uunet.UU.NET Joe Melville
rje@cs.nott.ac.uk Raphael J Espino
Chris_F_Chiesa@cup.portal.com Christopher F. Chiesa
l-murdock@onu.edu Lance Murdock
rlcollins@miavx1.acs.muohio.edu Ryan 'Gozar' Collins
dscott@netcom.com Daniel Scott
fseipel@magnusug.acs.ohio-state.edu Frank Seipel

thomas.beisel@rus.uni-stuttgart.de Thomas Beisel
kamaro_kid@delphi.com James King
jrd@STONY-BROOK.SCRC.Symbolics.COM John R. Dunning
bhf@acpub.duke.edu Barry H. Friemel
bzandrew@amiganet.chi.il.us Bill Zandrew
Bauch@bwl.bwl.th-darmstadt.de Stefan Bauch
o1evert@vm1.cc.uakron.edu Tom Evert
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2100. UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-19 03:12:54 UTC
From: withers_n@kosmos.wcc.govt.nz
Message-ID: <1vu07mINN5gl@golem.wcc.govt.nz>
Source record: 106362

Thanks to all those folk who replied to my message re problems with
UTIL.ARC.
We were using an early version of Unarc, but once we got the latest version
we had no problems at all.The PC reads listed Atari programs just fine.
I now have the listed progs. on a Commodore format disk.
Thanks again,
Nick.

withers_n@kosmos.wcc.govt.nz ** extl377@csc.canterbury.ac.nz
Christchurch (NZ) Commodore Users Group ** Co-sysop Connection II BBS
ARS ZL3TRK

2101. Kermit65, P:R: & Modem...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-19 05:51:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <740468514.AA06965@tdkt.kksys.com>
Source record: 106363

Quoting from MICHAEL CURRENT to ALL

>
> In a previous article, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) says:
>
> >SX212. The only thing I can think of is a possible conflict with SDX, but
> does
> >anyone else have any ideas?
>
> I use K-65 under SDX w/ no problems, so I don't think it's that.
>
> What I haven't tried is 2400bps xfers with K-65. Anyone?

The nice thing about this problem is that I can still have the
SX212 connected and use it for file transfers, but I would much rather
use the Zoom instead. I have also tried 1200 bps on the Zoom, but still
no success. I know there was a problem w/ Kermit, file transfers and
SpartaDOS, but that bug had been fixed. I use the NR version - no
handler, so I first use the SDX 'RS232' to load the handler. I'm
still experimenting...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Locutus to Pontiac: Excitement is irrelevant." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2102. Re: ECI vs. PBI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-19 13:40:49 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jun19.134049.13373@cs.nott.ac.uk>
Source record: 106364

In article <1vorld$4gf@samba.oit.unc.edu> Bill.Marcum@launchpad.unc.edu (Bill Marcum) writes:
>Interesting. Have you ever looked inside your 65XE to see if it had sockets
>or solder pads for eight more ram chips? I've also heard that some later
>130XEs used 64K*4 rams, and had a self-test routine that checked the extra
>memory, but I haven't seen one of these.

I have looked inside my 65XE (once!), and I don't have it with me right now, but from what I can remember it had a row of 8 RAM chips down the left hand side of the motherboard, and to the right or them were gaps for 8 more RAM chips, there were no chip holders in place, just the solder pads and the markings on the motherboard. If I remember correctly the gap for the RAM chip on the lower right hand side had a resistor placed across two of the connections. Plus I also noticed that there were a couple of other 'empty' gaps on the motherboard which had the solder pads for some 8-pin chips of some kind. I have also looked inside my 130XE, and the motherboards were remarkably similar, I didn't check the revision numbers tho'.

Raphael Espino
rje@cs.nott.ac.uk

2103. 800xl battery operated power supply

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-20 01:40:25 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1993Jun19.174025.1@vax.sonoma.edu>
Source record: 106365

HELLO

I have a question. Is there a way to run an 800xl of of some
rechargable batteries? I want to try to turn my 800xl into a portable
computer to be run off of a watchman or something. I have a ram disk
that I would use to save my stuff to. I have 256k on my machine.

I seem to recall that there was a way to run an 800xl off of bateries
it was a circuit that was pretty simple. If there is anyone out there
that might know about this, let me know. Thanx in advance.

Anthony Brown... Brownan@vax.sonoma.edu

2104. comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-20 07:03:56 UTC
From: c-btw@math.utah.edu
Message-ID: <C-BTW.93Jun20000356@solitude.math.utah.edu>
Source record: 106366

I am searching for a program that enables my tv to display 80
characters across the screen instead of 40. Does anyone know of one?
This is for an Atari 800. I am also looking for a good comm. program
for a 300 baud modem on the same machine. I have been using Smarterm.
Is there an FTP site with these type of programs. Please e-mail me
directly unless you think it would benefit others as well. Thank you.

Trevor
c-btw@solitude.math.utah.edu

--
Cheers and God Bless,

Trevor "and a woman needs a man
c-btw@solitude.math.utah.edu like a fish needs a bicycle"
faultrb@ucl.ac.uk -- U2

2105. Indus GT (death bed)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-20 08:45:52 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <201840$69p@usenet.INS.CWRU.Edu>
Source record: 106367

Hello there. I finally found my Indus GT drive that I barried away
many years ago when the power supply went bad and the drive just
stopped working. What I'm looking for is the power specifications
for the drive. Also, looking at the main circuit board, i can see
a few parts that look like they need to be replaced. If anyone
else out there could give me the values of the following parts
I'de be forever grateful: [The parts are located next to the
20 pin ribbon connector to the drive mechanism and behind the SIO
connection closest to the Power Plug]

R12, CR3, C19, C21

I know R12 is fried completly, afterall I can see the wire in the middle
of it. (Dont ask how this happened) and CR3 (Ceramic Resistor?) has some
black chare marks on it, maybe from he resistor, maybe not. C19 and C21
are probably fine, but have the same chare marks as CR3.
I think C19 is marked I 5M, 104, and C21 is marked A 5C, 224K, 422.
(Nice Yellow Capacitors) and I think CR3 is marked 47, 42, 412.

BRiTiSH
ai792@po.cwru.edu
clisowsk@mcs.kent.edu

2106. serial port needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-20 20:25:53 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Jun20.202553.12629@a.cs.okstate.edu>
Source record: 106369

I have a confused P:R: connection that repeats characters endlessly.
(Hit an A, it sends A's until you turn it off)

I'd be interested in trying software other than Amodem7.2 and perhaps another
RS-232 driver than the one loaded from ROM.... but havn't the foggiest notion
what to look for.

Will consider purchace of any 850 compatable setial driver (MIO, 850, P:R:
Black Box, etc.) if you really want to sell the thing (and it WORKS!!!).

Please email me a clue!!!

cummins@a.cs.okstate.edu

2107. Re: 800xl battery operated power supply

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-20 20:42:10 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <ZcNg6B9w165w@iowegia.dsm.ia.us>
Source record: 106368

brownan@vax.sonoma.edu writes:

> HELLO
>
> I have a question. Is there a way to run an 800xl of of some
> rechargable batteries? I want to try to turn my 800xl into a portable
> computer to be run off of a watchman or something. I have a ram disk
> that I would use to save my stuff to. I have 256k on my machine.

Long time ago I had an Atari computer running rom based
software in my car. I used an amber surplus "Osborn-1" monitor,
which operated on 12vdc (easy to find in a car). To power the
800xl motherboard, I simply connected my 12 volt feed to a TO-3
package 5v regulator IC, which was mounted in a large heat sink.
The computer motherboard, regulator, cabling was installed under
the dash, and the monitor was bolted INTO the dash. It was pretty
cool- looked kinda "bladerunnerish" when I turned the key on, as
the monitor came to life with "basic bullshit" coming from the rom
based software.

It was purely for novelty- the computer was later
connected to a very poor quality voice syntesizer device which was
a black box that plugged into the SIO port (don't remember the
name). I would have it randomly say things like- "self destruct
has been activated, you now have XXX minutes to reach minimum safe
distance", and "passenger seat ejection system now armed.
Ejection will occur in 5... 4... 3... ejection has been
terminated." Made passengers eyes get REALLY BIG sometimes. It
was a great laugh.....sq

(oh and I almost forgot the favorite! WARNING-WARNING- RADIATION
CONTAMINATION! Sounded so cool on that BAD voice syntesizer....)

2108. comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 12:39:37 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0hwd@abcd.houghton.mi.us>
Source record: 106370

C(> I am searching for a program that enables my tv to display 80
C(>characters across the screen instead of 40. Does anyone know of one?
C(>This is for an Atari 800. I am also looking for a good comm. program
C(>for a 300 baud modem on the same machine.

A public domain program called Term80 may be just what you are looking for. It uses a software only 80 column emulator. Note that it only supports XMODEM file transfers and is ackward for file transfers at best. However it has an okay dialing menu and is very good for reading messages.

I should point out that you will very likely be disappointed with an 80 column display on a television. Televisions simply do not have enough horizontal resolution to do 80 columns justice. I had a composite monochrome monitor that gave me a beautiful picture.

I don't have FTP privledges, so could some kind soul let us know if this program is in the archives?

* SLMR 2.1a * Murphy was an optimist - Is your data backed up?

-- Via DlgQWK v0.71a

2109. Re: '93 WAACE (?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 15:43:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun21.154301.2298@newshost.lanl.gov>
Source record: 106371

In article AA26983@smithkline.com, poehland%phvax.dnet@smithkline.com () writes:
>I'm seeking any info to confirm whether there will be a WAACE Fest in Virginia
>this year.
>
>Rumor has it there might not be one. :(:(:(

The word is that there will be no WAACE AtariFest this year. <sigh>
The Glendale (California) show is also questionable.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2110. Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 19:47:30 UTC
From: flups@eurom.rhein-main.de
Message-ID: <C8zLn7.4sz@eurom.rhein-main.de>
Source record: 106378

Hello folks,

is there anybody who knows if "Kyan Pascal" for the Atari XL/XE is still
available and woh can name me the distributor and the adresse where to
purchase it... (I know, a very long sentence)

Unfortunately, I can't read the board, so please answer me to my private
EMail-Adresses:

florian_baumann@hg.maus.de
flups@eurom.rhein-main.de

Thank you

Florian
---
eurom: Free Multiline Unix BBS Home of the FSAG
Frankfurt/Main,Germany Data: ++49-69-6312934

2111. Request: Atari 8-bit Retailers

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 20:42:58 UTC
From: aluistro@uceng.uc.edu
Message-ID: <C8zo7M.Etr@uceng.uc.edu>
Source record: 106372

I am wondering how many retailers of Atari 8-bit hardware and software
are out there. I would like to compile a list of commercial retailers
of products used for the Atari 8-bit computer. If anyone knows of any,
please post them on the Net or e-mail me at 'aluistro@uceng.uc.edu'.
Please include as much information as possible about the retailers
including:
Name of Company
Business Address(es)
Business phone number(s)
Ordering phone number(s)

I would like to compile this list as soon as possible.

Thanks
-Anthony

2112. Battery backup

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 21:09:09 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <20581IINNam4@west.West.Sun.COM>
Source record: 106374

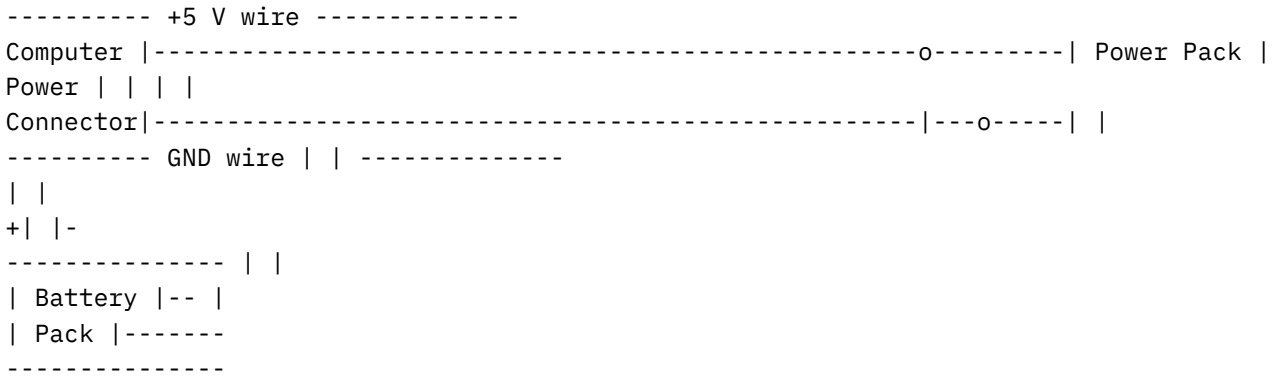
Many moons ago... when I was running the club BBS I designed a battery backup for the system.

It is so simple!!

The XL power pack converts the 120VAC out of the wall into 5VDC.

Get 4ea. 1.25V NiCad batteries and a cradle to hold them all. These can all be bought and Radio Shack. The larger the batteries, the longer your system will stay alive. I used D size for the club system. During testing they were able to keep the system going for about 30 minutes.

Cut the power cable on the computer side of the power pack, and then a meter check to see which wires are postive and negative. Connect the appropiate wires from the battery cradle to the the cut power cable wires, and then reattach the severed portion of the cable. (diagram below).



The Atari power supply will keep the batteries charging as long as it is plugged in.

While this is not the solution to allow taking your Atari out for plane trips, (etc), it will keep the system live during short power outages.

Hope this helps.

2113. 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 21:17:50 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <2058huINNam4@west.West.Sun.COM>
Source record: 106375

Sounds like the interface circuit on your main baord is giving you fits.

Try taking the cicuit board out of another (or borrowed) 1050 and using it in
yours. If the problem
goes away then the assumption would appear to be correct. It's been a looooong
time since I worked on these, but I seem to remember there being 1488 and 1489
line drivers and recievers as the interfaces chips on this board. I'll check
tonight and see. Replaceing the chips should be a breeze once you know which
ones they are.

In article 20941@austin.onu.edu, lmurdock@austin.onu.edu (Lance Murdock) writes:
> I just read another post about someone having problems with
> their 1050. I have a non-working 1050 that I have been
> meaning to tear into. Maybe someone here can help.
> It powers up perfectly, drive turns, head makes all the
> proper noises, etc. But whenever the drive is daisy
> chained into a system, it screws up the system. When
> turning on the computer, it screeches and IMMEDIATELY
> drops you at the BASIC prompt. Hardly any timeout, or
> anything, just a terrible sounding screech, then the
> prompt. (The drive also tends to get warm after a
> very short while) My guess was that something connected
> to the SIO had shorted (i.e. a transistor or I.C.)
> The power supply's heating up kinda agrees with that.
> The drive had been worked on once before (can't remember
> what was wrong it has been so long) and I wondered
> if maybe the same chip had gone bad. Donno, but it
> is really hard to diagnose the damn thing if you
> can't hook it up to your computer. Maybe I will try
> to work on it tonight. Any help would be appreciated.
>
> Lance "Ate_bit" Murdock
> l-murdock@onu.edu
>

2114. 256k Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-21 21:22:12 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <2058q4INNam4@west.West.Sun.COM>
Source record: 106376

Sounds like you have the famous Claus Burcholz mod!

It uses a autoexec program he wrote to use the expanded memory as a ramdisk, and
boy is it fast! Used with MYDOS it will let you set up one or two ramdisks.

I adapted this mod to work on a 600XL about 7 years ago.

In article 15631@austin.onu.edu, lmurdock@austin.onu.edu (Lance Murdock) writes:
> I just bought an 810 drive and 256k expanded 800XL for $5.00!
>
> Now that the shock has passed, I have a question or two.
> The 256k upgrade is very unique. I wouldn't be surprised
> if it was a one-of-a-kind. It uses nine I.C.'s, 8 256k
> 150ns rams, and a 74LS153 (I think). It doesn't appear to
> be compatible with any other type of upgrade I can find.
> The upgrade is really cheasey (ie not very professional).
> Could some of you tell me what your upgrades look like to
> see if maybe I have the same type? Also, if it is a one-
> of-a-kind, can anyone speculate how hard it would be to
> make it XE compatable?
>
> Any help would be GREATLY appreciated.
>
> Thanks,
> Lance "Ate_bit" Murdock
> l-murdock@onu.edu

2115. Re: 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 00:33:58 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun22.003358.16665@dcc.uchile.cl>
Source record: 106373

In article <83511@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Victor Parada G. (vparada@inf.utfsm.cl) asks:
>
>> What *exactly* is a Null-modem cable?

It's funny, but the same day I posted my question, I read the answer
in a local magazine.

>It is a cable which connects the serial ports of two computers in such a
>way that, electrically speaking, each computer "looks like a modem" to the
>other computer. Each computer thinks it is sending data to, and receiving
>data from, a modem, when really it is sending it directly to the other
>computer. You can get fast file transfers this way because the only limit
>is the actual speed of the computers' serial ports, rather than the speed
>of some modem. (Oh, and by "serial port," I mean RS232, NOT the Atari's
>"SIO bus" port.) The important thing, and what distinguishes a "null modem"
>cable from a normal computer-to-modem cable, is "what pins carry what
>signals" at each end of the cable. The standard 25-pin RS232 connector
>carries data in one direction (I forget which) on pin 2, data in the other
>direction on pin 3, and "signal ground" on pin ??? (20? 7? Drat, I don't
>have my cable handy. Someone help me!).

The pin of ground is 7 on a 25-pin connector.

> A computer-to-modem cable carries
>signals "straight through:
>
> pin pin
> 2 ----- 2
> 3 ----- 3
> X ----- X (the one I can't remember)
>
>whereas a null-modem cable swaps pins 2 and 3:
>
> pin pin
> 2 ----- 3
> 3 ----- 2
> X ----- X
>

X=7.

In the map I saw, there was also a connection of pins of the same side,
on each side: 4-5-8 and 6-20.

>Obviously, these cables are NOT interchangeable. Somewhat less obviously,
>it is only a minor hack to convert one to the other, providing your
>connectors are of the proper gender.
>
>It works for me!
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Thanks anyway...

I'm still trying to connect a PC to my 800XL without an AT850...

I tried by connectind two ataris with a XM301 modem by connecting the
modems directly using a simple phone connector. It failed.

Then, I tried connecting both modems to the same local phone line
(Just as someone explained here between a Mac and an Atari), but
I couldn't get both computers on line at the same time.

Communications SW? I used XE-Term (I guess) and Mini Office II.

Any (new) idea?

++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2116. Re: Bobterm Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 03:29:09 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <aV1i6B3w165w@cyberden.sf.ca.us>
Source record: 106380

lmurdock@austin.onu.edu (Lance Murdock) writes:

> phbill@cyberden.sf.ca.us wrote:
> : lmurdock@austin.onu.edu (Lance Murdock) writes:
>
> : > I was wondering, can I add an XE compatible RamDisk to the buffer
> : > memory in Bobterm? I would think it could be done somehow. Am I
> : > once again being a total idiot? Thanks.
> : >
>
> : WHY!? Just set the <apture / destination / sour<e / whatever to be your
> : D8:, D9:, et<.. whatever drive your RAMdisk pretends to be...
>
> So you are saying that I can capture an Xmodem transfer to my ramdisk?
> I assumed the screen capture only worked with text, not xmodem data.

D'oH! I said "<apture / destination / .."

Say you had RAMDrive set up as D8: ....

When you say [R]e<v. X-modem, it says "Destination file?" or something.
You type "D8:name.ext". If it says "D:", delete the ":" and type "8:"
and then the name.

If you want this setup forever, save the @onfig ([J]-@onfig, then [2] I
think, for "save". IT WILL BE SAVED TO "D:BOBTERM.@FG" tho! So be sure
the proper disk is in drive 1 aka on most DOSes: "<urrent dire<tory.")

I usually have my RAMdisk set as D9:, and my BobTerm dest/sour<e's are
all just "D:". (Ex<ept I think for a while I used to print @apture, so
it's dest. was "P:")

BTW- What DOS do you use? AtariDOS? MyDOS? SpartaDOS? Does BobTerm
work 100% ok with Sparta? I forget. Also, does anyone know why MyDOS
has two ways of doing dire<tory-style stuff? (make/<hange/et<.)

MyDOS has the "normal" ones, and then the ones with the same XIO <all
number as Sparta. I guess they both started out their own ways, then
WordMark (WoodMark?!) de<ided to make it more Sparta <ompatible....?
Is there any dox on the "history of MyDOS"?

Ok... I'm done! ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2117. Re: Archives

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 03:35:20 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <L61i6B4w165w@cyberden.sf.ca.us>
Source record: 106379

Bill.Marcum@launchpad.unc.edu (Bill Marcum) writes:

> superu.com ?) Super Unarc will also uncompress .ALF files. Another
> program you will want to get is Diskcomm. This program compresses an
> entire bootable disk into one file, usually with a file name ending in .DCM .

<errrt!> Wrong! Disk@omm (Disk @ommuni<ator 3.2(?)), unfortunately,
does NOT <ompress. It doesnt store empty se<tors, however, whi<h is why
not all .D@M files are the same size for their density (88k = single,
127k = 1050, et<..) I'd really like to see Bob Puff or someone else make
a ni<e <ompressing .D@M'er that does/undoes <ompressed "disk images"
(that's what they are.. they even store the boot se<tor / dire<tory /
et<..) as well as at least undoing the old, plain .D@M's.

BTW- Yeah... "MOST" disk image files are ".D@M"...
some are .DSK, tho
some are .DS@...
some are .D@#, where the # is some number
(this is probably from the old
BBS Express! days, where files didnt
have "des<riptions"... they had
<ategories, determined by the three
bytes of the extender....
and by the sysop..
so nothing's ever the same
<sigh>...
<ool <on<ept, tho.. using extenders
for des<riptions. Personally, I'd
just make a subdire<tory with a bun<h
of files with the exa<t same names,
and they'd store the file des<ription.)
(speaking of dire<tories.. I still want to make an
i<on-based program-laun<her that looks like a good
ol' ST or Ma<Intosh GUI ... but the i<ons would be
determined by extender. .TXT files would look like
pei<es of paper... et<.
I <ould make it where some files had their own i<ons..
... but they'd have like two files... the a<tual file,
and then an unlisted (YIKES! HOW WINDOWISH! EWW!)
file with an extender of .I@N or .I@O or something...)

What a strange looking post, no? ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!

--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2118. Re: Bobterm versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 03:42:50 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4H2i6B5w165w@cyberden.sf.ca.us>
Source record: 106381

Yes... I did say 1.22. I'm not sure what the upgrade is. I often have
trouble uploading Y-modem, tho. Grrr....

At least it doesnt TOTALLY die like TeleMate at my s<hool on the IBM's.
YIKEs! It sends 8 blo<ks, then sits there for a minute, then reports
some error and starts ba<k at the first blo<k.
It sends 8 more blo<ks... sits there again, and again reports
some error and starts ba<k at the se<ond blo<k.
It sends 8 more....
ya get the pi<ture

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2119. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 09:27:42 UTC
From: krause@azu.informatik.uni-stuttgart.de
Message-ID: <1993Jun22.092742.6650@ifi.informatik.uni-stuttgart.de>
Source record: 106377
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

I have a Basic cartridge with associated keyboard for the 2600.

The keyboard is connected with a cable to the cartridge, and from there
are two cables to be plugged in the joystick connectors of the console.

The keyboard is labeled 'Spectra Video' made in Hong Kong, and contains
39 keys (qwerty) without space bar. The space key has normal key size.
Additional there are shift, enter and func - keys.
On the side there are 'mic' and 'ear' connectors for a cassette recorder.

The cartrigde itself contains:
1 HM 6116-4 (2K static RAM)
1 GI: 9128 B - 1041 (?K mask ROM)
BD-015-P
1 74LS00
1 74LS122 (a monoflop!)
1 Transistor
and some resistors,capacitors

all parts are from 1984.D

the board is labeled: SP 01004, Version 3.3

Klemens Krause, university stuttgart, germany

2120. DGS is running!

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 17:41:47 UTC
From: djg0@aberystwyth.ac.uk
Message-ID: <9306221705.AA01512@deca>
Source record: 106382

Hello folks!

Hope you saw my last postings on here about DGS.

Well, I'm now up and running, so get those orders coming!

You can get the new 20 page catalogue for $5 in cash from:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Dean Garraghty, djg0@aber.ac.uk

2121. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 18:48:21 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun22.184821.5908@dcc.uchile.cl>
Source record: 106384

In article <1vpsdg$8ov@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, withers_n@kosmos.wcc.govt.nz () says:
>
>>Does anyone know what to do with this program? I got it from
>>atari.archive.umich.edu and it is supposed to be an MS-DOS program
>>to read Atari disks.
>>Several of us have tried to unarc it using a PC, an(-bit Atari and
>>even a Commodore.
>
>The latest version of UTIL is contained in 8bit/Diskutils/dskutil.arc.
>
>UTIL is a popular way to read/write SS/DD 180K MYDOS-type Atari disks with
>an MS-DOS machine. The directions for earlier versions are quite difficult
>to figure out, but the version in dskutil.arc is supposed to work better.

I'm not up to date... Most of the non-atari hardware for the 8bit never
arrived to Chile, like advanced disk-drives (Percom, Astra), US-doubler, etc,
so I don't know what is a "SS/DD 180K MYDOS-type Atari disks".

Can I R/W that format in my 1050 standard disk-drive?
Do I need the XF551 (that's the number?) ?

Thanks...

++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2122. Re: Request: Atari 8-bit Retailers

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 18:50:08 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <207k90INN9ig@west.West.Sun.COM>
Source record: 106383

The number company to deal with is:

Best Electonics
Brad Koda
San Jose, CA.

(408) 243-6950

If he doesn't have it, nobody does!

2123. Re: 256k Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 19:02:56 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun22.190256.45662@dcc.uchile.cl>
Source record: 106385

I have a standard 800XL, and like to upgrade to 128K/256K/... XE compatible.

Is there any method to do this job with minimum soldering (just replace
the 8K chips with larger ones)?

BTW, any method is welcome... I think I will need a ramdisk to unarc and
to run some of the PD SW in the archive :-)

Thanks... ++V

PS: I'm still receiving addresses and names of this newsgroup members ;-)
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2124. Re: Bobterm versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 19:55:33 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <aJak6B5w165w@cyberden.sf.ca.us>
Source record: 106386

ab588@yfn.ysu.edu (joseph sabatino) writes:

> I've got Bobterm 1.21 and 1.22.(I'm using 1.22 now)...some internal
> changes but both run well....still got a bug in the capture buffer..
> when uploading thru the text buffer (using BART) almost every time
> the buffer refills it looses a few characters...watch the screen.
> I have an xep80 and there's a nice straight column of "y"s as the
> last character in everyline (ux?>~
> uploading a uuencoded file..til
> the buffer refills. I tried splitting the files into 16384 byte files
> and thats how bit my buffer is...then I send the file filling the
> buffer manually every time it empties.
> It works if theres no noise online late at night.
> --
> Joe Sabatino -->ab588@yfn.ysu.edu

WOW! you got a 16k buffer?! geez! I usually have only a 12k one.

Hey...what works GREAt for me is this:
As you're sending your buffer out (Send AS@II), wat<h the buffer size
When it gets around 256, start pressing [^S] and [^Q] to stop, and
restart, the send. You'll PROBABLY find that when you press [^S], the
buffer stops, but the e<ho from the pla<e you're <onne<ted to still
keeps going. You should a<tually press [^S]/[^Q] every on<e in a while
anyways, but DEFINITELY when the buffer gets near empty.
Then again, when you have a RAMdisk, the speed/la<k of physi<al goings
on over the SIO will probably keep you from needing to do this... but..

Don't ever trust somebody else's buffer! ;)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2125. Re: 256k Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-22 21:26:17 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <207tdpINN9ig@west.West.Sun.COM>
Source record: 106387

I have the instructions for the Claus Burcholz mod at home somewhere.

It involves replacing the 8K chips and adding a couple of support chips.

Give me your fax number and I'll get them to you.

Jeff Popp - Last Seattle FSE ~~~~~~~~~~~~~~~~~~~
Sun Seattle -(Contradiction in terms!) (( )))
jeff.popp@West.Sun.COM ~~~~~~~~~~~~~~~~~~~
//////////////////
//////////////////
//////////////////
//////////////////

** Ask not for whom the bells tolls, it tolls for FSE!! **

2126. Need an Atari 5200 Box !

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 01:09:41 UTC
From: bl562@cleveland.Freenet.Edu
Message-ID: <208agl$q5u@usenet.INS.CWRU.Edu>
Source record: 106388

I have a dead 5200 I would like to replace. Anyone got one to sell or
can tell me where I might get one ? This puppy is dead and I borrowed it
and hate to return it dead. Any advice/offers would be appreciated.

Thanks !

--
Gary Gabriel bl562@cleveland.freenet.edu
Any meaning you find to life is a memory glitch !

2127. Re: 850 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 01:37:40 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <HDqk6B1w165w@TheRat.Kludge.COM>
Source record: 106389

You could always hook them up via the Joystick cable. It only requires a couple of resistors & one or two 5.1V zener diodes.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2128. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 09:03:47 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <20969j$63c@samba.oit.unc.edu>
Source record: 106390

A standard 1050 drive can only read and write single density (128 bytes per sector, 720 sectors per disk) or enhanced density (128 bytes per sector, 1040 sectors per disk). UTIL only works with 256 byte sectors, but somebody recently wrote a program called MULE which supposedly works with an unmodified 1050 drive. This MULE is not to be confused with the game called MULE.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2129. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 12:08:22 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun23.120822.17752@apgea.army.mil>
Source record: 106391

ok, I have the following Atari 7800 games I would like to trade for
other atari 7800 games or Atari 8 bit computer games. (although, 7800
is perfered)

Hat Trick
Xevious
Ace of Aces
Super Skate Boardin'

And these games I "might" beable to get for trade. That means that I've
seen a SINGLE copy at a local used videogame shop.

Desert Falcon
Food Fight
Asteriods
Galga

Also, I don't have access to the "classic" videogames news group. I would
appicate if someone who does have access post this message for me and
attach the not "please respond to his email address. Thanks.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

2130. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 13:37:56 UTC
From: steelem@rintintin.Colorado.EDU
Message-ID: <1993Jun23.133756.24993@ucsu.Colorado.EDU>
Source record: 106399

I have the following stuff for sale:

Atari 130xe (case is slightly yellowed)
Atari 1050 floppy drive
Atari 810 floppy drive

I am not really sure what these are worth so make an offer.

- Mark

steelem@rintintin.colorado.edu

2131. 8-bit stuff still for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 15:03:25 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19930623150407.2.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 106392

I still have the following items for sale:

Atari 130XE
Magnavox 12" color monitor
ICD Printer connection (SIO->Centronics)
Atari 850

Everything must go, no reasonable offer refused.

2132. Re: Battery backup

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 16:04:50 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C930o3.CJA@cbfsb.cb.att.com>
Source record: 106396

<long lines reformatted>

In article <20581lINNam4@west.West.Sun.COM> popp@fledge.West.Sun.COM writes:
>
>Many moons ago... when I was running the club BBS I designed a battery
>backup for the system.
>
>It is so simple!!
>
>The XL power pack converts the 120VAC out of the wall into 5VDC.
>
>Get 4ea. 1.25V NiCad batteries and a cradle to hold them all. These can all be
>bought and Radio Shack. The larger the batteries, the longer your system will
>stay alive. I used D size for the club system. During testing they were
>able to keep the system going for about 30 minutes.
>
>Cut the power cable on the computer side of the power pack, and then a
>meter check to see which wires are postive and negative. Connect
>the appropiate wires from the battery cradle to the the cut power cable
>wires, and then reattach the severed portion of the cable. (diagram below).
>
>
>
>---------- +5 V wire --------------
>Computer |---o---------| Power Pack |
>Power | | | |
>Connector|---|---o-----| |
>---------- GND wire | | --------------
> | |
> +| |-
> --------------- | |
> | Battery |-- |
> | Pack |-------
> ---------------
>
>
>The Atari power supply will keep the batteries charging as long as it is
>plugged in.
>
>While this is not the solution to allow taking your Atari out for plane
>trips, (etc), it will keep the system live during short power outages.
>
>Hope this helps.

Nicad batteries are _not_ designed to be charged in a constant (regulated) voltage circuit. This circuit would likely not give the Nicads a full charge, and t he recovery current (after use during a power dip) is not regulated and hence may be excessive for either the power supply or the Nicads.

Somewhat better would be to diode isolate the nicad pack, and run a small separate plug in supply thru a resistor to recharge the Nicads.

showing only positive leads, all grounds (negatives) common:

```
atari supply ------------------------------------------------ atari jack
|
resistor diode |
nicad supply ----------------------/\/\/\/\/\/---+----|>--------+
(9 volts nominal) 100 ohms | (1 amp)
1/2 watt |
|
nicad plus
(say 1 amp C cell
pack series connected)
```

This would limit the charging current to about 40 mA which should be adequate for a continuous trickle standby operation without shortening nicad life or capacity, while taking two days to fully recharge from a lengthy outage.

--
Richard Dell

2133. Re: Need an Atari 5200 Box !

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 16:26:46 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <20a086INN9ig@west.West.Sun.COM>
Source record: 106393

```
Call Best Electronics (408) 243-6950
```

2134. Classic 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 17:11:54 UTC
From: potter@sunny0.DAB.GE.COM
Message-ID: <C933rv.CwG@sunblossom.ge.com>
Source record: 106395

I ran into a guy who has the following stuff he's willing to sell.
I'll give the starting prices; anyone really interested in obtaining
certain items can bid higher. I'll resolve bids by e-mailing results
to interested parties. We'll try to clear this up by June 30th.
Postage to be paid by the buyer; package deals will be considered.

Hardware:

Atari 800, stock, working condition $30
with power supply

Atari 1050, stock, working condition $40
quiet, clean, with power supply
and SIO cable

Cartridges (all w/o docs or box, but in working condition):

Atari BASIC $5
Atari Pengo $5
Atari Dig Dug $5
Atari Missile Command $5
Atari Centipede $5
Atari Star Raiders $10
Atari Eastern Front (1941) $10
Activision H.E.R.O. $5
Activision Zenji $5
Parker Brothers Astro Chase $7
Parker Brothers Popeye $7
Parker Brothers Super Cobra $7
Epyx Alien Garden $5
Thorn EMI Computer War $7
Big Five Miner 2049'er $10

Books:

DOS 3 (Atari) offer
Compute!'s First Book of Atari Graphics $7
Compute!'s First Book of Atari $7
Compute!'s Second Book of Atari $7
The ATARI Assembler (Reston) $7

Also: disk versions of Boulder Dash, Mr. Robot & His Robot
Factory, and Lode Runner, whose conditions (working or not)
wasn't determined yet. I'll report later if interested.

(Don't worry guys, I'm not selling out of my own 8-bit
equipment :^).

--
Jeff Potter
....potter@sunny0.dab.ge.com
....74030.2020@compuserve.com

2135. Atari mods on file

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 17:29:27 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <20a3tnINN9ig@west.West.Sun.COM>
Source record: 106394

After digging through the dusty archives of my closet last night, I dug up
all my old Atari information. I have the following mods available if you
are interested:

System Mod (description) Author Difficulty

400 64K memory upgrade Jerry Richter Easy-Moderate
(Converts the single 16K
board 64K)

400 On-board BASIC upgrade Jeff Popp Moderate-Difficult
(Basically adds a second
internal cartridge slot
which is switch selectable)

400 Monitor circuit upgrade Antic Magazine Moderate-Difficult
(Breadboard circuit add-on)

800 Dual Cartridge slot modification Jeff Popp Easy
(Allows you to make use of both
cartridge slots and switch be-
tween them)

600XL 64K memory upgrade Rich Andrews Easy
(Converts 16K on CPU to 64K)

600XL Monitor circuit upgrade Jeff Popp Easy
(Adds monitor circuit to CPU
board)

600XL 256K XE compatable memory upgrade Jeff Popp Difficult
(Adaptation of the Buchholz
800XL upgrade)

800XL 256K XE compatable memory upgrade Claus Buchholz Moderate

1200XL Monitor upgrade Rich Gratzer Easy
(Makes the video quality match
other 8 bit systems)

130XE 320K memory upgrade Scott Peterson Moderate

130XE Monitor upgrade Rich Gratzer Easy
(Makes the video quality match
other 8 bit systems)

2136. PBI vs. ECI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 21:15:19 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306232056.AA28420@smithkline.com>
Source record: 106397

Whoa, Jim! Don't give up on a long(er) connector for your PBI just yet.
I'm not at all sure we HAVE reached any kind of concensus on whether it's
possible or not, only that no one is sure & no one will know until somebody
Out There does some tinkering.

I'm here to say that I'm comfortable so far with my 2 feet of twisted cable,
which is availble for $10 from I think All Electronics in Van Nuys CA. Making
this cable would be a simple matter of carefully removing the 50-pin IDE
connectors from the existing piece of cable & clamping them onto a hank of that
twisty stuff. You would definitely need a bench vise for attaching the
connectors, pliers just won't do on a 50-wire cable like this. The twisty stuff
has flat areas every couple feet where you can attach your connectors.

Four feet, man wouldn't that be nice?

- BEN POEHLAND
The 8-Bit Alchemist

****

2137. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-23 21:20:19 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jun23.212019.25273@apgea.army.mil>
Source record: 106398
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

In article <1993Jun8.235600.16944@icaen.uiowa.edu> dsiebert@icaen.uiowa.edu (Doug Siebert) writes:
>
>So if you can put a sound chip in a cartridge like Ballblazer apparently did,
>can you put other things in a cartridge? Like, say, a fully functional 6502
>and some better display hardware? If you could cram it all in there (or make
>a larger cartridge since part of it sticks out of the top anyway) you could
>have potentially created some games that blew away everything else available
>at that time. They'd cost quite a bit though...

Yes, I think it was the super charger that did just that.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---+

2138. GEM files for testing graphics filters

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 01:18:58 UTC
From: rwarfel@frame.com
Message-ID: <9306240122.AA01027@descartes.corp.frame.com>
Source record: 106400
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I need some GEM (IMG, DRI) files created in a GEM app (no conversions please) to test a conversion utility. Any assistance would be appreciated.

rwarfel

2139. Re: Atari mods on file

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 05:23:26 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0i1h@abcd.houghton.mi.us>
Source record: 106401

I would be interested in seeing the 1200XL video upgrade, and the
600XL 256K upgrade. In what form are these modifications? XEROXED?

Jeff McWilliams
"MoonLight WorkShop" -- Atari Classics Magazine

-- Via DLG Pro v0.995

2140. Kermit-65 & P:R: update...

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 06:43:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <740910413.AA08295@tdkt.kksys.com>
Source record: 106402

Well, still no luck. After messing with different SDX CONFIG.SYS configurations, different DOS'es (MyDOS, Sparta 3.2), different Kermit on my host site, baud rates, etc., I still am having problems w/ Kermit file transfers. I have had the Kermit at the site log the packets for me and it seems that most of the blocks need to be resent, starting from the very beginning of the file. While watching during transfer, it seems as though the Atari is never in sync with the packets being received. It seems like the Atari sends a type of acknowledgment in the middle of a packet, which in turn causes the packet to be resent, which does eventually allow the packet to be received correctly. This of course takes about 10 seconds for one packet. Every once in a while I will have a successful file transfer, but most of the time it ends up "cannot receive data." Which leads into...
For a last ditch effort, I am looking for the file PRC.SYS, supposedly a file from ICD that came with the P:R: that enables it to be more 850 compatible. I bought my P:R: used and it didn't come with a manual or disk. If anyone has this file, could they send a .UUE version to:
hugdahda@martin.luther.edu

I will be hooking up the SX212 so I can do Kermit file transfers. I really don't know what else to try... the P:R: works great with everything else.

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2141. F: ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 11:04:16 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jun24.110416.13902@news.uit.no>
Source record: 106403

1. I'm porting ST Xformer to the Amiga. Anyone wanna take part or
alphatest?

2. What is the F: handler?

(3. Does anyone have a file on all the special registers in the 8bit? I'd
like to know how the emulation should behave :)

Thank you.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

2142. Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 15:38:53 UTC
From: schuch@phx.mcd.mot.com
Message-ID: <1993Jun24.153853.19428@phx.mcd.mot.com>
Source record: 106404

There is a special deal on Atari joysticks from Arizona. These are brand new, shrink-wrapped in their original boxes. The sticks work with Atari 800, Atari ST, Commodore 64, Commodore 128, and the Amiga Home Computer, or can be adapted for use in your own projects.

For more information, send mail to meco-info@indirect.com

Put the word "joystick" as the subject line and the mail server will E-mail you the information.

John

2143. XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 18:27:03 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun24.182703.8601@dcc.uchile.cl>
Source record: 106205

Hola mundo.

I want to know the *real* specifications of the XF551 disk drive.

I said "real" because here (Chile), two types of XF551 were sold.
One SS/DD and other DS/DD. I was told that the first is a
downgrade of the other.

Thanks in advance... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2144. Re: 800xl battery operated power supply

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 20:00:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <q3ZN6B1w165w@cyberden.sf.ca.us>
Source record: 106206

quest@iowegia.dsm.ia.us (Steve J. Quest) writes:

> name). I would have it randomly say things like- "self destruct
> has been activated, you now have XXX minutes to reach minimum safe
> distance", and "passenger seat ejection system now armed.
> Ejection will occur in 5... 4... 3... ejection has been
> terminated." Made passengers eyes get REALLY BIG sometimes. It
> was a great laugh.....sq
>
> (oh and I almost forgot the favorite! WARNING-WARNING- RADIATION
> CONTAMINATION! Sounded so cool on that BAD voice syntesizer....)
>

SOMEbody had too mu<h free time! ;)
I want one! hhehehehehee!!

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2145. rec.games.video.classic

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-24 21:58:34 UTC
From: pakumar@ocf.berkeley.edu
Message-ID: <20d82a$1qu@agate.berkeley.edu>
Source record: 106207

I was recently trying out some old cartridges that were collecting
dust back on a atari 400 i obtained. Out of the 12 games, all but 2
didn't work. And as luck would have it, one of those was my favorite,
which I really wanted to play. :-(The games is called FORT APOCALYPSE
from synapse. All I get when I plug it in is a completely green screen.
I tried cleaning it with no luck.
So if any of you atari 8bitters out there have a WORKING CARTRIDGE
version of FORT APOCALYPSE, and are willing to part with it, please
make me an offer.

Prasanth Kumar EMAIL : pakumar@ocf.berkeley.edu

2146. Re: FORSALE: Atari 800XL, 800, 810's, 850, TRAK, Amiga 4000, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 01:33:24 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <20dkl4$9u4@usenet.INS.CWRU.Edu>
Source record: 106208

Mike Thomas (I can't seem to send you e-mail anymore.)
Re: MAC/65 cart.
Please get back to me, your address mat@unh.edu isn't working for
me. I want to make an offer on the MAC/65 cart. Thanks.

2147. Re: XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 01:46:03 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <20dlcr$8dj@samba.oit.unc.edu>
Source record: 106209

All the XF551s I've ever heard of were DSDD. However, Atari started selling them before DOS-XE was finished. A lot of XF551s were sold with DOS 2.5, and nothing in the documentation mentioned that it was actually a DSDD drive. If there actually are single sided XF551s, you might be able to just plug in an IBM compatible 360K mechanism.

Bill Marcum bmarcum@delphi.com

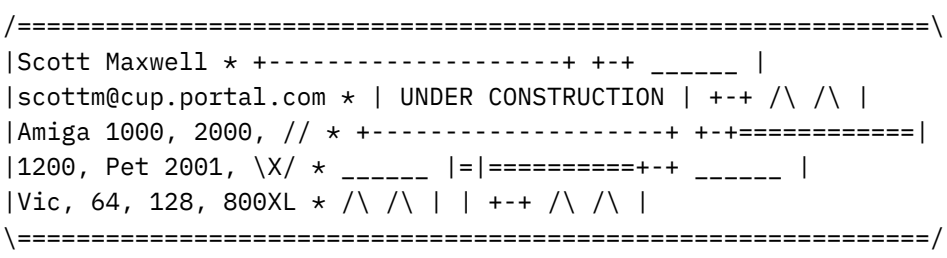
--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2148. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 04:03:47 UTC
From: ScottM@cup.portal.com
Message-ID: <84054@cup.portal.com>
Source record: 106211
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

>I'd heard that the 2600 was terrible to program, but I never dreamed it
>could be that bad!! :-) I have a new respect for some of the games I used
>to play on the 2600 (darn, I just gave away my 2600 and cartridges, I'd
>like to look at some of those games again in this new light :-)
>
>The file tells a few things about the differences between the 2600 and
>the 7800, does anyone have any more info on the 7800?
>
What file, and where can I get a hold of it? Sounds interesting.

>Steven Ourada -- sourada@iastate.edu



2149. Dual 3.5" drive for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 04:20:53 UTC
From: malak@grebyn.com
Message-ID: <C95tEv.Ixv@grebyn.com>
Source record: 106210

FOR SALE:
=========

Dual 3.5" floppy drive for the Atari 8-bit. $65 (includes shipping)

Two 720K 3.5" floppy drives mounted in a standard Percom case. The
Percom's power supply and controller, combined with MyDOS or SpartaDOS,
control the drives perfectly. Each 3.5" floppy disk has 2880
double-density sectors. Perfect for archiving decaying data!

Michael Malak
(703) 425-9435 (H)
malak@grebyn.com

2150. Atari Trackball, anyone want it for free

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 12:58:52 UTC
From: koleda_k@msb.flint.umich.edu
Message-ID: <koleda_k.55.0@msb.flint.umich.edu>
Source record: 106212

I have one unused Atari trackball. Originally bought to modify for use as a mouse on the ST. Never used. The ball is somewhat yellowed, but presumably works fine.

I just want to find a home for it, I'll give it to anyone *and* I'll pay shipping (I'm sure it can't be much). How's that?

Ken

2151. Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 15:31:18 UTC
From: cas@mentor.cc.purdue.edu
Message-ID: <C96oG7.E80@mentor.cc.purdue.edu>
Source record: 106213

I'm getting one of these next week and have a question
for you guys. What is the difference between an
800 and an 800XL? I used to own a 1200XL a long time ago
and forgot all of the specs on the new (compared to the 800)
computers.

Thanks

Chuck

==========
Charles A. Sinnett \\\ Medical School or Bust!
Purdue University Computing Center \\\
cas@mentor.cc.purdue.edu \\\ GO BOILERS!!!

2152. Re: Atari Trackball, anyone want it for free

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 17:52:52 UTC
From: koleda_k@msb.flint.umich.edu
Message-ID: <koleda_k.59.0@msb.flint.umich.edu>
Source record: 106214

In article <koleda_k.55.0@msb.flint.umich.edu> koleda_k@msb.flint.umich.edu (Kenneth Koleda) writes:
>From: koleda_k@msb.flint.umich.edu (Kenneth Koleda)
>Subject: Atari Trackball, anyone want it for free
>Date: 25 Jun 1993 12:58:52 GMT
>I have one unused Atari trackball. Originally bought to modify for use as a
>mouse on the ST. Never used. The ball is somewhat yellowed, but presumably
>works fine.
>
>I just want to find a home for it, I'll give it to anyone *and* I'll pay
>shipping (I'm sure it can't be much). How's that?

Already have a taker, regrets to those who didn't get to me in time :-(

Ken

2153. Re: Request: Atari 8-bit Retailers

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 18:49:32 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <0gRP6B2w165w@cyberden.sf.ca.us>
Source record: 106216

aluistro@uceng.uc.edu (Anthony Edward Luistro) writes:

> I am wondering how many retailers of Atari 8-bit hardware and software
> are out there. I would like to compile a list of commercial retailers
> of products used for the Atari 8-bit computer. If anyone knows of any,
> please post them on the Net or e-mail me at 'aluistro@uceng.uc.edu'.
> Please include as much information as possible about the retailers

Hehe... there already is a list. I dunno where mine is (ex<ept
printed)... soo... sorry :) Maybe someone <ould repost the vendors
file.

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2154. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 19:14:23 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <84093@cup.portal.com>
Source record: 106215

I own one of each, guess I can answer your question.

Atari 800: 48k max (with Atari memory upgrades, I think the upgrades were standard near the end of it's run), 4 controller ports, slots for various peripheral cards (memory, 80-column boards), 10K OS (revision A and B), 2 cartridge slots, CTIA (later revised to GTIA) for graphics, video port.

Atari 800XL: 64k standard, 2 controller ports, NO slots, 14k OS [not entirely compatible with 400/800], 1 cartridge slot, GTIA, video port, peripheral buss.

Some 400/800 software is incompatible with XL/XE Operating System. They require a "translator" program. (translator is a misnomer, it's just a replacement OS)... Some programs won't even work WITH the translator, but very few are that tricky.

Jeff_M_Lodoen@cup.portal.com

2155. FORSALE: Atari 800,800XL,810's, lots of carts, Amiga 4000, HP48S

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 19:39:09 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jun25193909@metro.unh.edu>
Source record: 106242

```
Amiga 4000, 040 2M Chipram 12M Fastram - All manuals, disks etc.
Connor 200M IDE drive
Mitsubishi DiamondScan Multisync AUM-1371A 15.6kHz to 35kHz
supports Analog RGB / Digital RGB and Composite Video

All the above for $2400.00 or $2150 without Monitor or Best offer.

Selling to purchase Silicon Graphics Workstation

also selling:

A2065 Ethernet card: $180.00 or Best Offer

Amiga UNIX 2.04 Unlimitied International version: $400.00 or Best Offer

HP48S Calculator: $110.00 never used, school won't allow for classes.

Make offers:

1 Atari 800XL
1 Atari 800 with 256k ram addon (acts like AXLON)
2 Atari 810 disk drives
(SOLD) Atari 850 interface (4 serial ports, 1 parallel port)
(includes 1 DB9 to DB25 serial cable for port 1)
(SOLD) TRAK double side double density drive, also supports additional
PC 360k floppies connected via 34 pin cables

Atari CARTS: Basic, BasicXL, MAC65, StarRaiders, Missile command,
Deluxe Invaders, Eastern Front, AtariWriter, Telelink I,
Video Easel

--
```
(o o)
---------------oOO--(_)--OOo--
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```
```

2156. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-25 22:21:20 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jun25.222120.19149@integrity.uucp>
Source record: 106217

In article <C96oG7.E80@mentor.cc.purdue.edu] cas@mentor.cc.purdue.edu (Charles Sinnett) writes:
]
]I'm getting one of these next week and have a question
]for you guys. What is the difference between an
]800 and an 800XL? I used to own a 1200XL a long time ago
]and forgot all of the specs on the new (compared to the 800)
]computers.
]
]Purdue University Computing Center \\\

If Jody Lenn is still hanging around Purdue, you ought to go ask him.

Short of that, I'm sure you'll get plenty of answer over the net, many from those more knowledgeable than I, but I'm fool enough to start.

The 800 has two cartridge slots, while the 800XL has only one.

The 800 has four joystick ports, while the 800XL has only two.

Having said all that, I must say that very little software actually used the extra capability of the 800 in these areas.

The 800 requires a cartridge to speak BASIC, while the 800XL has it built in.

The 800 has no HELP key, but the 800XL does, not that much ever used it.

The operating system changed in subtle ways between the two, and some older software requires what is called a Translator to run on an XL. The Translator causes the XL to act like an 800.

The 800 comes with memory slots which were normally populated with 16 KB memory modules, making a standard, fully-populated 800 48 KB; while the 800XL comes standard with 64 KB of RAM. Both can be up-graded well beyond those limits with aftermarket or homebrew fixes.

I'm sure I'm forgetting something and will be duly corrected by the experts on the net.
--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2157. FORSALE: Atari 800,800XL,810,850,TRAK FD, carts, software etc.

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 02:13:55 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jun26021355@metro.unh.edu>
Source record: 106243

```
Make offers:

1 Atari 800XL
1 Atari 800 with 256k ram addon (acts like AXLON)
2 Atari 810 disk drives
(SOLD) Atari 850 interface (4 serial ports, 1 parallel port)
(includes 1 DB9 to DB25 serial cable for port 1)
(SOLD) TRAK double side double density drive, also supports additional
PC 360k floppies connected via 34 pin cables

Atari CARTS: Basic, BasicXL, MAC65, StarRaiders, Missile command,
Deluxe Invaders, Eastern Front, AtariWriter, Telelink I,
Video Easel

Atari Software: SynCalc, SynFile+, VisiCalc
--
```
```
(o o)
---------------oOO--(_)--OOo----------------------------------------
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```

2158. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 03:59:35 UTC
From: jharris@cup.portal.com
Message-ID: <84116@cup.portal.com>
Source record: 106218
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

I just discovered c.s.a.8bit, and I'm glad I didn't miss this topic! I had a ball programming the 2600. Our development system was based upon a SIM single board computer replacing the CPU in the VCS. Program code was downloaded to the SIM by RS-232. I had remote debugging control that I programmed into an Atari 800, but the other developers at On-Line, who were using Apple computers, had only the SIM hex keypad and LED hex display for debugging purposes. Yikes...

The programming document posted here described available ROM as 6K, and yet there was supposed to be only 4K worth of address lines on the cartridge port. Every cartridge game I saw had only 4K of ROM space. There was 6K worth of address space available, but I don't think it was useable at the cartridge port. Our development system could use up to 6K, but we had to keep the code under 4K for final release.

The SuperCharger had 8K of RAM, bank selectable. This was an interesting trick, since the port doesn't have a R/W line. I know they couldn't use a STA instruction to write to cartridge RAM. I believe they synthesized a R/W line on the board as a latch from some decoded address. You would put the cart in write mode, and then either a LDA or STA would write to the RAM: The benefit they got from all this was really interesting. By moving the players and continually restuffing them, SuperCharger managed to create a full bitmapped 160x100 screen on the VCS! It saved the programmers a lot of bother by not having to write the tough display code.

Jawbreaker VCS was one of the most interesting pieces of code I've ever done. I still have it available if anyone has the ability to burn EPROM carts. It achieved single line resolution, and used 1.5K out of the 4K ROM, and about 112 of 128 bytes of RAM just to get a static display on the screen. It wasn't until a year after it was completed that I realized I could have cheated on the one scanline that caused me fits, and didn't have to update one of the players. Oh well...

My two favorite VCS quotes:

"The resolution is 160 by how fast your code is."

Ken: "How can anyone be expected to program that piece of s***?"
Me: "You're expecting me to program it."
Ken: "You're right. Made it good John Harris."

John Harris - jharris@cup.portal.com - Pac-Who?

2159. PBI vs. ECI

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 07:49:02 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun26.074902.17230@cs.tulane.edu>
Source record: 106219

po> Whoa, Jim! Don't give up on a long(er) connector for your PBI just yet.
po> I'm not at all sure we HAVE reached any kind of concensus on whether it's
po> possible or not, only that no one is sure & no one will know until somebody
po>
po> Four feet, man wouldn't that be nice?

Hi Ben, I once saw a connector that was at least 36" long... Was at the only
user group meeting I ever went to in Fla. What the fellow had done was build
a cable where every other wire went to gnd. Really poor workmanship but the
ugly thing did work.

Mike
---
* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2160. Uqwk and PabQwk

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 09:41:06 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun26.094106.8495@cs.tulane.edu>
Source record: 106220

If you've ever wanted to use and offline reader with your 8bit and usenet, get your sysop to install Uqwk. Uqwk generates Qwk packets that can be read by offline readers like PabQwk and QwkSilver. To date I've only tested it with PabQwk (QwkSilver does not work with SDX). Does save a bit of online time and handles your email as well.

BTW does anyone else here use IRC?

Mike
---
* PabQwk 1.2 * Yeah, I still use Diamond...

2161. Re: Uqwk and PabQwk

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 18:21:16 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Jun26.182116.10635@ifi.informatik.uni-stuttgart.de>
Source record: 106221

In <1993Jun26.094106.8495@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

>If you've ever wanted to use and offline reader with your 8bit and usenet, get
>your sysop to install Uqwk. Uqwk generates Qwk packets that can be read by
>offline readers like PabQwk and QwkSilver. To date I've only tested it with
>PabQwk (QwkSilver does not work with SDX). Does save a bit of online time and
>handles your email as well.
>

The mentioned 'Uqwk' : Where is it available, and for what
system (Atari XL or PC)?

Bye,

Peter
---
straif@minnie.informatik.uni-stuttgart.de

2162. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 18:38:07 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <84134@cup.portal.com>
Source record: 106222
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

I can't help it. I just can't help it. Have any of you figured out who John Harris (jharris@cup.portal.com -- I haven't met him as I am 3000 miles from Portal, myself, and John is God-knows-where) IS??? It looks like he's been hinting but hasn't come out and SAID, just yet, so I'm not going to blow it for him, but-- go read HACKERS by Steven Levy, and pay particular attention to the section about Sierra On-Line and the development of PAC-MAN for the Atari 8-bit...!

Hoo hah, another celeb...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2163. CSS BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 18:39:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <84135@cup.portal.com>
Source record: 106223

FWIW, I logged into the Computer Software Services support BBS (716) 247-7157 the other night; it's still in operation. I tell you this in order to put down any panic brought about by someone's posting here last week that the BBS and CSS' phone were not being answered/ not operating. ...

Chris
Chris_F_Chiesa@cup.portal.com

2164. Re: Atari mods on file

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 21:58:43 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun26.215843.3950@cs.tulane.edu>
Source record: 106224

Je> I would be interested in seeing the 1200XL video upgrade, and the
Je> 600XL 256K upgrade. In what form are these modifications? XEROXED?

I'd like to see all the mods posted to the archive here. BTW what ever became of the project to publish the book of hacks and mods for the 8bit... seems there was a lot of talk for a while then nothing...

Ah well...

Mike
---
* PabQwk 1.2 * Offline Reader

2165. Kermit-65 & P:R: update..

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 21:59:02 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun26.215902.4130@cs.tulane.edu>
Source record: 106225

Da> Well, still no luck. After messing with different SDX CONFIG.SYS
Da> configurations, different DOS'es (MyDOS, Sparta 3.2), different Kermit on m

Hmmm... I took the time to unhook my mio and reconnect my PRC and without using PRC.SYS had no trouble at 2400. I'm begining to wonder if its not something to do with the system you're calling... I can not recreate the problem here.

As far as the PRC disk, I will be calling ICD sometime next week (another mio in the shop) and I'll ask Howard or Tom if I can make you a copy of the disk I have.

Mike
---
* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2166. Re: Uqwk and PabQwk

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 21:59:26 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun26.215926.4335@cs.tulane.edu>
Source record: 106226

st> The mentioned 'Uqwk' : Where is it available, and for what
st> system (Atari XL or PC)?

Uqwk is a UNIX QWK packet front end. It can be had from several FTP sites (you should get your local Sysop to pick it up and install it somewhere on the path). If you only have a limited time on the system, Uqwk will package the news leads you read (based apon you newsrc file), collect your email and download it to you to read offline on your Atari (or other system) using a program like PabQwk or QwkSilver. It saves a lot of online time by letting you brows messages rather than just flipping through them. When done, you upload the reply packet created by by you're message reader and Uqwk sends the replies to the correct news leads.

Your Sysop can get the C source by FTP to ftp.gte.com located /p
b/uqwk/uqwk1.5.tar.Z

hope it helps

Mike
---
* PabQwk 1.2 * Yeah, I still use Diamond...

2167. CSS BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-26 22:01:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun26.220135.5605@cs.tulane.edu>
Source record: 106227

Ch> FWIW, I logged into the Computer Software Services support BBS (716) 247-
Ch> 7157 the other night; it's still in operation. I tell you this in order
Ch> to put down any panic brought about by someone's posting here last week

I've called both CSS numbers in the last few weeks and both answer... There
also seems to be a fair amount of activity on line there. Now for the real
question...is the Action BBS in Rochester still around...the last time i
called was in 1984 (okay so it's been a while)

Mike
---
* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2168. Re: Atari 2600 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-27 07:07:29 UTC
From: jharris@cup.portal.com
Message-ID: <84160@cup.portal.com>
Source record: 106228
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

>I can't help it. I just can't help it. Have any of you figured out
>who John Harris (jharris@cup.portal.com -- I haven't met him as I am
>3000 miles from Portal, myself, and John is God-knows-where) IS??? It
>looks like he's been hinting but hasn't come out and SAID, just yet,
>so I'm not going to blow it for him, but-- go read HACKERS by Steven
>Levy, and pay particular attention to the section about Sierra On-Line
>and the development of PAC-MAN for the Atari 8-bit...!

Well, I basically couldn't figure out how to come out and say it, after so long. So I figured I'd just confirm the first inquiry.

Yes, I'm John Harris, as in Jawbreaker, Mousekattack and Frogger, and I'm still programming the Atari 8 bit. I've been out of the main stream of public contact, but I'm still here. Most of the time I've spent doing character generators and related products for cable TV and similar industries.

I'm looking forward to sharing some experiences in the near future.

John Harris - jharris@cup.portal.com - Pac-Who?

2169. Re: Uqwk and PabQwk

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-27 10:42:15 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <20jti7$jkg@samba.oit.unc.edu>
Source record: 106229

In article <1993Jun26.182116.10635@ifi.informatik.uni-stuttgart.de>
straif@minnie.informatik.uni-stuttgart.de (Peter Straif) writes:
>
> The mentioned 'Uqwk' : Where is it available, and for what
> system (Atari XL or PC)?
>
I believe this is a program to be installed on the host system you get
Usenet from; it's probably available as C source code on some ftp site.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2170. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 03:26:45 UTC
From: dillera@wam.umd.edu
Message-ID: <20lodl$ja4@cville-srv.wam.umd.edu>
Source record: 106230

Jerry Dunham (dunham@mpd.tandem.com) wrote:
: In article <C96oG7.E80@mentor.cc.purdue.edu] cas@mentor.cc.purdue.edu (Charles Sinnett) writes:

: The 800 comes with memory slots which were normally populated with
: 16 KB memory modules, making a standard, fully-populated 800 48 KB;
: while the 800XL comes standard with 64 KB of RAM. Both can be up-
: graded well beyond those limits with aftermarket or homebrew fixes.

If I rember correctly, the 800XL, with its 64K was no differnt than the
800 with 48K- i.e. you couldn't use the extra 16k for anything except a
RAMdisk- there were maybe 1 or 2 (maybe 3) programs that specifically
onlt would run on an 800XL, and used the extra memory, but no game ever did.
So, you pretty much had only 48k being used.....
--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

2171. Re: Atari 800Xl - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 05:42:28 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <84227@cup.portal.com>
Source record: 106231

There were some games that used the extra RAM in the 800XL.. I can't
of any other reason 400/800 owners were kept from playing: Gauntlet
(the arcade game), The Eidolon and Tomahawk.. Among others.

The problem was to access the extra (over 48k) memory required the
OS to be swapped out... and I think 2K was always inaccessible.

Jeff_M_Lodoen@cup.portal.com

2172. Re: Atari Trackball, anyone want it for free

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 16:41:16 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun28.164116.20497@dcc.uchile.cl>
Source record: 106232

Hola mundo.

In article <koleda_k.59.0@msb.flint.umich.edu> koleda_k@msb.flint.umich.edu
(Kenneth Koleda) writes:
>In article <koleda_k.55.0@msb.flint.umich.edu> koleda_k@msb.flint.umich.edu
> (Kenneth Koleda) writes:
>>From: koleda_k@msb.flint.umich.edu (Kenneth Koleda)
>>Subject: Atari Trackball, anyone want it for free
>>Date: 25 Jun 1993 12:58:52 GMT
>>I have one unused Atari trackball. Originally bought to modify for use as a
>>mouse on the ST. Never used. The ball is somewhat yellowed, but presumably
>>works fine.
>>
>>I just want to find a home for it, I'll give it to anyone *and* I'll pay
^^^^^^^^
>>shipping (I'm sure it can't be much). How's that?
^^^^^^^^
>
>Already have a taker, regrets to those who didn't get to me in time :-(
>
>Ken

I would like to post in order to take your hw, but... I'm in Chile
(South America).

Every time someone offers something, I have to bite my fingers and
read the next article. :-(

BTW, is there an AT850 that wants to have a nice trip to Chile?

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2173. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 19:48:55 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jun28.194855.10376@integrity.uucp>
Source record: 106236

In article <20lodl$ja4@cville-srv.wam.umd.edu> dillera@wam.umd.edu (CryptoGaGa) writes:
>Jerry Dunham (dunham@mpd.tandem.com) wrote:
>: In article <C96oG7.E80@mentor.cc.purdue.edu] cas@mentor.cc.purdue.edu (Charles Sinnett) writes:
>
>: The 800 comes with memory slots which were normally populated with
>: 16 KB memory modules, making a standard, fully-populated 800 48 KB;
>: while the 800XL comes standard with 64 KB of RAM. Both can be up-
>: graded well beyond those limits with aftermarket or homebrew fixes.
>
>If I rember correctly, the 800XL, with its 64K was no differnt than the
>800 with 48K- i.e. you couldn't use the extra 16k for anything except a
>RAMdisk- there were maybe 1 or 2 (maybe 3) programs that specifically
>onlt would run on an 800XL, and used the extra memory, but no game ever did.
>So, you pretty much had only 48k being used.....

You're mostly correct. I have a little program written by a small com-
pany here in Austin, TX, that runs as a TSR in that space. I load it
before whatever else I'm going to run (DOS, AtariWriter, whatever), and
I can hotkey into it at anytime. It gives me a small text editor, a map
of the Atari keycodes, a mini-DOS, and a calculator. It doesn't work on
an 800 because there's no memory there for it to run in. It works very
much like Sidekick on an MS-DOS machine, but some games defeat it because
they don't allow the hotkey to get through.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2174. SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 20:24:55 UTC
From: bantolph@draco.unm.edu
Message-ID: <20nk2nINNk8o@lynx.unm.edu>
Source record: 106233

I finally got a copy of bobterm on an 8bit compatible disk for my 13 year old 810 and was planning on using it to upload all of my 8bit software onto my PC for archival purposes. I have an SX212 (spelling?) modem for my 800 but cannot get bobterm to recognize it. It is a 1200 baud modem manufactured by Atari with an SIO port on the back. I have been attempting to rig it up through the SIO port as I dont want to screw with an 850.

Any help would be appreciated.

Thanks

Kenneth L. Cope
bantolph@draco.unm.edu

2175. Hardware Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 20:43:49 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306282035.AA13480@smithkline.com>
Source record: 106234

From: INET::"MAILER-DAEMON" "Mail Delivery Subsystem" 28-JUN-1993 16:28:28.59
To: <phvax::poehland>
CC:
Subj: Returned mail: Cannot send message for 30 minutes

----- Transcript of session follows -----
421 cs.utexas.edu.tcp... Deferred: Connection timed out during user open with
cs.utexas.edu

----- Unsent message follows -----
Received: from PHVAX.DECnet MAIL11D_V3 by smithkline.com (5.57/Ultrix2.4-C)
id AA12563; Mon, 28 Jun 93 15:37:30 -0400
Date: Mon, 28 Jun 93 15:37:29 -0400
From: phvax::poehland
To: INET::"comp-sys-atari-8bit@cs.utexas.edu"
Subject: Hardware Upgrades

I'm *REAL INTERESTED* in obtaining the following upgrades mentioned by Jeff
Popp (sorry I couldn't contact you directly, Jeff):

600XL monitor upgrade
600XL 256K RAM upgrade
1200XL video upgrade
130XE 320K RAM upgrade
130XE monitor upgrade

I'm hoping to devote an entire issue of AC to vvideo upgrades later this year.
Jeff, if your video upgrades are superior to those I've been working on, you
can earn a little money by submitting them as articles for AC.

In any event I would like to obtain copies of all 5 of the above. I'll be
glad to pay any reasonable price for the copies as you may require.

Please contact me:

Ben Poehland
Managing Editor
ATARI CLASSICS Magazine
179 Sproul Road/Rt. 352
Frazer PA 19355 USA

Internet: poehland@smithkline.com
poehland%phvax.dnet@smithkline.com
GEnie: B.POEHLAND

2176. Battery Backup/XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 20:44:40 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9306282036.AA13484@smithkline.com>
Source record: 106235

From: INET::"MAILER-DAEMON" "Mail Delivery Subsystem" 28-JUN-1993 16:38:13.87
To: <phvax::poehland>
CC:
Subj: Returned mail: Cannot send message for 30 minutes

----- Transcript of session follows -----
421 cs.utexas.edu.tcp... Deferred: Connection timed out during user open with cs.utexas.edu

----- Unsent message follows -----
Received: from PHVAX.DECnet MAIL11D_V3 by smithkline.com (5.57/Ultrix2.4-C) id AA12654; Mon, 28 Jun 93 15:46:49 -0400
Date: Mon, 28 Jun 93 15:46:49 -0400
From: phvax::poehland
To: INET::"kamaro_kid@delphi.com"
Cc: INET::"comp-sys-atari-8bit@cs.utexas.edu"
Subject: Battery Backup/XEP80

Hello Jim,

The gases given off by typical automobile/motorcycle rechargeable batteries aren't toxic. The chemical electrolysis results in the formation of hydrogen gas which is no more harmful than, say, carbon dioxide.

The problem with hydrogen is that it's extremely flammable in air. Like, explosive. You only need a spark to get a scene like the "Hindenburg" airship disaster. The battery should be kept well-ventilated, & don't go testing your new blowtorch around it (!).

There isn't a whole lot of software (unfortunately!) that makes use of the XEP-80. BobTerm 1.22 works well on it. AtariWriter-80 is an AtariWriter+ clone that also does well if you can tolerate the somewhat buggy interface (the bugs have pretty well been listed in the TnT column in AC the past several issues). MicroMiser wrote the best software for it. TurboFile, TurboBase, & some other giant business program whose name escapes me at the moment. Unfortunately none of these programs are available any more as MicroMiser dumped the 8bits beginning 1992. I run the AC subscriber database with TurboFile & (aside from one rather nasty bug) I really like it. It's absolutely the most powerful DB ever written for the 8bit. Wups... OK, I just remembered... TurboBase was MicroMiser's big business program, their other product besides TurboFile was TurboWord which is another XEP-80 wordprocessor. I don't have Turboword or TurboBase.

That's 5 programs (BobTerm, ATW-80, & the three MicroMiser programs). Anyone else know of others????

ATW-80 might still be available from one of the usual mailorder places that advertise in AC.

- BEN POEHLAND

2177. Re: SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-28 23:50:33 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <20o049$htv@samba.oit.unc.edu>
Source record: 106237

Look for a file named SX.COM on the Bobterm disk, and rename it to RS232.COM.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2178. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 01:10:21 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0iah@abcd.houghton.mi.us>
Source record: 106238

Jerry,

What's the name of this program you mentioned ? It sounds quite
interesting and I don't think I've heard of it before.

Jeff McWilliams
:wq

-- Via DLG Pro v0.995

2179. Re: SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 03:01:41 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <20obal$hj9@msuinfo.cl.msu.edu>
Source record: 106239

bantolph@draco.unm.edu (-=| Bantolph |=-) writes:

>I finally got a copy of bobterm on an 8bit compatible disk for my 13 year old
>810 and was planning on using it to upload all of my 8bit software onto my
>PC for archival purposes. I have an SX212 (spelling?) modem for my 800 but
>cannot get bobterm to recognize it. It is a 1200 baud modem manufactured by
>Atari with an SIO port on the back. I have been attempting to rig it up
>through the SIO port as I dont want to screw with an 850.

The 850 is the better way to go... You could use a null modem cable and
upload the files at 9600bps.

Either that or get your hands on a true double density drive and copy your
files to D.D, then use a utility like ATARIO on an IBM compat to read from/
write to the disks directly.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2180. Kermit-65 & P:R: Update..

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 04:00:04 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <741246545.AA09487@tdkt.kksys.com>
Source record: 106244

Quoting from SHERRY SNYDER to ALL

> Da> Well, still no luck. After messing with different SDX CONFIG.SYS
> Da> configurations, different DOS'es (MyDOS, Sparta 3.2), different Kermit on

> m
>
> Hmmm... I took the time to unhook my mio and reconnect my PRC and without
> using PRC.SYS had no trouble at 2400. I'm begining to wonder if its not
> something to do with the system you're calling... I can not recreate the
> problem here.
>

Hmm...let's see if I can help you more accurately duplicate the way I
have to do it. I first need to call a local site (which can only telnet
locally), in turn telneting to another site, which I use to telnet
to the site where my account is located. That could be the problem
in itself, but I never had problems with my SX212.

*Try this: Telnet to 128.101.83.1. To telnet from this site use:

crec telnet
Then try a Kermit transfer. If you have any problems, then I know it's
not a problem on my end.

> As far as the PRC disk, I will be calling ICD sometime next week (another mio
> in the shop) and I'll ask Howard or Tom if I can make you a copy of the disk
> I
> have.

*Thanks!

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Backup not found: (A)bort (R)etry (S)mash the computer to bits ..." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2181. Need help using 'util.exe' for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 11:45:33 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <C9Dsny.J3p@sadis01.kelly.af.mil>
Source record: 106241

I've recently dragged my 130xe out of the closet, and have gotten several files via ftp from the archive. However, I cannot seem to get util.exe to transfer them properly to the atari disk. I have formatted the disk using the atari, with an old, old version of smartdos that I have, and also using util. Util starts to write the file, then says "bad path for (<nul>)", and only ends up writing one sector of the the disk. Any ideas?

2182. Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 13:21:52 UTC
From: winters@access.digex.net
Message-ID: <20pflg$4ui@access.digex.net>
Source record: 106240

Hello Atarians of the world: Before inquiring about some things, I would
like to first tell a little where I am coming from.... In 1982, I had
an Atari 800 with one disk drive. In 1988, a two year old spilled a
cup of fruit punch on my 800 - three days later when I noticed, the
keys moved like molasses. I never was able to clean that sucker off and
finally some smoke came out of it one day, due to a short. A year ago,
I got back into the Atari world and picked up an 800 for $35.00 A
disk drive was purchased for $15.00 along with other stuff, like games &
cartidges etc... I even got a pen plotter for $10.00!!! I thought to
myself, no way I can get any more disk drives or anything else this
cheap or cheaper... I was wrong - Sunday, I was in Laurel Md. at a
thrift shop and found TWO 1050 DISK DRIVES and a 800XL Atari computer for
$10.00 total. This morning, I hooked the disk drives up, daisy chaining
them - the manual is excellent in describing how to do this. After spending
2 minutes hooking it up, the disk drives (which were sitting in a pile of
junk for who knows how long, at the thrift shop), worked perfectly, with
the exception of the first drive moaning a bit. I have worked with many
different size machines over the years (PCs, Macs, minicomputers) etc..
and the "lowly" Atari 8 bit stuff is among the most reliable I have EVER
seen - I have seen people drop their disk drives, accidentally and they
STILL work!!! What do you think? Is $3.33 a disk drive, a good price?(:-) I have seen hobby
shops, which obviously have to make a decent profit)
sell used Atari disk drives for $25 to $100. Now, after getting this
junk out of my system, I have a few questions: Does anyone know of a
good C program for ATARI (public domain, shareware, commercial)? I
tried APX C and it took forever to compile.... Also, is there (don't
laugh :-)) a public domain "tiny-UNIX" avilable for the Atari?
Also, speaking of my one disk drive that groans, do those things need any
oiling? Any good recommended maintainance books on Atari Disk Drives?
Two more questions - has anyone ever networked 2 or more Ataris together?
Since I now have this second Atari machine, I was thinking of doing something
crazy like that - have a Atari Novell/Ethernet Lan! Finally, besides the
$100 or more option for getting a hard drive for the Atari, has anyone
figured out how to interface a standard PC cheap 20MB drive to
an Atari 800? It always puzzled me why Atari never saw fit to offer an
inexpensive hard drive for the Atari 800, since PC Hard drives can be
purchased for as little as %50.00. There are still thousands of
8 bit machines around that are working..... Look at the C64 - those
machines are still "hot" - how come Atari doesn't sell their 800s in
stores anymore? Oh well, I had to get all this out of my system....
I was happy to find this newsgroup - didn't think there was so many 8
bitters left!!! Any answers to my above curiosities would be greatly
appreciated.

----- Michael Winters

2183. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 18:15:42 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jun29.181542.530@integrity.uucp>
Source record: 106246

In article <Jeff_Mcwilliams.0iah@abcd.houghton.mi.us> Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
>Jerry,
>
>What's the name of this program you mentioned ? It sounds quite
>interesting and I don't think I've heard of it before.

It's called Genie (no relation to GEnie), and (if I recall correctly) was produced by New Horizons Software. I haven't seen a copy for sale anywhere in quite a long time. I bought mine at a clearance sale of some sort at a store down in San Antonio about a decade ago, and can no longer even find my original disk (I copied it and have used the copy for years), but I refuse to give it up because I paid REAL MONEY for it and find it quite useful, particularly when used with a word processor.

I just looked in the Austin phone book and see that New Horizons is at:

206 Wild Basin Road
Austin, TX 78746
(512)328-6650

If anyone wants me to call them and see if anyone there even remembers their 8-bit Atari days, let me know and I'll follow up.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2184. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 18:58:29 UTC
From: gruber@austin.ibm.com
Message-ID: <C9ECpH.y77@austin.ibm.com>
Source record: 106245

In article <20pflg$4ui@access.digex.net>, winters@access.digex.net (Michael Winters) writes:

> Does anyone know of a good C program for ATARI (public domain, shareware,
> commercial)? I tried APX C and it took forever to compile.... Also, is there (don't
> laugh :-)) a public domain "tiny-UNIX" avilable for the Atari?

C Compiler or "tiny-Unix" I don't know but I would like such a beast also.

> Also, speaking of my one disk drive that groans, do those things need any
> oiling?

I had a problem with my father-in-laws PCjr's disk drive groaning so I used vaseline on the 2 bars the drive heads traverse on and that fixed my problem.

> Two more questions - has anyone ever networked 2 or more Ataris together?
> Since I now have this second Atari machine, I was thinking of doing something
> crazy like that - have a Atari Novell/Ethernet Lan!

I myself was looking for a way to do this and found a book, can't remember the name, but I used ideas from this and used thr R: handler in the Bobterm package and I was able to communicate from an 800xl to an 600xl and back --- no problem, I will post when I can get the info.

Scott

2185. For sale-Atari8bit, more

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 20:00:25 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <0096EC1E.F7EA4D60@BORN.PHYS.VIRGINIA.EDU>
Source record: 106247

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). PLEASE FEEL FREE to make any offer! I intend to finalize
sales within a few days, and will accept immediately offers that look very good
(if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Printer- Epson RX-80F/T in excellent condition, extra ribbon.
Printer- NEC 2050 letter-quality personal daisy wheel wide carriage-
this is a smaller, personal computer model, NOT the heavy office model.
Monitors-
1. Commodore 1702 color monitor, one of the best color monitors
available. In mint condition.
2. 10" color monitor with composite video and sound.
3. Green monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

Atari CX853 16K RAM memory module for Atari 800 (I have 2 units)
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)

Atari 1010 Program Recorder - I have 2 units, Work fine.
Atari 1010 Program Recorder - save: ok, load: no.

4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.
They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

A pair of Atari radio remote control joysticks-
purchased used and never tested by me, because
I do not have the 9V batteries needed to operate them, sold "as-is".
Cosmetically they look very good, though.

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) with manual
Centipede with instructions
Missile Command
AtariArtist cartridge
AtariWriter Wordprocessor with manuals and original box

Disks- (All are original disks)
======

Lode Runner with manual and original box
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Temple of Apshai with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Infocom Zork I with manual and original box
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
Atari Translator
Ghostbuster by Activision
CONAN (Datasoft)
Computer Baseball
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
Joystick Sketchpad with manual (used)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Thorn EMI Snooker and Billiards (in original box with instructions)
Atari Statistics I (with manual and original box)

Books-
======

Bill Carris- Inside Atari BASIC
Gardner- Software Protection and Code Breaking (book only)
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

2186. SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 22:39:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <741321181.AA09537@tdkt.kksys.com>
Source record: 106253

Are you trying to access the modem via the serial port or the RS232 port? It is important to know.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2187. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-29 23:21:30 UTC
From: G44@delphi.com
Message-ID: <01GZYMPW64AQ8ZF5EI@delphi.com>
Source record: 106248

What is the status in obtaining the rights to MICROMISER 8-bit items?
8-bitters suffering because the best hardware and software
was either NEVER MADE or made in small quantity and unobtainable any longer is the bane of our platform
nd pisses the sh*t out of me.

2188. Re: SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 00:13:28 UTC
From: ScottM@cup.portal.com
Message-ID: <84346@cup.portal.com>
Source record: 106249

>The 850 is the better way to go... You could use a null modem cable and
>upload the files at 9600bps.
>
Could somebody tell me where to get cables to hook the 850 up to a standard
RS-232 modem (SupraFax V32bis). Maybe Redmond Cable?

Thanks in advance!

/==\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\==/

2189. AMIGA emulates Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 03:38:05 UTC
From: G44@delphi.com
Message-ID: <01GZYVO4M63691WV02@delphi.com>
Source record: 106250

I wholeheartedly encourage those people to port the STXformer to the AMIGA.
But I just hope they use the custom chips in the amiga correctly.
ANd not just port the C code.

2190. CD ROM and FLOPTICALS

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 03:42:20 UTC
From: G44@delphi.com
Message-ID: <01GZYVPD4UTK91WV02@delphi.com>
Source record: 106251

Would anyone like to comment on the possibility of using CD ROM and FLOPTICALS with the Atari?
There is a CD ROm thread on FIDOnet.
Seems it would work best outside of DOS, and only copy from, and not RUN from it.
This would be if the handler or DOS patch was too complex, which it may be.
Besides, using an L: device or something would not eat up a drive number.
Flopticals would be cool too, and Puff said there isn't too much needed to add them.
Or at least I think he did...
The thing is, they use 34 pin floppy connectors I believe, not SCSI.
So it would probably require a Floppy Board update.
The ROM I mean.
Then when you swap to it, you are dealing with either a 16 meg partition with 5 megs wasted, or
an auto-swap in of 2 partitions, like 10.5 megs a piece or something.

Any ideas or projects in the works?

2191. Atari 2800

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 05:15:56 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1o32@amiganet.chi.il.us>
Source record: 106252

Can anyone tell me about the Atari 2800. I have two games in boxes that are labeled 2800. The box is written in Japanese. I saw a Japanese electronics catalog and they had a 2800 for sale.

2192. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 06:47:02 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0idv@abcd.houghton.mi.us>
Source record: 106254

Okay, well, the best way to hook up a hard drive would be via
one of three interfaces for you 800XL, the C.S.S. Black Box,
the MIO from ICD, of the Supra Interface now being sold by
K-Products. All of these devices offer a SCSI port for connecting
SCSI drives directly, or MFM/RLL drives with a SCSI<->MFM/RLL
controller in between. Bob Woolley has been working on an
8 bit IDE interface, but having shamefully allowed my SLCC membership
to slide, I've not heard much about it for a while.

Networking: Look into the Multiplexor from C.S.S., connects via the
cartridge port. Allows printer sharing, floppy/hard drive sharing,
and has support for sending messages from one "networked" computer
to another. With a little programming on your behalf, you could
build an atari network in your home, with email server, a unix like "TALK"
mode, and whatever else. SpartaDOS X and SpartaDOS 3.2d are MSDOS like,
and are thus closer to UNIX than anything else we have. Both support
subdirectories, batch files (sorry, no csh or tcsh scripts here),
and IO redirection via the >> and << operators.

There was a thing called MTOS which did multitasking, but it was sloowww.
There is another program called snapshot, which basically sets up
several virtual 8 bits on one expanded 130XE/800XL/1200Xl machine.
It's a single tasking system, more like a task switcher.
Sorta works like iScreen for UNIX, except that I think ISCREEN also
allows each window to continue running even though it's not active.

What else were you asking about? I can't remember. Oh, the Multiplexor
does not allow sharing of RS232 ports, and therefore, modems.
Each computer needs to have its own RS232 port & modem if you want to
be able to dial out of your house no matter which computer you are on.

Jeff
:wq
/s

-- Via DLG Pro v0.995

2193. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 06:48:44 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0idx@abcd.houghton.mi.us>
Source record: 106306

Jerry,

Wow neat, it almost sounded like another program I had heard of a few years back called the Programmer's Pal. I think it was by Tom Hunt or Chuck Steinman, or a combination or something. Anybody remember this better than I do? If that call is local to you, you'd be doing the rest of the 8 bit community a service if you could give them a call and see what's up with them.

jeff

-- Via DLG Pro v0.995

2194. Re: CD ROM and FLOPTICALS

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 06:58:54 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0idz@abcd.houghton.mi.us>
Source record: 106305

Glenn,=

Tom Hunt is into CD ROM stuff, in fact I think that's his job, or something
to do with it anyway. On one occasion we talked about CD ROM interfacing.
The big problem according to him is that most CD ROMs use 1024 byte
sectors, as opposed to 512 bytes supported on the BB, or 256 byte
sectors supported on the MIO and K-P Interface. So that alone would
require a rework of the firmware/hardware in your SCSI adaptor.

Then of course, what ya gonna do with a CD ROM version of Grolier's
Encyclopedia. This stuff has graphics images, sounds, and all sorts
of stuff on it. Apple versions come with Quicktime formatted
video/audio don't they?

Flopticals. I think you are talking about the 21 meg ones. These
are SCSI devices. Don't get confused just because they also read and
write 720K and 1.44 meg diskettes. In fact, if you could do it,
I would think that a floptical reading an 8 bit floppy over the SCSI
bus would be faster than a Black Box/Floppy board reading the same disk.
The Floptical drive makers say these babies read floppies 3 times faster
than your standard Shutgart (spelling?) floppy drive.

Now, then there is the issue of can we also get these drives reading
MSDOS formatted disks? All the hardware is there, you would just need a
utility similar to the MSDOS disk reading utility for the Black Box
Floppy Board, or the C.S.S. XF551 upgrades.

I am still looking at the IOMEGA version of the 21 meg flopticals.
I sorta feel that SyQuest and Iomega are the top guns in the removable
media areas like hard drive cartridges and floptical drives.
Iomega floptical drive ads claim their drivers are better than other
manufacturers who produce these Floptical mechanisms. By the way,
"Floptical" is TM Insite systems. A manufacturer gets the fancy
"Floptical" logo on their drive to show that their mechanism meets the
minimum specs in accordance with whatever Insite came up with.
From what I read in Pc Magazine or somewhere, Iomega took the Insite
specs and improved upon them when they built their Floptical drive.

Jeff

-- Via DLG Pro v0.995

2195. Re: FORSALE: Atari 800,800XL,810's, lots of carts, Amiga 4000, HP48S

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 13:08:12 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <20s37s$t84@usenet.INS.CWRU.Edu>
Source record: 106307

I tried to make an offer for the MAC/65 cart. How about $10 +
$2.50 to help ship COD? If acceptable send to:
Russ Gilbert
2973 Somerton Rd.
Cleveland Heights, Ohio 44118

2196. COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 17:41:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930630124111MIS0160@MVS.UDEL.EDU>
Source record: 106308

The following paragraph appeared in the business section of our local newspaper (The News Journal, Wilmington Delaware) this morning:

COMEBACK FOR ATARI? Atari Corp. and IBM have agreed to a new $500 million partnership to produce a new and advanced entertainment system. The Jaguar system is Atari's attempt to leap back into a video game market dominated by Nintendo and Sega. Atari was once a video game maker powerhouse. But last year, it reported a $73.6 million loss.

I remember reading about the Jaguar system in the latest ZNET magazine. As I recall, it uses a 64-bit processor. With Big Blue backing this venture, hopefully it will get past the vaporware stage.

2197. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 18:56:32 UTC
From: spam@iastate.edu
Message-ID: <C9G7A8.6Kn@news.iastate.edu>
Source record: 106309

In article <C9ECpH.y77@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:
>

>> Two more questions - has anyone ever networked 2 or more Ataris together?
>> Since I now have this second Atari machine, I was thinking of doing
>> something crazy like that - have a Atari Novell/Ethernet Lan!

>I myself was looking for a way to do this and found a book, can't remember
>the name, but I used ideas from this and used thr R: handler in the Bobterm
>package and I was able to communicate from an 800xl to an 600xl and back ---
>no problem, I will post when I can get the info.

IMHO, the way to do this would be to use the SIO2PC interface, and let the IBM
do the networking. W/O much effort at all you could get a number of atari's
sharing disks & printers, and with some code hacking you might develop an
n: device driver, that would pass "packets" out the SIO, that would be grabbed
by the SIO2PC software, that would spit the packets out on the net.

is the source for the SIO2PC program available?

--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

2198. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 22:02:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.741477732@vincent2.iastate.edu>
Source record: 106312

About networking 8bits: a good (cheap, but somewhat fast) place to put a network is the joystick ports. It's as simple as getting two joystick cables and connecting the grounds and the four direction switches together. You could also be a little more sophisticated and find a way to use some of the other lines.

Then write some simple software to do communication/handshaking. When I was experimenting, I wrote the send/receive software in assembly in about an hour, and got some performance out of it. If I had used better protocols, I could probably have gotten ~50kb/s. (BTW, don't ask me for this software: it wasn't very good and I lost it anyway...)

You can also get your 8bit to act as a 'virtual joystick' for another 8bit or a 2600... I don't know if that is useful, but I've done it :-)

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
Because I believe this sentence, the human mind must be capable of doing things it can't explain.

2199. UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 22:03:05 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jun30.220305.27285@dcc.uchile.cl>
Source record: 106313

Hola mundo.

I've decided to use this utility to transfer files to my 8bit.

In the .ARC file, there are the sources of the program.
The .C file has a control label that can be changed in order
to use the 1050 enhanced density.

Had someone tried it?

Also, the docs says that only the MYDOS format is supported.
Is that true? (I must download MYDOS first ;-)

Thanks... ++V

--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2200. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 22:28:57 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun30.222857.15671@cs.tulane.edu>
Source record: 106310

Quoting G44@delphi.com From a Message Dated: 06-29-19

Gm>What is the status in obtaining the rights to MICROMISER 8-bit items?
Gm>8-bitters suffering because the best hardware and software
Gm>was either NEVER MADE or made in small quantity and unobtainable any longer is the
bane of our platform
Gm>nd pisses the sh*t out of me.

Hay Glenn...why not call them and make a proposal to buy their 8bit package
If you feel that strongly about something don't you think you should do
something to fix the problem. ICD offered their right and I sent Tom a
proposal, have yet to hear back from him and will be calling soon but at
least I'm willing to take the financial risks involved in trying to acquire
8bit rights with little or no market left...Damn few others are willing
to make the effort, I guess it's easier to complain and pirate than to
get up, take a risk (from folks who'd rather steal something than buy it)
and do something productive....

I can already hear the replys coming...and if you don't already know how
dumb that is; is it any wonder Atari is where it's at today?

Mike

mike.todd@ozonehole.new-orleans.la.us
Origin: The Ozone Hole New Orleans (504) 891-3142

 DeLuxe/386 1.25 #771sa

2201. COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 22:29:11 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jun30.222911.15799@cs.tulane.edu>
Source record: 106311

Quoting Mis0160@mvs.udel.edu From a Message Dated: 06-30-19

MU>The following paragraph appeared in the business section of our local
MU>newspaper (The News Journal, Wilmington Delaware) this morning:
MU>---
MU>COMEBACK FOR ATARI? Atari Corp. and IBM have agreed to a new $500

Saw the same thing also...was also suprised to see that Atari stock price
has gone from 2.125 to 3. I almost wish I'd bought Atari when it was
below a dollar (sigh)

Mike

mike.todd@ozonehole.new-orleans.la.us
Origin: The Ozone Hole New Orleans (504) 891-3142

 DeLuxe/386 1.25 #771sa Atari Archive Project Louisiana

2202. RGB monitor for 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-06-30 23:25:41 UTC
From: tzb76@isuvax.iastate.edu
Message-ID: <C9GJqu.DAv@news.iastate.edu>
Source record: 106314

I just got a BARCO RGB monitor, and tried to hook it up to my
atari. I had, in the past, hooked a composite monochrome monitor up
to it via the 5 pin din on the side of the 800. I took one pin to be
ground, one pin to be a video signal w/sync, and another pin to be
the sound. As this leaves only two pins remaining, I asumed that they
and the pin I had been using for the monochrome monitor would be
RGB output. Whats confusing me, is that one of these video outputs seems
much stronger than the others, and that two pins seem to have a sync
signal, but the thrid doesnt, and the colors seem odd.
Correction, the colors are odd; unsatisfactory. Can someone
please explain to me what all the pins on the 5pin din are, or if
the atari DOES produce a standard RGB signal?

Paul Thompson

2203. Re: RGB monitor for 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 01:20:32 UTC
From: spam@iastate.edu
Message-ID: <C9Gp28.FGx@news.iastate.edu>
Source record: 106315

In article <C9GJqu.DAv@news.iastate.edu> tzb76@isuvax.iastate.edu writes:
> I just got a BARCO RGB monitor, and tried to hook it up to my
>atari. I had, in the past, hooked a composite monochrome monitor up
>to it via the 5 pin din on the side of the 800. I took one pin to be
>ground, one pin to be a video signal w/sync, and another pin to be
>the sound. As this leaves only two pins remaining, I asumed that they
>and the pin I had been using for the monochrome monitor would be
>RGB output. Whats confusing me, is that one of these video outputs seems
>much stronger than the others, and that two pins seem to have a sync
>signal, but the thrid doesnt, and the colors seem odd.
> Correction, the colors are odd; unsatisfactory. Can someone
>please explain to me what all the pins on the 5pin din are, or if
>the atari DOES produce a standard RGB signal?

the atari does not produce an RGB signal.

I can't seem to find a pinout of the monitor port. arrg!

--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

2204. Re: COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 02:28:44 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <C9Gs80.G7@cbnews.cb.att.com>
Source record: 106316

In article <1993Jun30.222911.15799@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>Quoting Mis0160@mvs.udel.edu From a Message Dated: 06-30-19
>
>MU>The following paragraph appeared in the business section of our local
>MU>newspaper (The News Journal, Wilmington Delaware) this morning:
>MU>---
>MU>COMEBACK FOR ATARI? Atari Corp. and IBM have agreed to a new $500
>
>Saw the same thing also...was also suprised to see that Atari stock price
>has gone from 2.125 to 3. I almost wish I'd bought Atari when it was
>below a dollar (sigh)
>

And now to 4 1/8. I did buy at a dollar (Yay!)

>Mike
>
> mike.todd@ozonehole.new-orleans.la.us
> Origin: The Ozone Hole New Orleans (504) 891-3142
>---
> • DeLuxe•/386 1.25 #771sa • Atari Archive Project Louisiana
>

Tom

--
+---------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | land (n.) - see snatch. |
| Atari Jaguar: Soon...very soon. |
+---+

2205. Re: RGB monitor for 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 03:36:08 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ify@abcd.houghton.mi.us>
Source record: 106317

Paul,

The Atari 8 bit computers do not produce RGB signals.
The outputs are: audio, composite video, and separated Luma and
Chroma, and Ground.

Jeff McWilliams

-- Via DLG Pro v0.995

2206. modem interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 06:42:49 UTC
From: mcrae@newton.otago.ac.nz
Message-ID: <C9H3zD.2B9@news.otago.ac.nz>
Source record: 106318

[No readable article body recovered]

2207. Repost: modem interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 07:46:09 UTC
From: mcrae@newton.otago.ac.nz
Message-ID: <C9H6wx.2t4@news.otago.ac.nz>
Source record: 106319

Greetings

I was wondering if anyone has developed/found a home made modem interface
, for the 800XL, which can connect to any resonable speed
modem on the market. I wish to download from the archives but
here in NZ it is virtually inpossible to get atari hardwear
(Even second hand) so the 850 or P:R: is out.
I can handle most circuits and have access to a local DEC Station so ftp
here is not a problem, just can't get it to my computer.
Any help greatly appreciated.

Also is there a FAQ file on programing the 800XL PBI at the archives?

Thanks in advance.

****
Wayne McRae Better to burn out
University of Otago , NZ than fade away.
E-Mail : mcrae@newton.otago.ac.nz Highlander

2208. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 10:39:41 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jul1.103941.3549@cs.nott.ac.uk>
Source record: 106320

In article <sourada.741477732@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>About networking 8bits: a good (cheap, but somewhat fast) place to put a
>network is the joystick ports. It's as simple as getting two joystick cables
>and connecting the grounds and the four direction switches together. You could
>also be a little more sophisticated and find a way to use some of the other
>lines.
This is something I have been wondering about for sometime, is it realy that easy? just connect the appropiate pins to their counterparts on the other computer? There is no chance of blowing anything is there?
I mean, say if you were to write the software to do this, and there was a bug in it, and you happened to send a signal down the same line at the same time from both computers, would anything blow?

Raphael Espino
rje@cs.nott.ac.uk

2209. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 12:44:56 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H00QVTDHUQ8WWA0F@carleton.edu>
Source record: 106321

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 16-Jun-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current, mcurrent@carleton.edu.

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. Hence no automatic
archiving of this FAQ List occurs, though there's usually a fairly recent copy
on the Atari Archive (see below) as the file 8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the
Internet side of this discussion group. All contributions to the Info-Atari8
Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is
maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to
info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on
Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be
cross-posted to the Usenet side. John Dunning would like this fixed, but needs
help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the
Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to
info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for
the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning,
jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu.
The Atari Archive as a whole is maintained by Jeff Weiner,
weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP
a) FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4)
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1)
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files (.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file describing what your upload is, so our 8-Bit Archivists will be sure to place it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to weiner@atari.archive.umich.edu. Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred. It is especially important to specify that your upload is for the 8-bit computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet, including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of your message says:

help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it
is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

STAK Atari
Revista STAK
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-W-6457 Maintal
Germany
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT
L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613

$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Excel
Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
L2.50/1 disk
L15.00/6 disks
overseas shipping extra

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60 (or, Puttershoeksestraat 63a - which is right?)
3114 RK Schiedam (or, 3114 PK Schiedam - " ?)
Holland
fl10.00/disk

News-Disk
Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
L4.00/4 disks
(all issues also available on the Atari Archive)
djg0@aber.ac.uk

User Mag

TOP-Magazin

What product developers or vendors support the 8-bit Atari?
See the companion frequently posted text file, "All Known World-Wide 8-Bit
Atari Vendors and Developers" for complete information.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Filename:
8bit/Diskutils/dskutil.arc

(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.)
830 Modem (300 baud acoustic, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

What are the pinouts for the...?

850 Interface Module

From: generic@rahul.net (Chris Rosenthal)
850 Interface Module, serial: (R1-R4)
R1:
Pin 1 Data Terminal Ready (DTR, Ready Out)
Pin 2 Carrier Detect (CRX, In)
Pin 3 Send Data (out)
Pin 4 Receive Data (In)
Pin 5 Signal Ground
Pin 6 Data Set Ready (DSR, Ready In)
Pin 7 Request to Send (RTS, Out)
Pin 8 Clear to Send (CTS, In)

R2:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive Data
Pin 5 Signal Ground
Pin 6 DSR

R3:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive
Pin 5 Signal Ground
Pin 7 RTS
Pin 8 -8 Volts

R4:
Pin 1 Send Data +
Pin 3 Send Data -
Pin 7 Receive Data +
Pin 9 Receive Data - (20 mA)

Map of connector is:
5 4 3 2 1
9 8 7 5

From: Jim Evans, donor@max.u.washington.edu
850 Interface Module, parallel:

8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

1: Data Strob
2: D0
3: D1
4: D2
5: D3
6: D4
7: D5
8: D6
9:
10: Data pins pull up + 5v
11: Ground
12: Fault
13: Busy
14: -
15: D7

[Pinouts for all ports on the 8-bit, plus the XEP80, should be added.]

End of FAQ List.

2210. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 12:46:00 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H00QXF80X48WWA0F@carleton.edu>
Source record: 106322

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the 8-bit Atari FAQ List

Updated 27-Jun-93

Please send updates to:
Michael Current
215 East High St.
Mt. Pleasant, MI
U.S.A. 48858-3437
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

Alpha Systems
1012 Skyland Drive
Macedonia, OH
U.S.A. 44056
tel: (216) 668-6469
Developer: Chipmunk, Scanalyzer, Impersonator, Schematic Designer,
Your Atari Comes Alive, MagniPrint II+, Parrot II, Pop-n-Rocker,
Atari Software Protection Techniques

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL

U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, LabelMaster, Multi-Column Lister

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

Data Rush
644 E. Clinton St.
Atwater, CA
U.S.A. 95301
?????: ?????

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108

Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Software
27 Stiles St.
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN

Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-W-6457 Maintal 4
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Eternal Dagger, Tactic, Zador II, Ogre, Atomit II,
Tecno Ninja

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191

tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain Software
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

Lotsa Bytes
P.O. Box 1756
Winton, CA
U.S.A. 95388
Vendor: PD/shareware

Mars Merchandising
1041-B East Charles Road
Lombard, IL
U.S.A. 60148-2059
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
c/o Rick Detlefsen
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware/software
Developer: various utilities, hardware projects

MWPDS
890 North Huntington St.
Medina, OH

U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, SBM, SBM 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany

tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used game cartridges

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear,
Programmer's Workshop Volumes 1-4, Boing II

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 07831
tel: (908) 928-9371
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

2211. Re: SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 13:08:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <20unk2$5r8@usenet.INS.CWRU.Edu>
Source record: 106323

In a previous article, ScottM@cup.portal.com (Scott - Maxwell) says:

>Could somebody tell me where to get cables to hook the 850 up to a standard
>RS-232 modem (SupraFax V32bis). Maybe Redmond Cable?

Call American Techna-Vision, their 800 number is in the Vendor/Developer
List just posted.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2212. Re: Need help using 'util.exe' for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 13:14:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <20uo0h$6dv@usenet.INS.CWRU.Edu>
Source record: 106324

In a previous article, dfwright@sadis05.kelly.af.mil (DARRYL F. WRIGHT - TISTE) says:

>I've recently dragged my 130xe out of the closet, and have gotten
>several files via ftp from the archive. However, I cannot seem to
>get util.exe to transfer them properly to the atari disk. I have
>formatted the disk using the atari, with an old, old version of
>smartdos that I have, and also using util. Util starts to write the
>file, then says "bad path for (<nul>)", and only ends up writing
>one sector of the the disk. Any ideas?

I'ts been a long time since I've used UTIL (though that's probably on tap
for this summer). Are you using the latest version,
8bit/Diskutils/dskutil.arc?

It sounds like you're not putting in the correct drive or path
specification for either the source or destination file.

How compatible is SmartDOS to MYDOS? Did you format it in SS/DD 180K, as
required by UTIL?

Just a couple ideas..
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2213. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 13:47:52 UTC
From: Marek Tomczyk <UJ1G@IBM3090.RZ.UNI-KARLSRUHE.DE>
Message-ID: <20upu8$qa7@nz12.rz.uni-karlsruhe.de>
Source record: 106325

> In the .ARC file, there are the sources of the program.
> The .C file has a control label that can be changed in order
> to use the 1050 enhanced density.
>
> Had someone tried it?

Not yet, have you?

>
> Also, the docs says that only the MYDOS format is supported.
> Is that true? (I must download MYDOS first ;-)

In my early Internet days, I've used UTIL.EXE with DD DOS 2.0
disks as well.

Marek

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2214. Re: Networking Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 14:32:38 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0ih3@abcd.houghton.mi.us>
Source record: 106326

S(B>In article <C9ECpH.y77@austin.ibm.com> gruber@austin.ibm.com (Gruber)
S(B>writes:
S(B>>

S(B>>> Two more questions - has anyone ever networked 2 or more Ataris together
S(B>>> Since I now have this second Atari machine, I was thinking of doing
S(B>>> something crazy like that - have a Atari Novell/Ethernet Lan!

S(B>IMHO, the way to do this would be to use the SIO2PC interface, and let the
S(B>IBM
S(B>do the networking.

Back when I owned a 320XE and an 800, I created a poor man's network by sharing all the SIO devices between the two machines. I made a simple switch box based on a mod published by an Iowa user group.

The box plugged into the "master" computer's SIO. There was another input from the "slave" computer's SIO. Finally, there was an output for the SIO daisy chain of devices. All the SIO lines from the two computers were connected in parallel with the exception of the +5v and I believe the 'command' line. The 'command' line from each computer was run through a double pole, single throw toggle switch. The +5v line was only connected to the "master" computer.

The "master" had to be turned on for either computer to access the SIO chain. By flipping the toggle switch, either computer could access the SIO devices. One computer could write a file to the disk drive, flip the switch, and the other computer could read the file.

If you want certain devices to always be available to only one computer, simply put it into the daisy chain before the switch box.

On my setup, the 320XE (master) booted with SDX and had a MIO and hard drive, with a hard drive partition assigned to logical drive 1. Physical floppy 1 (XF551) was assigned via the MIO to logical drive 2.

Since the XF551 was physically drive 1, I could flip the switch to the 800 (slave) and boot the computer using an older version of SpartaDOS, MYDOS, or DOS 2.5.

I could run TextPro+ under SDX off the hard drive on the master and save the file to drive 2 on an AtariDOS format disk. Flip the switch to the slave which was running Daisy Dot, and print the file on drive 1 (same physical drive - didn't touch the disk) to my Atari XMM801 dot matrix printer. Meanwhile, I was free to do whatever I wished with my master.

I'm sure you can think up many more useful examples where this setup would be helpful, such as editing an image using the best features of two graphics editors...

* SLMR 2.1a * Nothing is so smiple that it can't get screwed up.

-- Via DlgQWK v0.71a

2215. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 15:53:12 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307011541.AA12355@smithkline.com>
Source record: 106327

Various parties are making serious efforts to salvage at least some of the Micromiser stuff with the intention of returning it once again to the market.

Sorry I'm not in a position to give specifics on this, right now it's all hanging in mid-air.

Present status seems to be, "Hurry up and wait."

- BEN POEHLAND
The 8-Bit Alchemist

2216. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 16:21:23 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <20v2u3$ntl@usenet.INS.CWRU.Edu>
Source record: 106328

About networking Atari 8-bits. CSS (Bob Puff) has available at
this time the necessary equipment to do networking. It works
thru the cart. ports. CSS 716-429-5639.

2217. Genie (not GEnie)

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 17:38:12 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul1.173812.18346@integrity.uucp>
Source record: 106331

Since I've had some small level of interest by e-mail in the TSR pro-
gram I use (Genie), I called New Horizons Software here in Austin to
see if anyone there even remembers their 8-bit Atari days.

I called and spoke to Randy Brooks. He said that James Bayless, who
still works there, wrote Genie as his first commercial program, and that
they followed that with a recipe filing program for the 8-bit before going
over to the Amiga and Mac. He checked and said that they still have a half
dozen copies of Genie squirrelled away that they would be willing to sell
if they can just figure out how much to charge. I am to call back this
afternoon to speak to James and will let you know what I find out. Their
address for e-mail is:

76004.2021@compuserve.com

In fact, if any of you 8-bitters out there is interested enough in this
program to want to revive it and publish it, my guess is that New Horizons
would entertain any reasonable offer just to get SOMEthing out of it.
Randy seemed quite amused to be getting a call from an 8-bitter after all
these years.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2218. Re: COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 17:47:12 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C9Hyqu.J6w@cbnewsc.cb.att.com>
Source record: 106330

From article <1993Jun30.222911.15799@cs.tulane.edu>, by (Mike Todd):
>
> Saw the same thing also...was also suprised to see that Atari stock price
> has gone from 2.125 to 3. I almost wish I'd bought Atari when it was
> below a dollar (sigh)

I know what you mean. I was actively looking for a local discount stock
broker (I didn't want to buy mail order), but didn't find one fast
enough. :-(

Actually, I'm happy to see the stock take off, just sorry I missed out,
especially when I was ready to plunk down the money for 100 or 200 shares.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2219. Re: Atari mods on file

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 17:56:10 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <20v8fqINN6dc@west.West.Sun.COM>
Source record: 106329

I just came across another upgrade no on the previous list.

130XE 576K upgrade by Scott Peterson

2220. Re: Atari 800XL - info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 23:52:04 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <HH016B4w165w@cyberden.sf.ca.us>
Source record: 106332

dillera@wam.umd.edu (CryptoGaGa) writes:

> If I rember correctly, the 800XL, with its 64K was no differnt than the
> 800 with 48K- i.e. you couldn't use the extra 16k for anything except a
> RAMdisk- there were maybe 1 or 2 (maybe 3) programs that specifically
> onlt would run on an 800XL, and used the extra memory, but no game ever did.
> So, you pretty much had only 48k being used.....

WRONG! MANY programs (Qui<k, TurboBASI@ XL, many demos, many games) only
work on the 800xl due to the "under the OS" 16K of RAM. Oh YEAH!,
SpartaDOS, too! (that's why SpartaDOS and TBXL, for example, don't work
together).

Unless you're talking about something else... I must say you're wrong.

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2221. speaking of OS ROM / RAM on XL's/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-01 23:54:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZL016B5w165w@cyberden.sf.ca.us>
Source record: 106333

SPeaking of swapping the OS ROM out to use it as RAM, HOW exa<lty, does one do this? I don't have any XL/XE series te<h. books (I have the original Mapping, and I have De Re), so I <an't exa<tly look it up right now.

Just <urious.... Does it have to do with the PORTB register?

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
@HANGE SU@KS!!! GET ME AN ASPIRIN... >:^(

2222. Re: COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 04:47:26 UTC
From: jharris@cup.portal.com
Message-ID: <84509@cup.portal.com>
Source record: 106339

>And now to 4 1/8. I did buy at a dollar (Yay!)

Me too. Only I sold at 2 7/8 on the first peak, because I didn't know about the IBM announcement. I though it was going to settle back down after I heard Atari was going to do a 1-10 reverse stock split.

I'm not complaining mind you, I'm happy to have made a bit on it. Especially after how I felt when I saw it hit .50 cents. I bought a bit premature, but I didn't know when the Jaguar announcment was going to take place.

John Harris - jharris@cup.portal.com

2223. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 05:14:47 UTC
From: G44@delphi.com
Message-ID: <01H01RJ1UF3O96WLHW@delphi.com>
Source record: 106334

I do not prescribe pirating until all other options are explored.
But if I want to use X software package, and there are only X number left,
I have no choice but to pursue a method of copying.
I would much rather pay a fair share, like whatever Micromiser wanted for their software.
But if they won't sell it, I can't buy it, and I don't have the money even to put up a pitiful offer.
I just spent $80 buying MIDITRACK III from B&C so I do support the suppliers.
But if worse comes to worst I will not hesitate to pursue a copying method since the bottom line is I want the
best there is for the 8-bit, whether the company will provide it, or not.
I only use it as a means to obtain software that I would NOT be able to obtain in any other way.
If someone will post the address to MICROMISER I will appeal to them to either make another run,
or to make a "special allowance" in my case.
Perhaps we can convince them to make one more run of disks.
Then, now that more people are aware of the programs' quality, those who want it can get it one last time.
That is the best solution I can come up with outside of pooling money to buy off the rights.

2224. Re: COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 06:38:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul2.063816.8358@cs.tulane.edu>
Source record: 106335

jh> Me too. Only I sold at 2 7/8 on the first peak, because I didn't know
jh> about the IBM announcement. I though it was going to settle back down

One member of our group here in Louisiana picked up Atari (awhile ago) at $6
and is now hoping to see it top out at enough above $6 to cover his cost to
get out...and I know what will happen when he does, the damn thing will hit
$21 again (this guy never has any luck!)

Mike
---
* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2225. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 06:39:59 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul2.063959.8953@cs.tulane.edu>
Source record: 106336

G4> I do not prescribe pirating until all other options are explored.
G4> But if I want to use X software package, and there are only X number left,
G4> I have no choice but to pursue a method of copying.

Glenn this is a dead end argument, the way you see things is that if its not made anymore then what the heck, no one must own it so I'll just copy it (steel it, forge it, take it).

You know when you run off at the mouth about how you're not afraid of anybody and what they may or may not do, all you do is add one more shovel full of dirt to the Atari grave. Its reasons like that why owners of Atari program rights don't have the slightest interest in producing for the 8bit...and if you think people like Tom Harker (ICD) or the folks that now hold the Datasoft righs didn't see that idiocy you posted, then you're a bigger fool than I thought you were. And we can still talk 'em into supporting us? You know what your next argument for coping their software will be...the cost. That kind of bullshit goes back to 82, not one damn thing has changed. And if by some odd piece of luck I do acquire the ICD rights, will you steel from Me? How about if I don't produce what you want fast enough, drop something or just charge a price you feel is "TOO" high to be fair....

Yeah, you say I'm being to hard, taking it to personal, picking on you...Well I'll let you in on something, I've got proposals going out to many copyright holders trying to acquire the rights to a number of different programs. What are you doing besides talking about steeling....

Glenn, you do us all proud.....

Mike
---
* PabQwk 1.2 * Atari Archive Project Louisiana

2226. Re: speaking of OS ROM / RAM on XL's/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 06:55:23 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ihu@abcd.houghton.mi.us>
Source record: 106338

Bill,

Yup, there is a BIT in PORT B that you set or clear to enable/disable
the ROM. The MMU I believe is responsible for looking at this setting,
looking at the address BUS, and deciding which to put online, the
ROM or RAM.

There is a thing known as the Babylon upgrade (after the guy who
made it, not because it comes from Sumeria) which is basically a write
protect switch for the OS RAM. That way, you could put in a RAM based
OS, and nasty, bad programs couldn't clobber it because you've write
protected that region of RAM.

Well, this is sort of okay I guess, but isn't really helpful for running
a modified OS under Sparta 3.2d or TurboBASIC XL. Also, a bad nasty
program can still re-activate the ROM instead of the RAM, essentially
disabling your modified OS anyhow.

A better idea is to supplement the ROM with a 32K Static RAM, and
slap in a 2nd PIA chip into your computer. Now, a PORT C would be
responsible for write protecting, the Static RAM, and making the STATIC
RAM appear instead of the ROM. This is a much better way to go,
because you can run a RAM based OS AND SpartaDOS 3.2d, TB XL, whatever.
The reason, the Static RAM takes the place of the ROM, and Port B still
allows you to enable the Dynamic RAM beneath the Static RAM.
What's better, since SRAM comes in either 8K or 32K, and you need 32K,
you essentially have two banks of 16K RAM in the OS region (minus
the Dx00 region, which is mapped to hardware and PBI I/O).

The only thing that irks me about throwing this upgrade into my 1200XL
to see how things go is the UltraSpeed Plus OS. This isn't your ordinary
27128 type ROM chip, as any of you other US+ owners know. There is extra
stuff in there, and wires going to strange places. It might now be
possible
to copy a US+ into RAM, and modify it, say to use Port D of PIA #2 as a
Printer port, modifying the OS ROM P: handler to do so, if the US+
does strange things internally. I'll have to see. This project is
due to be something I dig into once I move, which is what I'm in the
process
of doing at the moment.

Whoops, replace "It might now be possible" with "it Might NOT be possible"
This editor stinks, it's what I get for accessing USENET via an AMIGA
host computer which only has a simple editor for us non-ANSI users.
(frown)

Jeff McWilliams

-- Via DLG Pro v0.995

2227. ScotchDOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 07:35:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5wu26B2w165w@cyberden.sf.ca.us>
Source record: 106341

WELL.....

Re: ScotchDOS

Ok, for those of you who don't know what ScotchDOS is, it's this:

A CLI program meant to replace DUP.SYS
It works with MyDOS, supporting subdirectories,
external commands,
batch files,
parameter passing (thru page 4)
variables and strings
"IF"-type processing,
other stuff...

My problem.. it's a HECKUVA program to work on... at least to make it as NICE as possible. This is "NICE" as in COMPATIBLE. I HATE to say it, but I THINK <gulp> I may have to resort to saying "you need a RAMdisk to use this."

Why? Well RAM isn't exactly lacking in our little 64k machines (48k, I'm NOT NOT >NOT< going to go under the OS! SORRY! ;)). HOWEVER, RAM is USED! Programs use RAM, programs overwrite RAM, and, well, it's just a pain in the rear. I may almost decide to stop using page 4 RAM for parameter passing. Why? Well, maybe, JUST MAYBE, there's something out there that, even nowadays, USES page 4 RAM!?

Now, why should I use a RAMdisk? Well, it'd be slightly easier on me (as if I can't write another Action! routine that "pretends" to INPUT, just as a RAMdisk handler "pretends" spare RAM is an accessable drive).

Do you get my drift? Rather than storing a bunch of hideous stack data parameters and the like in any little rarely-used corner of RAM (like page 4), I'll just store it in a little file right on your D9:...

"Why am I forced to use a RAMdisk!? (ahem, or hard drive.. anything with speed and that is static.. ie, D1: won't do, because you might remove the disk.. besides, it's S L O W! (heh, well, at least my 1050 is ;)))"

BECAUSE!! - most of us HAVE RAMdisks... (thank god I do now ;))
What's the point of using a spiffed up application like ScotchDOS to run a bunch of nifty external programs and batchfiles and the such when you have to WAIT so LONG for the drive to spin? So... people w/o RAMdisks would most likely not WANT ScotchDOS, so why not go all the way and say you NEED one!?

I'll do it this way (god, I love MyDOS ;)):
you set up from CONFIG.COM (yuk!) or the MyDOS menu with "O"
... set up your RAMdisk, etc.
you write your DOS files to a boot disk/drive
you replace DUP.SYS with ScotchDOS (aka another DUP.SYS)
you set up a ".AR0" file (hell, I'll make a nifty one) which
formats your D9: RAMdisk (who uses D8: anymore???)
you might set up a ".AR1" file which would copy RAMdisk files
(yeah, yeah, sure, sure, use some RAMDISK.COM to do the
above two things... I dont have a good one I like..sorry)
you reboot...
Here's what happens:
DOS.SYS boots- MyDOS gets installed, your RAMdisk is
installed to it's proper size
*.AR0 boots- your RAMdisk is formatted
*.AR1 boots- your DUP.SYS, MEM.SAV (who uses THAT?!), etc
is copied to D9: (and DOS is told that DUP
is on D9: (I still have to figure out how to
do that...where's my TECH.DOC!?)
DUP.SYS boots- you're in ScotchDOS (the CLI)
It might run some AUTO?.BAT file (spiffy)
You're in the CLI

Is this adequate? Who has a GOOD arguement against using a D9: (or some
other drive (hard drive?)) as a place for files like "STACK.SYS" and
"PARAM.SYS"(?).....

(BTW- Stack will be used to handle batch files and the like..ik)

Ok?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
----------> /|\ <----------

2228. Games and Programs for Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 11:30:41 UTC
From: jbernier@casip.ugr.es
Message-ID: <1993Jul2.113041.7710@sevaxu.cica.es>
Source record: 106346

I would like to get some games for ATARI 800XL. I am from Spain and it is quite imposible to find something here.

Please contact and send a list of programs (only in cassette or cartridge) to

jbernier@casip.ugr.es

Jose Luis Bernier.

2229. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 14:15:34 UTC
From: richards@bugs.orl.mmc.com
Message-ID: <1993Jul2.141534.9540@iplmail.orl.mmc.com>
Source record: 106340

In article <1993Jul2.063959.8953@cs.tulane.edu>, snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
|> G4> I do not prescribe pirating until all other options are explored.
|> G4> But if I want to use X software package, and there are only X number left,
|> G4> I have no choice but to pursue a method of copying.
|>
|> Glenn this is a dead end argument, the way you see things is that if its not
|> made anymore then what the heck, no one must own it so I'll just copy it
|> (steel it, forge it, take it).
|>
[Stuff deleted]
|>
|> Yeah, you say I'm being to hard, taking it to personal, picking on you...Well
|> I'll let you in on something, I've got proposals going out to many copyright
|> holders trying to acquire the rights to a number of different programs. What
|> are you doing besides talking about steeling....
|>

I think (hopefully) Glenn's real argument is about availability of the software. For example, it doesn't do him (or anyone else) any good if the rights to software package X are owned by John Doe living in some far off country. If that piece of software is not being made commercially available, then what is Glenn to do???

Along those same lines, why would someone wish to own the right to a piece of software and NOT make it available for sale??? Isn't that the purpose of owning the rights in the first place... making a buck from the product?

If someone owns the right to a piece of 8-bit software and doesn't at least make it known to the 8-bit community, there is very little chance of anyone asking them for a legitimate copy. Better yet, the holder of the rights could get the software duplicated in small batches (using minimal packaging), and actually advertise it in the few publications left for the 8-bit. What a novel idea... letting the prospective customers know that a product exists!

Mike, I am curious as to what packages you are working to acquire the rights too? If you get the rights, are you going to distribute the software commercially?

Larry Richardson
richards@foghorn.orl.mmc.com

2230. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 15:42:08 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <XgH36B1w165w@TheRat.Kludge.COM>
Source record: 106345

You can't compile/link it W/O the .ASM file converted to the .OBJ file for one thing. I recently got a copy of MS MASM & generated the .OBJ file for fooling around & no go. I've tried linking it with both the Turbo C & MS Optimizing C Compiler & haven't had any luck. But then, I'm satisfied with Mule <g>.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2231. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 19:31:50 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul2.193150.3536@cs.tulane.edu>
Source record: 106342

In article <1993Jul2.141534.9540@iplmail.orl.mmc.com> richards@bugs.orl.mmc.com (Larry Richardson) writes:
>For example, it doesn't do him (or anyone else) any good if the rights to
>software package X are owned by John Doe living in some far off country.
>If that piece of software is not being made commercially available, then
>what is Glenn to do???
>
>If someone owns the right to a piece of 8-bit software and doesn't at least
>make it known to the 8-bit community, there is very little chance of anyone
>asking them for a legitimate copy. Better yet, the holder of the rights
>could get the software duplicated in small batches (using minimal packaging),
>and actually advertise it in the few publications left for the 8-bit. What
>a novel idea... letting the prospective customers know that a product exists!
>
>

Okay, What's Glenn to do you ask, as much as I hate to say it he'll just have to live with it (that is if he's honest). Look you can't get Tuckers anymore...there just not around but I bet if I started making 'em I'd find my ass in cort faster than the real Tucker did...See the point yet.

The trick is, someone still own's those rights. Don't you think it's worth the effort to talk to these people before you start telling everyone in the world your going to steel from them...And after you've come out and told them and everyone else that you're not afraid of anybody and will make copies at will anyway, you still expect these people to want to invest in producing, printing, mailing, and advertising a product you'd already said you take anyway and to hell with what anyone else thinks...Yeah right.

At this time in the 8bit world, I'd expected people to be a bit brighter than that, I would have hoped that all the little kids would have droped out or moved on to steeling from the IBM world by now. I see I'm wrong.

It must be just me...because you just don't get it. These same people still walk around today with their cracked wares, bootleg copies and Xeroxed manuals and still spout the same lame lies..." I wouldn't a bought it anyway so they aint losing anything, sides they charge too much...if it was 10 bucks I might buy a copy...." Bull.

And somehow you feel that steeling somthing (just because it's no longer produced) is okay...Using that logic I should just walk over to the comp. lab and take those Mac Pluses (new in the box) because, hell there not made anymore and I can't get 'em, so I guess I should go take 'em because I can sure use 'em...Yeah it's a bit of a reach but it still adds up to the same damn thing...And you still don't get it do you.

I hate to break "Real World" news to you but there almost isn't any money to be made in the 8bit world. Yeah you can point to the few Co. still selling pre package commerical software and two that still produce hardware, but ask 'em what there bottom line is...Talk to shareware authors like Tom Hunt, Pab Sungenis, Tom Andrews, Bobby Clark, and Ronnie Riche and ask 'em how well they did. Maybe 10 people reg'd with Pab and only a little over a hundred reg'd with Ronnie over all the years he supported TextPro...Yeah there's a real buck to be made there...And you still don't get it do you...

Just off the top of you head, what do you think it costs to buy someone's software rights. How about production...(Distrib's like B&C order rather large quants). Mailing? Advertising? How about protecting your name and investment (you'll likely have to incorp. for that) How about protecting yourself from people who just think you charge too much for an old system and just steel your stuff because, what the heck I wouldn't have bought it anyway so your not losing anything....And you still don't get it....

There's no grey area here...only a right and a wrong period.

You ask, who am I talking to... As it is with many things I really can't and won't say until the deals are further along...just good business. Will I distrib the software I buy the rights to? Hmmm, no I think I'll just invest large sums of money in to setting up a corp. and acquiring the rights just to set to set 'em on my shelf and see how nice they look by firelight. Come on, what do you think... Ask another question like do I plan on making anything at all from this...The answer to that one is NO.

I could go on... But what7s the point, you don't get it. You have your one selfish narrow minded point of view. If you can't see what I've been getting at, if you can't see the result of just that kind of thinking in the past then why waist my time, effort, and monies on a bunch of losers like you. Maybe your right, just go steel what you want...You'll make the good folks at Power Per Post feel really great about coming into this country with new software titles....And you still don't get it.

Mike
Atari Archive Project
Louisiana

2232. MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 19:56:53 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <2123u5$2fk@usenet.INS.CWRU.Edu>
Source record: 106343

INSTRUCTIONS

Follow these instructions EXACTLY, and in 20-60 days you will have received well over $50,000 in cash, all yours. This program has remained successful because of the honesty and integrity of the participants. Please continue its success by carefully adhering to the instructions.

Welcome to the world of MAIL ORDER! This little business is different than most mail order houses. Your product is not solid and tangible, but rather a service. You are in the business of developing mailing lists. Many large corporations are happy to pay good money for quality lists. (The money made from the mailing lists are secondary to the income which is made from people like yourself requesting that they be included in that list.)

1) IMMEDIATELY mail $1.00 to the five names listed below, starting at #1. Send cash only please (total investment on your part is $5.00). Enclose a note with each letter stating:
"Please add my name to your mailing list."
This makes it a legitimite service that you are requesting and you are paying $1.00 for this service.

2) Remove the name that appears number 1 on the list. (After you send the number 1 person a dollar) Move the other 4 names up one position. Making #2 now #1, #3 now #2, and so on. Place your name, correct address and zip code (or postal code if outside the US) in the number 5 position.

3) Post the new letter with your name in the number 5 position into 10 (ten) separate bulletin boards in the message base or to the file section, calling the file, MAKE.MONEY.FAST.

4) Within 60 days, you will receive approximately $50,000 in CASH. (Amounts will vary, of course) Keep a copy of this file for yourself so that you can use it again whenever you need money again. As soon as you mail out these letters, you are automatically in the mail order business, and people are sending you $1.00 to be placed on your mailing list. This list then can be rented to a list broker that can be found in the Yellow Pages for additional income on a regular basis. This list will become more valuable as it grows in size. This is a service and it is perfectly legal. If you have any doubts, refer to Title 18, Sec 1302 & 1341 of the postal lottery laws.

NOTE: Make sure you retain EVERY name and address sent to you, either on computer or hard copy, BUT do not discard the names AND NOTES they sent you. This is proof that you are truly providing a service should the IRS or some other Government Agency question you.

Remember, as each post is downloaded and the instructions CAREFULLY followed, five members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the number 1 position, you will be receiving thousands of dollars in cash.

#1 Aaron Sprout
400 N River Rd. #1313
West Lafayette, IN 47906

#2 Brian Servis
400 North River Road #1435
West Lafayette, IN 47906-3151

#3 Marvin Ratchford
5801 Haines NE #44
Albuquerque, NM 87110

#4 Mark Sjurseth
2109 N. 2nd st.
Fargo, ND 58102

#5 Matt Barnes
4146 Fulton Parkway
Cleveland, Ohio 44144

NOTE: Always double check the address you've written on the envelopes to make sure they match the list. Small errors could lead to improper delivery.

Here's a letter that was written by a participator in this program:

To whom it may concern,

About six months ago I received the enclosed post in letter form. I ignored it. I recieved about five more of the same letter within the next two weeks. I ignored them also. Of course, I was tempted to follow through and dreamed of making thousands, but I was convinced that it was just another gimmick and could not possibly work. I WAS WRONG!! About three weeks later I saw this same letter posted on a local bulletin board in Montreal. I liked the idea of giving it a try with my computer. I didn't expect much because if other people were as skeptical as I was, they wouldn't be too quick to part with $5.00. But, I buy lottery tickets weekly in my province and have nothing to show for it other than used ticket stubs. This week I decided to look at this as my weekly lottery purchase. I addessed the envelopes and mailed out $1.00 in each just as directed. Two weeks went by and I hadn't received anything in the mail. By the fourth week, I couldn't believed what happened! I can't say I received $50,000, but it was WELL OVER $35,000!! For the first time in over 10 years, I finally got out of debt. It was great! Of course, it didn't take me long to go through my earnings, so I am using this excellent money opportunity once again. Follow the instructions and get ready to enjoy.

Please send a copy of this letter along with the enclosed letter so together we can convince people who are skeptical that it really does work!

Good Luck,

Charles Kust
St. Agathe, Quebec (CAN)

--
Happy Money making!

Matt Barnes

2233. Percom questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 21:00:35 UTC
From: rac@sherpa.UUCP
Message-ID: <C9K2D0.Cx5@sherpa.UUCP>
Source record: 106344

I recently was given a couple of non-working Percom drives. There was
no documentation included so I have no idea what they are. Can someone
provide the details? Are they single/double sided, single/enhanced/double
density, etc. The specifics are:

model AT88-S1PD (has several rows of what appear to be jumpers; how are
they used?)
model RFD4051 (has four dips on back; what are they for?)

Lastly, is there anyone who repairs these drives should they be worth
repairing?

Thanks for any help.

--
Roger Cornelius sherpa!rac@uunet.uu.net ...!uunet!sherpa!rac

2234. Computer Quarterback

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 23:33:08 UTC
From: dougw@ks25.chi.il.us
Message-ID: <2625@ks25.chi.il.us>
Source record: 106337
Cross-posted to: comp.sys.atari.8bit,comp.sys.ibm.pc.games

```
**************************************************************************
We are looking for information regarding the game "Computer Quarterback",
The program ran the Atari 400 - 800XL series, was written by Dan Bunten
and was distributed by SSI.
Does anyone know if there is a comparable game for IBM compatables or if
this game was ever ported over ? Does anyone know how to get in contact
with Dan Bunten. SSI is unable to help us. Email dougw@ks25
**************************************************************************
```

2235. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 23:57:33 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul2.235733.18373@cs.tulane.edu>
Source record: 106347

ri> MS Optimizing C Compiler & haven't had any luck. But then, I'm satisfied
ri> with Mule <g>.

Me too, as well as just about everyone that I know who has used it. The one file per disk is a bit of a limit but nt's not a killer. A nice little program!

Mike
---
* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2236. MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-02 23:58:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul2.235815.18758@cs.tulane.edu>
Source record: 106348

aj>
aj>
aj>
aj> *INSTRUCTIONS*

I can not believe that in 1993 some idiot is still trying this no win money making sham... Note the names and addresses in #1 and #2... That should tell ya what he thinks of anyone foolish enough to get involved with this crap....

Folks, save your money, take care of your classic equipment, reg your shareware, support our dealers, anything but fall for this load of BS...

Mike
---
* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2237. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 00:11:04 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <212iqo$ra3@usenet.INS.CWRU.Edu>
Source record: 106349

I wish to point out a few things Mike may not agree with.
The copyright law does NOT require a person to use the original
software. It is far preferable, for many reasons, to use a
backup. If copy protection is used, often the purchaser is
out the software if it becomes defective. I am in total agreement
with removing software protection and empowering people to
not use the original. All the arguments about software piracy
relate to the strugle between the consumer and the producer.
A producer would ideally like a product that is used once then
you have to buy another one, like cigarettes. The consumer on
the other hand, feels that once they purchase a piece of software,
they are entitled to use it essentially forever. In the battle
between consumers and producers, I have a certain perspective
as a consumer. I think packaging should say if the software
is protected, allowing me to make an informed decision to buy
or not buy. I will not purchase Print Shop for the IBM, because
it is protected such that, without a cracked copy, if I lose
it, I have to purchase another one. On the Atari, I own a
cracked copy, and a purchased copy. I've bought software which
turned out to be totally worse than useless, BBCS and Carina,
for instance. Mike seems to have a one sided view.

2238. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 06:54:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul3.065436.5394@cs.tulane.edu>
Source record: 106350

In article <212iqo$ra3@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>I wish to point out a few things Mike may not agree with.
>The copyright law does NOT require a person to use the original
>software. It is far preferable, for many reasons, to use a
>backup. If copy protection is used, often the purchaser is

You miss the point of everything that went on before, it's not about copy protection, its simply about steeling something just because you want it.

As far a copy protection goes, I agree with you 100% If I buy that piece of software I want to know that it will be good for as long as I need it... I've always believed in having a backup copy (where possible) of every piece of software I've bought...Note: the backup copies stay with me and are never given out but are included with the orig disks when I sell 'em or give 'em away.

Jim, go back and reread my posts...never once do I talk about copyprotection but copyright protection, a big difference (esp. if one never bought the piece of software in question in the first place). Look I don't want to pick on you, I see where you're coming from and I agree with you, you just missed the point of the last several posts.

>for instance. Mike seems to have a one sided view.

Hmmmm, I stand up for what's right and I have a one sided view....interesting. Then so be it, I've got a closed mind on theft. I'll tell you what though, you publish a shareware/commercial and you'll see me fighting just as hard as I do for ICD, Pab Sungenis, and the rest. The're a lot of programs out there I'd love to have but I'll be damned if I'll steel 'em to get 'em...

But then again, thats just me and my one sided view...

Take care

Mike
Atari Archive Project
Louisiana

2239. DGS catalogue enquiry

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 11:11:59 UTC
From: djg0@aberystwyth.ac.uk
Message-ID: <9307031110.AA05304@deca>
Source record: 106351

I noticed somebody asking about the DGS a catalogue on the net. Yes, it is me (Dean Garraghty). I have to mail through utexas now, because I don't have a direct news feed anymore.

DGS sels mainly PD (166 disks) and some other bits. Send $5 for a catalogue

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

2240. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 13:20:28 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <21412s$srr@usenet.INS.CWRU.Edu>
Source record: 106352

I'm not using a 'quoting' reader, but this is about several
posts about MicroMiser. Mike said I rather missed the point.
I did/do read a bit 'scan' like. but the discussion seemed to
be a condemnation of having 'cracked' software, as if it was
piracy to do so. The original discussion started, I think,
about out of print software and the willingness of the person
to get it any way they could. This was referred to as stealing
if I remember.
The intricacies of the copyright law, which is basically a
way to settle fairly the struggle between consumer and producer,
are frequently not absolutely clear until a big lawsuit occurs.
Not even then. Take Apple's suit against MicroSoft. The primary
principle in copyright law is the concept of 'fair use'.
What I think is fair use quite probably others won't. I think
it is fair use to get software ANY WAY YOU CAN. I owned and used
Print Shop many months before I decided it was right to buy it.
Now, I'm sure many people NEVER buy it.
Out of print software follows my same idea. Get it ANY WAY
YOU CAN. Then consider the source. I know I owe Bob Puff, I
haven't yet registered BobTERM or Disk Comm. I just haven't
paid it. I have registered other shareware, tho.
I accused Mike of being one sided because he seemed to be
proposing the view that unless you purchase softare from a
retailer/vendor, it is stealing. Well, stealing and software
don't work. You get it, you use it and then do the right thing.
Some you buy, some you get through friends, some you get over
the modem. Copy protection is right in this area, it isn't a
separate issue.

2241. copying

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 15:12:03 UTC
From: G44@delphi.com
Message-ID: <01H03QCOKL3M96WVD4@delphi.com>
Source record: 106353

I see there are some on comp.sys who feel equaly about this issue as there have been users on Delphi.
It is so nice to see that you can equally ignore the fact that I continue to pay for used software and hardware
from the remaining suppliers as a means to obtain the sofware I want.
If my posts mentioning the dreaded word "copying" send someone off on an unethical path because they simple
DON'T WANT TO PAY, then that is their problem.
The way I look at it, if noone has any used MICROMISER stuff (and in all my travels I have NEVER seen it pop up in
a for sale post) and I can't get it from the parent company, it is either:

Continue to be depressed by the fact that I can NOT UTILIZE MY HARDWARE EFFECTIVELY FOR APPLICATIONS PROGRAMS SUCH
AS DATABASES, feuling my desire to LEAVE the platform,

Or I can obtain the program by any means necessary and thus be content that I am FULLY UTILIZING MY HARDWARE with the
BEST, most POWERFUL software.

I started modeming right at the end of MICROMISER availablility at B&C, RIGHT when I decided I wanted it, B&C was
out of them.

You guys can label me as the devil or lump me in with the Game piraters of yore, fine, I don't care.

Knee-jerk responses are expected from a few.

Just READ my damn posts and try to make a distinction here.

I'm trying to be as fair as possible, but I am NOT SO VIRTUOUS AS TO SUFFER UNDULY TO REMAIN PURE.

When it comes to DATABASE programs, only DISKBASE comes anywhere near
TURBOFILE... And I have a multiplexed system off of a 155 meg SCSI so you could say I could use a powerful databse.

The prospect of using FLOPPIES for storage of databases to me is like using a go-kart when you have a dragster.

In the future I will not POST of my intentions such as this, as it may
be construed as condoning all pirating, which I am not, or of suggesting people do likewise, which I am not.

I would gladly pay the large figure MICROMISER wanted for TurboFile.

I will not TOLERATE anyone making up things about my character or my ethics.

They can disagree with my willingness to cross the line as a final option, but beyond that, do NOT say that I
am "shoveling dirt on Atari's grave".

I run a BBS and I helped convince Delphi to get a new 8-bit SIGOP, and have been offering advice
to David Hunt, owner of Carina, to do several useful things to strengthen the Carina net, and to eventually cross-net
it with Forem and possibly PRO!

I have also provided 3 spare R-time 8s to needy sysops leaving me with only one, to help them out--and I didn't gougue
them either.

So agree to disagree but don't start pontificating.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2242. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 15:51:01 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.741714661@pv0a27.vincent.iastate.edu>
Source record: 106354

In <1993Jul3.065436.5394@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

>You miss the point of everything that went on before, it's not about copy
>protection, its simply about steeling something just because you want it.
^^^^^^^^ -> stealing

[much deleted]

>But then again, thats just me and my one sided view...

>Take care

>Mike
>Atari Archive Project
>Louisiana

I agree with most of what Mike has had to say, except one thing: its not always just black and white, right or wrong. Nothing ever is, even if we'd like it to be. Some companies are no longer with us, or just don't care but haven't explicitly declared their stuff PD in the US. Realistically, at some point *nobody* will be selling software for the 8bits. Would you still make the same arguement then?

I just think there's a lot more grey area to it than you'd like to admit.

[this thread keeps coming back, and there's always 3 sides to it.]

Todd

--
Todd Greenfield
tgreen@iastate.edu

2243. Re: Hardware Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 16:46:05 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <84604@cup.portal.com>
Source record: 106155

I will be very interested in seeing your video upgrade(s) for the 800XL, Ben -- are you able to get rights to your one from Current Notes for re-publishment (?) in AC? I never realized how $#!++y the video on the XL was until I tried to use a couple of programs recently that fill the screen with characters and set the foreground/background colors "just so" --- then it's "aliasing city, USA" and ya can barely read a thing. I _think_ maybe I'm referring to your "Squeezed Queen" upgrade, but am not sure that's the right name. I seem to remember you recently saying here that the ONLY source for that material was back issues of AC; is that still the case? I need a cheap fix... for the computer, that is!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2244. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 17:06:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <84609@cup.portal.com>
Source record: 106156

A New Guy named Michael Winters writes:

>Hello Atarians of the world:

Hello and welcome!

>... In 1982, I had an Atari 800 with one disk drive.

Me too. :-)

>In 1988, a two year old spilled a cup of fruit punch on my 800 [...]
>smoke came out of it one day, due to a short.

My 800 gradually developed bizarre graphics problems and nobody could
fix it (heck, they couldn't even reproduce the problems; they had air
conditioning in the shop and the problems only happened when the ma-
chine got hot; I still have it in the close if anyone can suggest a fix!).

>A year ago, I got back into the Atari world and picked up an 800 for $35.00

I didn't wait but ran right out and bought a friend's used 800XL for
about that same price... what took you so long? :-)

>Sunday, I was in Laurel Md. at a
>thrift shop and found TWO 1050 DISK DRIVES and a 800XL Atari computer for
>$10.00 total.

Jeez-o! Such a deal! So tell this poor ignorant bargain-lover: just
what IS a "thrift shop" and how do -I- find one? :-)

>Now, after getting this
>junk out of my system, I have a few questions: Does anyone know of a
>good C program for ATARI (public domain, shareware, commercial)? I
>tried APX C and it took forever to compile....

There are several C packages for the Atari 8-bit; I don't know sources,
but undoubtedly someone else will pop up and fill in here:

Ace C - commercial? PD?
CC8 - PD, uses Ace C's run-time library
CC65 - PD, produces relocatable code (!), has its own libraries
etc, comes with/as source code, can be built as a
cross-compiler on other platforms
C/65 - from OSS, the folks responsible for Mac/65 et al
Probably one or two others; personally I'd never heard of APX C.

>Also, is there (don't
>laugh :-)) a public domain "tiny-UNIX" avilable for the Atari?

Not that I know of; the multi-tasking capabilities of Unix would be pretty difficult to duplicate in the limited memory of an Atari 8-bit system, although you might JUST do it for several VERY SMALL programs. Someone has produced a "task switching" package that works on the 800XL, but it's not true multi-tasking in the sense of "two programs continuously running at the same time," as I understand it, but rather "hit a hotkey to flip from one application to the other, the non-current one getting 'frozen.'"

>Also, speaking of my one disk drive that groans, do those things need any
>oiling? Any good recommended maintainance books on Atari Disk Drives?

Dunno. Dunno. Would LIKE to know. Gang?

>Two more questions - has anyone ever networked 2 or more Ataris together?

Undoubtedly. There's a fellow who posts here periodically about his-and-his-colleagues' ongoing development of something called AGDA, which I think stands for Atari Game Developers' (Something), which as I understand it networks two Ataris together via their SIO ports (the daisy-chain where you plug the disk drives in). Then there's Bob Puff's "multiplexer," which lets multiple Ataris share multiple disk drives; I saw it operated from one room to another...

>Finally, besides the
>$100 or more option for getting a hard drive for the Atari, has anyone
>figured out how to interface a standard PC cheap 20MB drive to
>an Atari 800? It always puzzled me why Atari never saw fit to offer an
>inexpensive hard drive for the Atari 800, since PC Hard drives can be
>purchased for as little as %50.00. There are still thousands of
>8 bit machines around that are working..... Look at the C64 - those
>machines are still "hot" - how come Atari doesn't sell their 800s in
>stores anymore? ^^^

2245. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 19:37:19 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <214n5f$git@samba.oit.unc.edu>
Source record: 106157

In article <84609@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
>Jeez-o! Such a deal! So tell this poor ignorant bargain-lover: just
>what IS a "thrift shop" and how do -I- find one? :-)
>
Stores like Salvation Army, DAV, Volunteers Of America, etc. You never know
what you might find in those places, or flea markets or yard sales.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2246. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 23:37:37 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul3.233737.29648@cs.tulane.edu>
Source record: 106159

Your still of the line just a bit...at no point do we (Glenn, Jim, or myself) talk about the "Fair Use" side of copyright law. What I talk about is the breaking of copyright law by coping a "work" and giving it to others with out the permission of the owner (where everwver and who ever they may be).

Is I said before and I'll say it again, you and I hold the same point of view on fair use of software. Where we do not see eye to eye is the idea of getting something anyway you can. As much as it bugs the hell out of me that some Co's (like Atari) will not release their rights to the public, I will not steal their ware's nor will I sit back and alow someone else to brag about it as if its the right thing to do.

Take care

Mike
---
* PabQwk 1.2 * Atari Archive Project Louisiana

2247. Stealing

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 23:37:49 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul3.233749.29768@cs.tulane.edu>
Source record: 106158

Pontificate? Me? I may rattle on, boar people and misspell words but pontificate? At least I don't take that which isn't mine, what about you...

So you've found a few kids who still think stealing something is just "Too Kewl". There a lot o people in this world that think laws just get in the way... that does not make 'em right.

Glenn, you say you're into films; do you make your own? And if you do and you put 'em out on tape, how will you feel about someone coping them just because there are not enough of them out there? After all they only want the best, right? So they should do whatever it takes to get it, right? Same goes for the T.V. stations, right.... You just don't get it, do you.

Did I ever say anything aginst your support of the existing supplies...NO. So don't get off subject...You give things away, great, so do I. I've put better equipt into the schools I support than I have myself (I use an MIO, I give away the BB's I get). You want to use the best software, well so do I. But unlike you I will not steal it to get it...I contact the owners and guess what... Some like Datasoft even have copies left in storage that they gave me. In short, I know there is good good software out there that is nolonger supported. I too want to see it released to the public. But I will not go on line on two national networks and yell to the world that I plan to steal their software and I don't give a rats ass what they think about it. The folks that hold the DataSoft rights saw that post as did Tom Harker at ICD (the man you wanted to steal from). Thanks man I really needed that kind of help...

Look you just don't get it, and never will. You think doing the right thing is a knee-jerk response...and the way to end suffering is to just take what you want anyway you can. (an interesting outlook on life). I do read your post, for a time I was one of your supportes (in e-mail) aginst folks putting you down for the information you were putting out about other products but I can't support you in this, and I don't think the BCC would either.

Glenn we don't have to agree, but we do need to understand one thing, anything we do here can influence others. Lets do the right thing and support the remaining Atari community, contact these folks that hold software rights and get 'em released either to PD or to someone like Ben P. or Bob P. (CSS). this will help the community far more and far longer than anything else. So, I agree to disagree but when you start talking about stealing i.e. "Shoveling dirt on Atari's grave", then I'll likely be here doing my best to shut ya down.

Take care

Mike
---

* PabQwk 1.2 #9 * Atari Archive Project Louisiana

2248. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 23:38:02 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul3.233802.29850@cs.tulane.edu>
Source record: 106160

tg> I agree with most of what Mike has had to say, except one
tg> thing: its not always just black and white, right or wrong.
tg> Nothing ever is, even if we'd like it to be. Some companies
tg> are no longer with us, or just don't care but haven't explicitly

For the most part it's a lot more clear than people would like to think. Yes I agree that there is a fuzzy issue about Atari releasing its software rights to the Public in one place and not another (the fuzzy part comes in when you concider the world wide networks like this one and FidoNet). There are a lot of people that are working to keep just what you talk about from happening... but you never know who may be reading the net's... and when people like Glenn go on two national networks and post several time that not only are they going copy Copyrighted software and give it out but don't care what anybody says or does, what kind of immage does that leave of us as a group. Don't get cought up in this "Do what ever it takes" idea, but help out the community at large, write letters, make phone calls, let the folks that hold Atari software rights know we're still out here and that if they support us we'll support them. .Hell, look at Atari Classics, it can and does work.

Mike
---
* PabQwk 1.2 * Atari Archive Project Louisiana

2249. FOR SALE: TOns of 8-bit "stuff"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-03 23:48:44 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <2155ss$nk7@unix1.cc.uop.edu>
Source record: 106161

I have the following Atari 8-bit items for sale. I would like to sell the whole lot for $100 plus half the shipping. Realizing that this might not happen feel free to give me offers of cash or trade. In trades I am looking for cartridges for the following systems: Atari 2600, 5200,7800, MicroVision and Vectrex. I am also looking for issues of Atari Age. Thanks for listening. Also included in the deal but not listed is about 2000 (I am NOT kidding!) floppies full of software, some are originals, some are shareware, some are APX, some are PD. You could not go wrong. Just in the downloading time alone you could spend $100!!

-Norman

(2) (2) (2)
Analog 16-18, 21, 22, 23, 24-41, 43-55, 57-79
Antic 1983 9-12
1984 All
1985 All
1986 1-11
1987 All
1988 All
1989 All
1990 Jan-July

Atari Interface 1990 4, 8, 10, 11, 12
1991 1, 2, 10, 11, 12
1992 1-5

Family Computing 1984 3-11
1985 1-11
1986 2, 5-10

Compute 1984 6, 8
1985 2, 3, 5, 6, 8-12
1986 1-8, 11, 12
1987 2, 3, 5, 7
1983 5, 6, 8

ST-Log 9, 10

Atari Advantage 4/92

Home Computer Mg 8/84

Pugent Sound Atari News 10-12/1990

ST World 7, 8, 11 1990
2, 3 1991

Current Notes 9/90, 1/2 91, 10/91, 11/91, 12/91, 1/2 92,
6/92

Books

The Musical Atari
The Computer Tutor
The User's Guide to Atari Compters by Consumers Guide - Full size
Version and paperback
How to Create Your Own Computers Bulletin Bd.
Programming the 6502 by Zaks (2)
Inside Atari Basic (2)
Atari Assembler by Inmen and Inmen (softcover)
Programer's Reference Guide for the Atari 400/80 Computers (SAMS)
Disk Guide Atari 400/800
Hackerbook
Games for the Atari
Atari 1050 DOS II Reference Manual
Atari 13OXE Owners Manual
CP/M handbook W/ MP/M
How to Program Your Atari in 6502 Machine language
850 Interface Module Field Service Manual
1027 Printer Field Service Manual
CX22 Trakball Field Service Manual
Compute's 1st Book of Atari
The Creative Atari by David Small
Intermed. & Adv. Atari ST Subjects
Home Applications & Games for Atari Home Computer
Atari Roots: A Guide to Assembly Language
Atari Sound & Graphics: A Self Teaching Guide
101 Programmings Tips & Tricks (2)
Atari Basic (2)
Executive Planning w Basic
Atari Logo Reference Manual
Mapping the Atari
Mapping the Atari XL Edition
Atari Computer Program Writing Workbook
Adv. Programming Techniques for your Atari
including Graphics & Voice Programs
Atari Player/Missiles Graphics in Basic
6502 Applications
Atari Logo User Manuals in box
Atari Basic XL Edition
Computers 2nd Book of Machine Language
The Atari Basic Source Book (Computer)
Inside Atari Dos
DOS 1 Reference Manual
Sparta Dos Construction Set Owner's Manual
Atari M/S Basic II Reference Manual
Machine Language for Beginners
Basic Reference Manual (4)

Atari Assembler/Editor User's Manual
The Book of Adventure Games
Micro Computer Graphics Tech. & App
The Basic Handbooks
40 Great Flight Sim. Adventures
Atari 800 Owners Manual
Spring 1982 Atari Home Computers Catalog
Fall 1982 Atari Home Computers Catalog
1983 Atari Home Computers Catalog
Atari 400 Owners Guide
410 Owners Guide
810 Owners Guide
810 Intro to DOS
850 Op Manual
850 Tech Manual
800 XL Owners Guide (3)
1010 Owners Guide
1050 Owners Guide European Version
1050 Owners Guide US Version
1050 Intro to DOS Manual
1050 Intro to DOS 3 Manual Euro. ver.
Atari De Re Atari
Atari 400/800 OS Source History
Atari XM 301 Moden Tech Specs
Atari 400/800 Hardware Manual

Hardware
830 Modem
825 Printer Cable
48k 400 Mem Upgrade (2)
Printer Cable 850 - Centronics 6'
Modem cable 850 - 1'
2 x L Power Supplies
MPP 1000E Modem in box (2)
Antic Music Processer
Cheep Talk Speech Synthesizer
Hard drive SUb system with Adaptec 4000a controller 200w P/S &
5 MB Syquest removable cartridge drive. Has all cables this thing
just needs an MIO or Black box and it is ready to go! It is in a nice
IBM style case with 2 full-height or 4 HH drive bays!
800 Leatherette Cover w/logo
400 Leatherette Cover w/logo

Software

Personal Financial Mgm & System w/binder
The Atari Acct: General Accounting System w/binder
Conv. Spanish (2) IN BOX
Pilot Teachers Package (Huge)
Conversational French IN BOX

Conversational Italian IN BOX
Org. Atari Word Processor w/binder Unused
Atari Lab light module IN BOX
Atari Lab starter set IN BOX
The Newsroom IN BOX

Thanks
Mbates@vms1.cc.uop.edu

2250. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 00:45:11 UTC
From: gt6373b@prism.gatech.EDU
Message-ID: <103649@hydra.gatech.EDU>
Source record: 106162

Regarding the "weird graphics problems" on the 800, I once had a similar problem - the computer would randomly draw dots on graphics screens. It turned out to be a bad memory chip. You might try moving the RAM carts around to see if it changes anything.

2251. 320k or 256k upgrade for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 03:33:52 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <215j30$naa@usenet.INS.CWRU.Edu>
Source record: 106163

I just recently bought a 130xe and wa wondering if anyone out there could post or email me a copy of a 256k upgrade (or is it 320k?), i found on on CFN but its a 320k upgrade for the 65xe only.

Any help is appriciated!!

Steve

--
Steven J Tucker | \|/ \|/ \|/ \|/ \|/ \|/ | dh395@cleveland.Freenet.edu
P.o.Box 33475 | Visit the Atari 8Bit Sig | an502@yfn.ysu.edu
North Royalton | Cleveland Free-Net |----------
Ohio 44133-0475 | /|\ /|\ /|\ /|\ /|\ /|\ | "Im a doctor, not a physician!"

2252. ScotchDOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 03:52:54 UTC
From: G44@delphi.com
Message-ID: <01H04GULGTSY936K4D@delphi.com>
Source record: 106164

Bill, I am happy that you are again making some progress with ScotchDOS.
I think using a ramdisk is fine, by the way.
If your code gets really big you could dow what TOM HUNT did with SRP and store
almost all the commands as externals to keep MEMLO down nice and safe so it will run with
the MOSt programs
even with tons o handlers.

However, I think the method you described for BOOTING UP was pretty cludgy.

If that is how you have it working now, okay, if it works.

But I think ideally a NEW RAMDISK HANDLER should be written altogether.
MYDOS indeed needs a new ramdisk formatter that can handle the huge >1 meg NEWELL upgrades
anyhow.
Plus, MYDOS also needs an "under the OS" ramdisk which was written for 2.5!

An under the OS handler would probably allow the CORE commands of SCOTCHDOS to be used on a
64K system,
and you could keep other stuff on floppy (for the floppy user).

Like rarely used commands and stuff...

Not DIR and COPY...

You would have to automate things so that DUP.SYS did some things automatically on bootup
or load.

On bootup:

Check SETUP.BAT (or CONFIG.SYS)

This BAT, or merely STARTUP.BAT, would send the command to format the ramdisk with
parameters for ramdisk config...

It would autoload utilities to D9:, whether it be under the OS or XE banks.

Then all externals would be looked-for on D9: (the path), if not found, then check D1,
etc....

Then drop to the CLI.

Upon going to and from MYDOS with a 64K system, the new DUP.SYS would have to
check D9: (which would now be corrupted or gone entirely) and remake the ramdisk.

So it would have a check, if it goes to DUP and the externals are intact, then it doesn't
reload or reformat
anything. But if it sees it is all screwed up, then it would remake it.

You could probably make this even smoother by it checking the LOAD POINT of a file, and if it is going to load under
the OS, have it set a flag or wipe the ramdisk or something to clean it out.

Anyway, an Under the OS ramdisk isn't essential, but it would be useful.

One side effect would probably be full CGS compatibility.

By cutting the fat out of MYDOS and lowering MEMLO to the 2.5 or lower level, and having the under the OS ramdisk,
I think loading BOBTERM with the CGS handler would actually work, with like 10 fonts loaded.

I can see some parallel SRP/ScotchDOS development going on, and if and when you produce a beta
for me to test I would like to pass it along to TOM to take a look at, if he is impressed I think he will be MORE
likely to get going on fixing the problems with a CGS/BOBTERM/MYDOS system.

If you have trouble rewriting the RAMDISK handler/formatter of MYDOS there are several people to consult.

WES NEWELL might know some info (on FIDONET)
BOB PUFF of course..
Plus the guy who wrote 4.53/4 if he is still around.
Plus Tom Hunt, though he is not a MYDOS afficionado.

Plus you could see what this forum gets you, or post in my Atari 8-bit DEVELOPERS' co-operative SIG at:

617-444-4310

Which is currently networked with 4 boards including the Carina hub.

I am anxious to see some source code from you soon, whenever you are ready to gimme some <panting>

As I would like to repost the ACTION! source on my board in the developers' sig so that many more minds can add their input, which is always going to be good.

But of course it is up to you...

2253. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 04:13:45 UTC
From: G44@delphi.com
Message-ID: <01H04HGB6UVC936K4D@delphi.com>
Source record: 106165

Mike is attacking me as if he has one of the flagrant game piraters in his sights, which he attributes
to the lack of software support, and I am acting as his punching bag so that he can work out his frustrations.
I do not appreciate this, and if anyone has to act more maturely it is he, since he is the one with the sharp
tone and the expletives.

I am just waiting for him to go all caps and start posting:

AAAAAAAAAAAAAAAAAAAAAAAAA!!!

I obviously set him off on an insane frenzy, he isn't reading my posts, and has no understanding of my motivation,
my contributions to the userbase as a whole, or my ethical stance, which I would argue is much better than most!!

How many people put up $90+ a month for a BBS to serve the 8-bits?

How many 8-bitters spend countless hours online picking up useful info to spread to those who don't have the time
to do likewise?

FYI-- I don't even OWN a SuperArchiver 1050, and have NEVER deprotected a piece of software.

I have, however, and I am not the only one, let's not build fantasies here, picked up PIRATES in my travels.
I'm not one to look a gift horse in the mouth, if I see something sitting there for me to grab it, I am not just
going to ignore it... But I do feel guilty having them--I DO have a conscience ya know.

I have also paid quite a few shareware fees for the stuff I use a lot.

So I wish he would get off my case.

I'll be the first one to buy MICROMISER stuff if they make more, I have no reservations about BUYING software, money
is not the motivation, it is AVAILABILITY.

If people like MIKE want to live out the rest of their 8-bitting by ONLY buying software that they come across, and
thus lock themselves out of some rare stuff, that is THEIR problem, but:

When the time comes... and it WILL, mark my words...

People will either have to put a gun to another 8-bitters' head to give them their only copy of "x" or they will have

to simply get it cracked for their own personal use.

Now, I for one do not have the resources to go around trying to buy the rights to every single piece of software
in the "grey area" of rarity, desirability, and company bankruptcy or non-support.

Nor do, I would argue, most other users.

I have more immediately productive things to spend my money on than this.

I can CONTRIBUTE to those efforts, but I can't do much leg-work on this stuff, it is much too daunting a task.

So...

When _I_ make the judgement that the MICROMISER issue is closed, and they do not decide to sell the rights, or
do not agree to make another small run, then I can only assume that they are giving the 8-bit userbase a collective
F**k Y** and I don't especially care for respecting the rights of companies which had more than a few chances
to sell more stuff and just gave up.

How much does it cost to copy a disk???

How many 8-bitters are left???

It would probably cost MICROMISER less than $500 to make a large enough run of their software to personally deliver
it to every POWER USER 8-bitter remaining in existence.

I wish those involved in MICROMISER negotiations the best of luck.

What they should get out of my posts, if they have a brain, is that over all I WANT THE STUFF, not that I am
"ready to start a pirating operation".

If anything they should be heartened by my posts that I would be so interested.

And they would know that I would not resort to nefarious means unless they did NOT follow through and sell the rights.

If they think they can make more by tracking me down and litigating me, so be it...

By the time I make my decision, probably 6-12 months hence, I will have moved,
I will have a different handle, and I really don't see why a company would spend a ton of legal fees on prosecuting
a LOWLY 8-bitter when they keep on whining that we are too CHEEP to buy their software.

I've seen a LOT of pirates on certain boards that have been up for years and as far as the 8-bit goes,
they may CARE in principle, but pragmatically speaking they DON'T DO ANYTHING.

So I am not afraid of making my position known.

I think on the spectrum I am much more respecting of rights than the average 8-bitter.

And it doesn't do any good MASKING the fact that pirates exist as if it is some taboo word.

I think in nearly 15 years that 8-bit suppliers are FULL AWARE of the problem, and aren't these niave creatures
that just read my post, were flabbergasted,and decided never to support the 8-bit again.

Now THAT is fantasy.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2254. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 07:16:55 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul4.071655.1017@cs.tulane.edu>
Source record: 106166

Glenn, you want to talk about fantasy, then look at your self. On one hand you talk about all the good you do (your far from the only one, a good many of us here do much the same thing), you talk about your experence as an 8bitter, and what you do in real life. Thats great, I've never yet knocked you for that, never used you as a "punching bag" for all the good you do do. Lets talk fantasy for a bit, you say you want to see producers put out small runs of their titles, oh say 500 to 1000 copyies and lets also say they put the doc's on disk (to save money) use no printed boxes, nothing.. You say you'd like to see this but at the same time you also offer them an ultimatun, put it out or else... Glenn, your not dumb (you posting above proves that) so you and I both know more or less how it is software producers feel about the Atari, so how do you think it really makes 'em feel when they see that kind of post... You know, you and I are a lot closer on many points than you might like to believe, we just go about it in different ways. That little deal about the small press run, the one with no printing and no box is an Idea that I am pushing even as we speak....and it maybe me putting up the $2500 to $3000 it will cost...and if everything sells I'll just break even.... I love fantasy, just wish my SO loved Atari fantasy as well.

Time to step out into the sunshine...type in all caps??? didn't that kind of thing die out in the Atari newbe days? Isn't that how we all can tell a new user from one who's been around for a while...kinda like that new guy that just hit the FidoNet. No Glenn you don't bug me that much, in fact it seems to be the other way round...Seems you and maybe a few others don't like that I'm willing to make a stand on an unpopular issue, sorry. Just as I'm sure you do, I know I'm right. However I'm also trying to do something to keep just what you talk about from happening.

Just outa S&G (don't want to use any more hard words) how many 8bit users do you think there are (willing to spend money) left in, oh say, just the U.S. If it toped out at a 1000 it would surprise me (Note: I did say willing to spend money i.e. invest in improving their system with software and hardware). Look at A.C. as an example...The last fully 8bit mag. in the U.S. and it can't even get 500 subs. The sad fact is a good many of the remaining users would rather copy something than buy it...Its just a fact of where we are today. So why tell you this. Because, when people like you who've been around for a while start advocating, take what you want, any way you can, It has a great effect on people. People like you and I, Ben, Jeff McW, Bob P, have to stand together. Yeah I pick on you, why, because I know you're better than that.. read your own posts...we only disagree on one point...

Yeah, guess I do live in a fantasy. Then again I'm in good company, Ben P., Jeff McW, Bob P. Best, B&C, ATV, DataQue (Chuck S.), Rick Reaser, Wes Newell, and too many others are there with me. Glenn, I know what I'm talking about, I've talked to some folk that are really down on us "Software Stealing" Atari

people...The feelings have not gone away. No, no one will chase you down and take you to court (you and I both know that). But the feelings are still there. So, Yeah I pick on you. I can almost hear you asking if I really believe that I can talk any users out of dubing wares...na not really, but don't you think someone should try... You think I'm living a bit of a fantasy thinking I have a chance to change things, well in a way I guess your right. but your own past postings to the net say you beleive in the same fantasy, that being, we can make a difference; motivate with and by our actions.

Hang in there Glenn, you'll get it yet (ghod that's getting to be such a catch phrase)

Take care

Mike
Atari Archive Project
Louisiana

2255. Re: SX212 Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 08:20:10 UTC
From: ScottM@cup.portal.com
Message-ID: <84668@cup.portal.com>
Source record: 106167

```
>Are you trying to access the modem via the serial port or the RS232 port? It
i
>s
>important to know.
>
RS-232. R1:

> * Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2256. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 08:20:27 UTC
From: ScottM@cup.portal.com
Message-ID: <84669@cup.portal.com>
Source record: 106168

I noticed you were talking about hooking a hard drive up to the Atari. If you or anyone else has info on how to hook up a hard disk to an 800xl please let me know.

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2257. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 16:55:48 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <P8066B1w165w@cybernet.cse.fau.edu>
Source record: 106170

> A New Guy named Michael Winters writes:
>
> [Text deleted]
>
> >Also, speaking of my one disk drive that groans, do those things need any
> >oiling? Any good recommended maintainance books on Atari Disk Drives?
>
> [Remaining text deleted]

Back in the old days of the 810, some of my friends would grease up the internal rails with all manner of goo. This may not be such a good idea as the grease may splatter on the head(s) or the disk itself but at that time the noise became very annoying to some (I know some find it endearing so no flames please) Another alternative I've heard of is to use those carbon graphite sprays you find in the automotive stores but there again you might run in to the same problems.

Jerolim Supe'
jsupe@cybernet.cse.fau.edu
CSE Major
Florida Atlantic University
Boca Raton, Florida

2258. MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 17:07:24 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307041620.AA03051@smithkline.com>
Source record: 106169

You can pretty well forget about pleading with MicroMiser to make "one final production run" of their products or anything of that nature. The guy has moved on to more lucrative platforms & doesn't care about the 8bits any more.

In any event, pirating a MicroMiser disk won't help you either. Without their manual it take you 83 years to figure out how to use their stuff, their software is extremely sophisticated & highly disk-access-intensive. Reminds me of Mac software. The manual for TurboBase is around 200 pages I think. TurboWord & TurboFile are around 100 pages or so. Hacker's nightmare.

I sympathize with people on both sides of this issue. I think it's fair to say there's not a single one of us who hasn't as some time reverted to illicit copying when we couldn't find what we wanted in the open market (including my own self, I'm sorry to say). As our market has contracted, the conflicting elements of necessity, morality, and legality have all been brought into sharp conflict.

Anyone who purchases 8bit product rights for cash these days will almost certainly suffer a loss. My own interest in MicroMiser stems not from a desire to make money but from a desire to shore up the foundations of Atari Classics. The entire AC subscriber list is at risk as long as I continue to use the present version of TurboFile, which we have found contains a truly hideous bug. MicroMiser no longer supports the product & won't fix it, which places me in an untenable position. The only way out is to purchase the rights, fix the bug, & maybe hope to cut my losses by offering the product on the market again. Have I been screwed? Absolutely. Right up the ole' bung-hole. But with the remnant of the entire North American market hingeing on my activities, I got damn little room for maneuver.

MicroMiser's sales of its 8bit products were pathetic even at the height of their market in the late '80s. I cherish no illusions of becoming rich, or even turning a profit on my investment. And, since I'm not engaged in a business, I can't even write off the loss on my taxes. I will eat the loss.

I frankly doubt if anyone can make money on ICD's products. At best, they will break even. The unwillingness (or inability) of 8-bitters generally to spend money, combined with the tiny market our much-ravaged community comprises, make for grim realities in the financial analysis. I still find it incomprehensible that Computer Software Services can exist.

If we are ever to rescue the ICD products or any other commercial products for restoration to our market, some motive other than Profit alone will have to be found. The realities of the market are harsh & cannot be ignored.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

2259. Atari 2600 system and items sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 17:52:02 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <0096EFFA.DC8BA480@BORN.PHYS.VIRGINIA.EDU>
Source record: 106172
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Atari 2600 system and items for sale:

Atari 2600 in excellent condition, with manual (I even still have the original box for the machine somewhere here).

Black hard plastic protective hood that goes on top of the Atari 2600, with a place to put the cartridges and manuals on the top of it; it also allows joysticks and power supply cable to be connected, so the whole system can be conveniently operated with it

Atari joysticks

Official Atari Log Book (like new)

A series of Atari catalogs from different dates.

One case for holding Atari cartridges, black plastic, with push-levers that eject out desired cartridge

Atari dust cover with Atari logo on it

The above items are all tested and are in perfect working condition.

(I also have -

One pair of Atari radio remote-control joysticks
One pair of Atari paddles
which were purchased used and never tested. I have been told that they are in working condition when I bought them, but I never tested them myself. This is only for the remote joysticks and paddles. All other items are tested by me and working flawlessly).

CARTRIDGES-
Frogger
Home Run
Video Pinball
Astroblast
Outlaw
Super Challenge Baseball
Grand Prix
Moon Patrol
Space Invaders
Combat

Donkey Kong
Missile Command
River Raid
Atlantis
Fishing derby
Bump 'n Jump
Keystone Kapers
Breakout
Super Breakout
Indy 500
Astroids
Pac Man
Freeway
Skiing
Cosmic Ark

Please e-mail to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804) 293-8973 late evenings (prefer e-mail). thanks!

2260. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 18:17:16 UTC
From: G44@delphi.com
Message-ID: <01H05BHKSGEW96X41V@delphi.com>
Source record: 106171

Okay, I will admit it was a mistake to post about my intentions.
At this time I still haven't made up my mind on the matter anyway.
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I repeat, it was a MISTAKE!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!
I apologize!

At the time that I posted that I was under the impression that MICROMISER had no intention of selling the rights
and things were looking incredibly bleak.

I wish those involved the best of luck, and like I said before, I will be one of the first to buy the stuff if
they decide to sell again.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2261. MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 18:51:58 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307041828.AA03624@smithkline.com>
Source record: 106173

This is for Aaron Barnes:

GET THE HELL OUT OF THIS NEWSGROUP, YOU STINKING CRIMINAL !!!!

Yes, that's a flame. I am HORRIFIED to see a post like this in our newsgroup!

Why am I reacting so strongly to this? Simple: I once got suckered into exactly such a scheme as Aaron describes. Before it was over, the FBI was involved, & I got the scare of my life.

MAKE.MONEY.FAST is nothing more than a pyramid scheme. It is INHERENTLY fraudulent & ILLEGAL, I'm talking FEDERAL penalties here!!!

The authors of these schemes all seem to be cast from the same rotten mold. The wording of Mr. Barne's post is very much like what I have seen before, they all follow the same guidelines: they pretend to offer a "service", they quote some leagalistic hogwash to make you feel like it's legit, & they follow it up with several glowing testimonials from individuals who made millions by just sitting back & watching the cash roll in.

Aaron is 27 different kinds of STUPID to post something like this.
And anyone who participates in the scheme is even more stupid.

PEOPLE, DON'T DO IT !!!!!!!!!
Unless you want to sample the cuisine at Leavenworth.

With utter horror, revulsion, and disgust...

BENJAMIN LAWSON POEHLAND

****

2262. Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 18:58:37 UTC
From: bdaniels@rock.concert.net
Message-ID: <21798t$kdb@inxs.concert.net>
Source record: 106174

There was a game for the Atari 8bit that I loved to play
many years ago. You had a board divided into a grid, and
each gridsquare had a different section of train track. You
had to keep re-arranging these sections to keep the train
from crashing.

Anyone recognize this one/know of a source?

Thanks,
Brian

--

Brian Daniels Printed on 100% Recycled Bits
bdaniels@rock.concert.net Comprising 70% Post-Computer Waste
---------Public Keys Available by E-Mail Request----------

2263. Hardware Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 19:14:57 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307041845.AA03679@smithkline.com>
Source record: 106175

Chris,

The "Squeezed Queen" was an upgrade to the 800XL Type I power supply which increased its power output by 45%. I reverse-engineered the original design indicated by the unstuffed locations on the circuit board. That upgrade was published in the Nov. & Dec. 1991 issues of Current Notes (See the FAQ list CN's address, I don't have it handy).

Super video 2.0 was published in the Sept & Oct 1991 issues of CN. I was really on a hardware-hacking "roll" when all the calamities struck which drove me from my position at CN. I think CN still offers these back issues for sale.

I'm still hoping to present Super video 2.1, plus a bunch of other video-related hardware & software stuff, in a future issue of AC later this year- Oct? Dec? Dunno just yet.

Super Video 2.1 will incorporate SV 2.0 as its base, so 2.0 will be presented in the article I'm planning for AC.

Joe Waters has released to me all the original material I generated during my 2-year tenure at CN. Including even my "Alchemist" logo. :) :) :)

So there's lotsa interesting developments in the offing. What I need is TIME to re-work this material while at the same time continuing to direct the opereations of AC. It's getting to be a pretty tall order....

You can order the back issues of CN now, or await future developments in AC. you have nothing to lose by doing SV 2.0 now, since you'll have to do it any-way to reap the benefits of 2.1. 2.1 is really only a refinement of 2.0, & also an extension of the Super video concept to the 600XL & 1200XL.

Hope this helps! :)

- BEN POEHLAND
The 8-Bit Alchemist

PS- I'm away from the Net till July 12. Ostensibly on vacation, but while the rest of the USA is enjoying backyard barbeques, watermelon & traditonal 4th of july fireworks, I'll be hacking out the August issue of AC & hope-fully putting the finishing touches on Super video 2.1.

****

2264. re:Micro....time to move on.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 19:28:56 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul4.192856.19532@cs.tulane.edu>
Source record: 106176

Hay Glenn, I think it's time to move on to bigger and better things. Got a piece of e-mail this morning...

From winters@access.digex.net Sun Jul 4 10:31:39 1993
From: Michael Winters <winters@access.digex.net>

Hmmmmmm.... Interesting arguments on both sides - you both gave me some good ideas. I have an idea - if only 500 people are willing to fork out 20-25 bucks to subscribe to A.C. (which is partly due to apathy - just spending a few minutes sending a check in, or maybe people don't want to spend the money etc...) I saw that magazine and it certainly looks excellent - would like to subscribe to it (when I GET around to it :-)) I have an idea which I haven't seen happen too much - Why not put an online magazine on this news group, devoted ONLY to Atari 8 bit stuff. This would provide more in depth converage of things, rather than the obviously, piecemeal converage people get of topics that interest them. What would be neat about this is that the INTERNET Atari 8 bit "magazine" would be written by the Atari programmer/user etc... community and could possibly be more up to date than any "printed" magazine you see in a store. what do you think? any one volunteer to be an editor (I would, but I think there are people out there with tons more Atari experience than me :-))
--- MIke Winters

Something interesting to think about, what with Znet8bit dead and all. I know you've been working to put together a programers co-op...Do you think it would be possible to include the results of that effort in or make it into an online Mag? Something to think about...

Take care (sorry I jump so hard there at the begining)

Mike
Atari Archive Project
Louisiana

2265. Information on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-04 19:43:10 UTC
From: zarathus@access.digex.net
Message-ID: <217bse$qvb@access.digex.net>
Source record: 106177

Hi. I am currently in the possession of an Atari 130XE given to me by a friend who wishes for me to "get it working." I suspect the reason he couldn't use it is because the box one connects to the TV is broken so I will have to get a new one. The other problem is that it came with no software or cartridges...so even if it in't broken, it will be difficult to test. I know of the sites on internet which contain atari software but, as of now have no way(i.e. do not know how) to transfer files from ibm to disks readable by an Atari. I know there is something called util.exe but I really don't know what it does save that I've heard it used with ibm and atari in the same sentence. I am wondering if this is the equivalent of teledisk and will allow me to make atari readable disks from my ibm or if there are teledisked files out there which I can use to make such disks. If anyone can help me with my dilemma, I will be very thankful :).

2266. re:Micro....time to move on.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 00:56:20 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <217u7k$539@usenet.INS.CWRU.Edu>
Source record: 106178

In a previous article, snyder10@convex1.tcs.tulane.edu (sherry snyder) says:

>Hay Glenn, I think it's time to move on to bigger and better things. Got a
>piece of e-mail this morning...
>
>
>From winters@access.digex.net Sun Jul 4 10:31:39 1993
>From: Michael Winters <winters@access.digex.net>
>
>Hmmmmmm.... Interesting arguments on both sides - you both gave me some good
>ideas. I have an idea - if only 500 people are willing to fork out 20-25
>bucks to subscribe to A.C. (which is partly due to apathy - just spending a
>few minutes sending a check in, or maybe people don't want to spend the money
>etc...) I saw that magazine and it certainly looks excellent - would like to
>subscribe to it (when I GET around to it :-)) I have an idea which I
>haven't seen happen too much - Why not put an online magazine on this news
>group, devoted ONLY to Atari 8 bit stuff. This would provide more in depth
>converage of things, rather than the obviously, piecemeal converage people
>get of topics that interest them. What would be neat about this is that
>the INTERNET Atari 8 bit "magazine" would be written by the Atari
>programmer/user etc... community and could possibly be more up to date
>than any "printed" magazine you see in a store. what do you think?
>any one volunteer to be an editor (I would, but I think there are people
>out there with tons more Atari experience than me :-))
>--- MIke Winters
>
>Something interesting to think about, what with Znet8bit dead and all. I know
>you've been working to put together a programers co-op...Do you think it would
>be possible to include the results of that effort in or make it into an
>online Mag? Something to think about...
>
>Take care (sorry I jump so hard there at the begining)
>
>Mike
>Atari Archive Project
>Louisiana
>

Mike Winters's idea is nothing new. In January of 1992, when I proposed
the mail in campaign which ultimately led to Atari Classics magazine, there
were several people on the net who suggested an online magazine would be
a better alternative. I was against such an idea then, and I'm still
against it. Atari Classics currently supports 497 readers. How many
of these readers have Internet/GEnie/Delphi/Compuserver accounts.
Fifty? One hundred? Can't much more than that. ACTIVE posts on this

newsgroup come from a handful of people, about 20 I'd say.

The sad fact is, that despite the low cost of even 1200/2400 baud, and new 9600/14.4kbaud modems, relatively few 8 bitters have modem capability. It's all part of the tight-fisted attitude of today's 8 bitters, who would rather use a 64K machine with a stock 1050 drive than spend a few bucks to drastically improve their computing environment. An online magazine would never reach the readers a print magazine does.

Additionally, any 8 bit online magazine will still be inherantly text based. This excludes the possibility of including commercial advertisements, schematic diagrams, photos of hardware modifications, or other highly visual aspects of a print magazine that make it worth having.

Thorough coverage? When SuperVideo 2.1 comes out, you can bet the farm that Ben will ensure that it is COMPLETELY thorough. How about my current series on XE type expansion upgrades? 3 parts have gone to print already, and I expect I'll have 3 more installments before I completely cover all the programs out there, deal with Antic banking, and perhaps talk about what hardware memory upgrades are left on the market.

The only thing that makes an online magazine appealing is that it would be FREE. Have I been missing something? I thought we're trying to shake off this "Cheapskate" reputation that the 8 bit market has.

I must conclude that an online magazine is a bad idea. A print magazine like Atari Classics beats it hands down. I am adamantly opposed to any online magazine idea presented. If there are still people out there with the time and capability to edit an online magazine, I must truly wonder why they don't instead offer their services to Atari Classics, where Ben Poehland edits all incoming manuscripts, handles all subscriptions, runs the magazine and disk databases, and oversees everyone else.

Jeff McWilliams
"Moonlight Workshop" -- Atari Classics magazine

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2267. Programmers' CO-OP

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 05:07:19 UTC
From: G44@delphi.com
Message-ID: <01H05Y121RGY936RCK@delphi.com>
Source record: 106179

Trying to get the co-op to take off has been difficult, but I am making some progress.
Step one was to get it networked on enough boards so that some programmers could dial in locally and post.
I am working towards that goal.
Presently there are 4 boards in the network, and possibly 2 more if I can get them to do it.

I also reached the programmer of the UNIX CLI, but he only called a couple times and I'd probably have
to contact him personally again in order to get him to call again (he is one area code away).

I have tried to generate some posts by talking about one of my online projects, but that will only go so far.

As soon as I can get the 2 other boards to join in, and then hopefully others will join by netting with the hub,
then perhaps I can snag a notable shareware programmer.

The way it will survive is to have a useful project in the works that is worked on communally.

It will probably be a couple months at the very least before it matures.

But, I should say, it IS there, and any programmer who wants to contribute is free to.

Symptom of the Universe BBS
617-444-4310

He will most likely get some replies.

For instance:

"Hi, I am working on a FAX program to finally give the 8-bitter fax capability but I need some
specs on FAX data transmission."

now, that would generate some replies...

or:

"Hi, I am working on Zmodem, does anyone know how to add modules to BOBTERM?"

8-bitters are cheapies, and the only way this thing is gonna fly is if every
carina board that is networking, is carrying the sig.

But, I'm doing what I can.

It's too bad TOM HUNT or some other programmer isn't sysoping a Carina board.
Then he could use the SIG as a beta-tester sig and a press-release sig for shareware like TOM does.

Still waiting for Bill and his ScotchDOS, I will be glad to act for him in proxy in posting the source code
and relaying replies and advice back to him.

2268. Re: Micro....time to move on.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 06:27:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul5.062716.14359@cs.tulane.edu>
Source record: 106180

Hay Jeff, hope you enjoyed your forth.

While I agree with you about the state of many in the Atari community, speaking for myself, one who subs to AC, AIM, CN, Connect, and a number of other IBM and Mac mags, I've always like the idea of an online mag (Betazine, Zmag). Kinda like a Fanzine if you will and didn't Analog start out as just a computer shop newsletter? (I may have that wrong). I would never stop someone from doin and contributing to the remaining ommunity. I'll give you another reason I like 'em...I can get 'em into school and get 'em to everyone (the kids arn't going to sub to AC and the schools just will not spend the money). For myself, I like the idea of a hardcore programers Mag, that's why I brought it up to Glenn...He's doing a lot of work putting together a programers co-op and I can see this as a way of spreading what is happening through out the bbs world. (Ghod knows I'm on enough nets...) Might even get a few sysops to join in his building network...

Anyway, its been a longone..............

Ya'all take care

Mike
Atari Archive Project
Louisiana

2269. Re: Amazing experiences with Atari & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 09:13:57 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jul5.091357.14469@cs.nott.ac.uk>
Source record: 106181

In article <84609@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
[text deleted]

>chine... From what we hear on this Net Atari had a much larger presence
>in Europe, but I have never understood just WHY they neglected the
>domestic market at the same time...

It is possible that Atari had a larger presence in Europe, but they still
didn't exactly go all out on the advertising either. Since 1989 I have only
seen about 2 seconds worth of Atari 8-bit advertising on TV, and that was a
screen shot which lasted for about 1/2 second tagged onto the end of an
advert for the XEGS. Blink and you miss it. At Christmas time you couldn't
switch the TV on without seeing S*ga, Nint**do, C64, etc advert
(unless you watched the BBC - no adverts :-)), but Atari adverts were
a rarity!

Raphael Espino
rje@cs.nott.ac.uk

2270. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 13:25:26 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <219a47$i02@usenet.INS.CWRU.Edu>
Source record: 106182

Ben the "Alchemist" is also Ben the "Purist". Ben, for $200 you can have an IBM compatilble, mono monitor and 20 meg hard drive. Then use PC File for your data base. The thing is to get Mr. McWilliams to hack your data base data so that it is compatible with PC File or some other "cheap" data base for the IBM. Really Ben, if you use an IBM, you might lose some of your charm and purity, but you will keep some of your hair.

2271. MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 15:11:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <741966880.AA00881@tdkt.kksys.com>
Source record: 106201

I totally agree with you and if memory serves me well those who participate in the scam are eligible for prosecution using the mail to commit fraud.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2272. Retraction-MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 16:46:57 UTC
From: aj008@cleveland.Freenet.Edu
Message-ID: <219lu1$9op@usenet.INS.CWRU.Edu>
Source record: 106183

Please disregard my posting "MAKE.MONEY.FAST". I have bee
n told by many, many people that it is of questionable legal
ity.

I had posted the message to see what kind of response, if an
y, the post would generate. I was not trying to swindle anyo
ne, nor am I a criminal.

I cancelled all of the articals about 6 hours after the post
ing, so I hope they have stoped circulating by now.

I assure you, I will not try this again.

Thank You.

2273. networks

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 16:48:44 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul05.164844.21434@dcc.uchile.cl>
Source record: 106185

Hola mundo.

On Wed Jun 30 18:02:12 CST 1993, sourada@iastate.edu (Steven D Ourada) wrote:
>Subject: Re: Amazing experiences with Atari & Questions
>About networking 8bits: a good (cheap, but somewhat fast) place to put a
>network is the joystick ports. (..deleted...)

Here, in Chile, a network for the 8bit was on the market.
I don't know the procedence of this hardware.

It consists of a small 2600-cartridge-like that has three connections:
a SIO cable to connect to the computer, a 9-pin female connector on
the box, and a 9-pin male connector cable to link to the next box of the
network, like:

```
client client client server ___ /__/
[ ]-------->[ ]---...-->[ ]--------->[*]-------[===]----[___]-----...
_|_ _|_ _|_ _|_ disk printer to
/_=_\ /_=_\ /_=_\ /_=_\ drive any
/____\\ /____\\ /____\\ /____\\ sio
8bit 8bit 8bit 8bit device
```

The box marked with a "*" also has an extra SIO connection to attach to
any Atari 8bit compatible device, and acts as a server of the resources,
so only one computer in the network can use the devices at the time.
The 8bit attached to the server box has the same privileges than any
of the client 8bits, I think :-)

This also requires a modified DOS to don't time-out at the request of
a device. I don't remember how much secure is this network, in terms
of data integrity of the diskettes or noise in the communications or
data in printer's buffer.

I know this implementation does not allow communication between computers.
It acts only as a peripheral devices server, just like the "Black Box"
(that's the name?).

Bye... ++V

PS: I'm still receiving new names, e-mail addresses and info of c.s.a.8
readers. Only few sent their personal info, like authories of
commercial/pd programs, publishing, and non-atari famous.
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2274. Re: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-05 17:01:45 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Jul5.170145.5601@newshub.ists.ca>
Source record: 106184

In article <2123u5$2fk@usenet.INS.CWRU.Edu> aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:
>
>
>
> *INSTRUCTIONS*
>
>Follow these instructions EXACTLY, and in 20-60 days you will have received
>well over $50,000 in cash, all yours. This program has remained successful
>because of the honesty and integrity of the participants. Please continue
>its success by carefully adhering to the instructions.
>

[Remainder of morally offensive text deleted]

[Mounting soapbox...]

This kind of thing just sickens me, particularly now when many people are out of work and desperate enough to succumb to a scheme like this. There's a scam artist in the Toronto area who has a similar deal going; he plasters the city with flyers in everyone's mailbox promising them they can make up to $50/hr in their own home by stuffing envelopes in their spare time. All they have to do is call a special 976 number for more information. This sort of "promotion" appeals to people who can least afford to be sucked in - recent immigrants, the unemployed, and those on welfare. The phone call costs people $10.00 which enables them to listen to a taped message which is utterly worthless. They get absolutely nothing for their money PLUS they're out the $10. The people who promote these things are, in my opinion, nothing but slime.

Aaron may have posted this out of naivety; I sure hope so. If ever the old adage "You don't get somethin' for nothin'" applied, it's here. Regardless, this posting violates the Cleveland Freenet's guidelines on electronic chain letters and I have forwarded a copy to the Freenet administration for their review.

People, please, this is the comp.sys.atari.8bit newsgroup, not the make.money.fast newsgroup. I mean, geez, if ever there were two things which were diametrically opposed, it's the 8-bit Atari and making money. Just ask Atari. <grin>

[Dismounting soapbox...]

We now return you to your regularly scheduled programming [pun intended].

- Mike Jewison
mjewison@nereid.sal.ists.ca

2275. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 00:07:22 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21afnq$q8p@usenet.INS.CWRU.Edu>
Source record: 106186

In a previous article, cb541@cleveland.Freenet.Edu (James R. Gilbert) says:

>
>Ben the "Alchemist" is also Ben the "Purist". Ben, for $200 you
>can have an IBM compatilble, mono monitor and 20 meg hard drive.
>Then use PC File for your data base. The thing is to get Mr.
>McWilliams to hack your data base data so that it is compatible
>with PC File or some other "cheap" data base for the IBM. Really
>Ben, if you use an IBM, you might lose some of your charm and
>purity, but you will keep some of your hair.
>
James,

Oh sure. Easy isn't it? First, we have to deal with somehow translating
turbofile records into PC File Records. God knows if it can even be done
without manually retyping in the data. You're gambling on that
aspect alone. Then Ben has to spend time learning MSDOS and the PC
architecture. After Ben has figured out MS-DOS, he has to deal with
learning PC File. How long will that take? Who's to say this PC File
can actually do the things needed to keep the AC database alive?
How much time is this all gonna take, for a guy who works 50 hours a week,
and puts in another 30 hours a week as an administrator for Atari Classics.
This included Editing the manuscripts, proofing the camera ready
copy, dealing with staff members and freelance article authors, dealing with
Disk distribution, etc. The point is, a whole lot more effort would be
spent going from 8bit->PC than just fixing the few bugs existing in
Turbofile. Further, an SIO driver 1025 printer is responsible for
printing labels. Not because it's Ben's only printer, he also has a
Epson 9 pin and an Epson 24 pin printe The 1025 is built like a tank, and
will most likely continue printing on into the 21st century. You can't run
a 1025 off of a PC.

Further, all manuscripts and edited on an Atari 8 bit computer.
Should Ben also invest in a PC word processor and spend time learning how
to use that? I'm sure Word Perfect for DOS is SOOO easy to learn,
F1 is help isn't it? Or is it exit to DOS? Real user friendly, easy for
Ben to learn. And hey, since we don't want to use the 8 bit anymore,
we need a telecommunications program too, and umpteen million other things
that already exist and work well on the 8 bit.

The point is, the 8 bit works just fine. Switching to a PC will not make
life easier. Most applications for the PC are more complex, and more of a
headache than similar 8 bit programs. PC programs offer more features,
but that's part of the problem. Unless you switch to Windows
(i.e. MORE NIGHTMARES) Ben would have to spend weeks of time doing nothing

but relearning how to use applications.

Ben's not a purist, he's a realist. He has a 286 sitting in the closet next to his 1040STE. He knows what works for him, and what is a waste of his time to deal with. Pretty much all 8 bitters are these days.

Jeff McWilliams
Atari classics magazine -- "Moonlight Workshop"

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2276. Re: networks

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 00:14:16 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21ag4o$qu7@usenet.INS.CWRU.Edu>
Source record: 106187

In a previous article, vparada@inf.utfsm.cl (Victor Parada G.) says:

>Hola mundo.
>
>On Wed Jun 30 18:02:12 CST 1993, sourada@iastate.edu (Steven D Ourada) wrote:
>>Subject: Re: Amazing experiences with Atari & Questions
>>About networking 8bits: a good (cheap, but somewhat fast) place to put a
>>network is the joystick ports. (..deleted...)
>
>Here, in Chile, a network for the 8bit was on the market.
>I don't know the procedence of this hardware.
>
>It consists of a small 2600-cartridge-like that has three connections:
>a SIO cable to connect to the computer, a 9-pin female connector on
>the box, and a 9-pin male connector cable to link to the next box of the
>network, like:
>
>client client client server ___ /__/
> [ ]-------->[ ]---...-->[ ]--------->[*]-------[===]----[___]-----...
> _|_ _|_ _|_ _|_ disk printer to
> /_=_\ /_=_\ /_=_\ /_=_\ drive any
>/____\\ /____\\ /____\\ /____\\ sio
> 8bit 8bit 8bit 8bit device
>
>The box marked with a "*" also has an extra SIO connection to attach to
>any Atari 8bit compatible device, and acts as a server of the resources,
>so only one computer in the network can use the devices at the time.
>The 8bit attached to the server box has the same privileges than any
>of the client 8bits, I think :-)
>
>This also requires a modified DOS to don't time-out at the request of
>a device. I don't remember how much secure is this network, in terms
>of data integrity of the diskettes or noise in the communications or
>data in printer's buffer.
>
>I know this implementation does not allow communication between computers.
>It acts only as a peripheral devices server, just like the "Black Box"
>(that's the name?).

This sounds a lot like the Supra networking box that I saw in
either Analog or Antic magazine a few years back. It went over like a
lead balloon. It was similar to the one described above: there was a
main SIO connector where all shared peripherals plugged into, and then
additional SIO connectors where the 8 bits plugged into. Like the one
above, the Supra device had problems. If computer A used the point command

to point to a location in a file, there was nothing to prevent computer
B from then writing data to that location in the open file, thus
clobbering data. I'm not sure how the Multiplexor by C.S.S. ensures
that different networked 8 bits don't clobber each other. Maybe
Glenn over there from Delphi can tell us mre about this.

Jeff McWilliams
"Moonlight Workshop" -- Atari Classics Magazine
--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2277. Information on tech stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 02:46:45 UTC
From: ScottM@cup.portal.com
Message-ID: <84760@cup.portal.com>
Source record: 106188

Could anybody point me to an ftp site where I might be able to find text files dealing with the Atari 8-bits? I'm collecting all the info I can and ran out of files to read.

Any help appreciated,
Scott

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2278. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 04:10:33 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul6.041033.17469@cs.tulane.edu>
Source record: 106189

You have to agree with Jeff here, Atari Classic is about, by, and for, Atari 8bit users...why shouldn't it be run from an 8bit? Sure we can try and push Ben into using a clone but then why even bother having an 8bit mag in the first place...I mean lets get real here, I can't type any faster on my IBM 486 or MacPlus than I can on my 8bit (with TransKey). Data sorted on my IBM comes out looking just like data sorted on my 8bit...Oh faster you say, why? One, I'm in no rush, and two, using my hard drive and ram disks it almost takes no time to sort through a fair number of records (I use both DiskBase and SynFile with an MIO). Just because there's a bug in one program doesn't mean its time to get rid of the system (I know thats not what you said but it seemed to be where you were driving). If I followed that kind of logic, I'd have dumped my clone the min Windows 2 came out, then again when the first issue of PCfile (too many bugs) and lastly when the new Pkzip 2 came out and liked to killed my backup collection... Working through software bugs is just a thing we work through, not something we abandon a platform over.

I know you were just trying to help, but that kind of help kind of goes aginst what we're trying to do here and that is to show that the 8bit system still has its place here in the "Real World" (tm).

Look ma, my 8bit, she ain't a toy no more!

Mike
Atari Archive Project
Louisiana

2279. Atari Classic games for Windows

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 04:21:46 UTC
From: hanner@sumax.seattleu.edu
Message-ID: <21cfrqINNk2t@sumax.seattleu.edu>
Source record: 106200

Microsoft Introduces Classic Arcade Games for Windows

REDMOND, Wash. - July 6, 1993 - Microsoft Corporation
today introduced Microsoft* Arcade, the newest title from the
entertainment product unit. Microsoft Arcade is an accurate and
faithful replication of five of the most
popular arcade games from Atari - Asteroids*, Centipede*, Battle Zone
, Missile Command and Tempest* - for use with the Microsoft
Windows* operating system. These high-quality games were reproduced
to give users the same look and effects on the Windows platform that they
recall from the original arcade versions.

2280. Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 04:29:49 UTC
From: ip001b@uhura.cc.rochester.edu
Message-ID: <1993Jul6.042949.20068@galileo.cc.rochester.edu>
Source record: 106190

Hi, I don't want to upset anyone by admiting that I don't use my Atari800 anymore, but that's just the way it is. Anyhow, I would like to know if there is an emulator to run my left over software on my PC (486sx25). I checked the FAQ, but is seemed not to be mentioned.

Thanks,
Ivan.....

--
Ivan Pulleyn hypereal group
ip001b@uhura.cc.rochester.edu po box 18572
rochester, ny 14618
interact (716) 442-6231

2281. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 06:30:14 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <21b65m$9dj@samba.oit.unc.edu>
Source record: 106191

That description sounds almost like a PD German game I used to play, but it had a ball going through pipes instead of a train on a track.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2282. Re: Information on tech stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 07:28:41 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <21b9j9$b9e@samba.oit.unc.edu>
Source record: 106192

Atari.archive.umich.edu.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2283. Re: Retraction-MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 09:03:30 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Jul6.090330.23203@cs.nott.ac.uk>
Source record: 106193

In article <219lu1$9op@usenet.INS.CWRU.Edu> aj008@cleveland.Freenet.Edu (Aaron M. Barnes) writes:
>
> Please disregard my posting "MAKE.MONEY.FAST". I have bee
>n told by many, many people that it is of questionable legal
>ity.
You mean to say that you didn't know in the first place?

>I had posted the message to see what kind of response, if an
OF COURSE YOU DID!

>y, the post would generate. I was not trying to swindle anyo
>ne, nor am I a criminal.

NO, OF COURSE NOT!!!

>I cancelled all of the articals about 6 hours after the post
>ing, so I hope they have stoped circulating by now.
>
>I assure you, I will not try this again.

Are you the same person who posted a very similar letter to the
rec.games.video.classic group about a week ago, or was that someone else?

Is there any standard net symbol for sarcasm?
Like a smiley :-) is for humour?
Maybe there should be one! I could have used one in this post.

Raphael Espino, rje@cs.nott.ac.uk
'Life is never simple. I learnt that with my firts train set.
quote - Norman Clegg - Last of the Summer Wine

2284. Re: Kermit-65 & P:R: update...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 09:18:20 UTC
From: winston@merk.com
Message-ID: <C9qKIL.L04@merk.com>
Source record: 106199

On Thursday, 24 June 24, 1993 at 00:43:00 -0600 (06:43:00 GMT),
in article 11814, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:

DH> Well, still no luck. After messing with different SDX
DH> CONFIG.SYS configurations, different DOS'es (MyDOS, Sparta 3.2),
DH> different Kermit on my host site, baud rates, etc., I still am having
DH> problems w/ Kermit file transfers. I have had the Kermit at the site
DH> log the packets for me and it seems that most of the blocks need to be
DH> resent, starting from the very beginning of the file. While watching
DH> during transfer, it seems as though the Atari is never in sync with
DH> the packets being received. It seems like the Atari sends a type of
DH> acknowledgment in the middle of a packet, which in turn causes the
DH> the packet to be resent, which does eventually allow the packet to be
DH> received correctly. This of course takes about 10 seconds for one
DH> packet. Every once in....
>
> -Dag- ---> Dag.Hugdahl@tdkt.kksys.com
> FlightLine BBS -[MSP]-MN USRdual 612-544-5118 (1:282/47)

Something you might try if KERMIT-65 is giving you problems is to
attempt to make the transfer using ACTION! KERMIT. ACTION! KERMIT has no
user terminal interface to speak of, but it may not give you the same
problems that KERMIT-65 ("NR" edition) does. If I were to make an educated
guess, the problem might be that KERMIT-65 is using very short packets,
whereas the mainframe Kermit is using a much larger packet size and has to
"self-adjust" downwards. KERMIT-65 has a packet size of 94. You might try
adjusting the size of the data packet on the mainframe to match and see
whether or not that might help.

2285. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 10:24:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul6.102435.28023@cs.tulane.edu>
Source record: 106194

In article <1993Jul6.042949.20068@galileo.cc.rochester.edu> ip001b@uhura.cc.rochester.edu (Ivan Pulleyn) writes:
>
>Hi, I don't want to upset anyone by admiting that I don't use my Atari800
>anymore, but that's just the way it is. Anyhow, I would like to know if
>there is an emulator to run my left over software on my PC (486sx25). I
>checked the FAQ, but is seemed not to be mentioned.

No, at this time there's no emulator to run 8bit software on the IBM...Now at one time there was talk (by DataQue) of a 130xe on a plug in card but it seems to have died due to lack of interest. I also understand that there is a way (maybe) to run 8bit programs programs through an ST emulator (kind of an emulator within an emulator). I've sent for information on the last one and if it looks reasonable I'll likely try one out (what the heck, I've got the right ST roms setting here anyway and thats half the battle).

Sorry I can't be much help

Mike
Atari Archive Project
Louisiana

2286. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 11:45:40 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <21bol4$5st@usenet.INS.CWRU.Edu>
Source record: 106195

I appreciate Mr. McWilliams point of view. Ben should stick with
TurboFile and work out the bugs. I offer to try converting the
turbofile data files to PC File, if Ben can send them to me.
Ok. The 1025 is built like a tank. I'm just giving my point of
view. I still use my 8-bit, enjoy it very much. I was suggesting
not to put up with the Atari, if there is an alternative way.
PC file is very easy to learn and use. I suspect it will do
everything TurboFile will, and more. It and, say "Boxer" are
two shareware titles that Ben could use. PC File is a bit harder
to learn. He could still do his word processing on the Atari.
I never saw a decent data base for the 8-bit, maybe Turbofile
is one. I don't care for the 80 col alternatives on the 8-bit
either. Yes, I use the IBM for wordprocessing, data base and
communications. I still consider myself to be an avid Atari
8-bit enthusiast. The machine has certain limitations and
I don't bend over backwards to use it, I make it fit my
needs and preferences. I'm working on a pkunzip for the 8-bit.
Porting it from the only place you would expect. That requires
use of both machines.

2287. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 12:23:22 UTC
From: richards@bugs.orl.mmc.com
Message-ID: <1993Jul6.122322.17166@iplmail.orl.mmc.com>
Source record: 106196

In article <1993Jul2.193150.3536@cs.tulane.edu>, snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:

I think you are the one who doesn't get it. If you read my original post, I never said "Glenn, go forth and copy!". My intention was to generate discussion about aquired rights to software. Both what is done with current rights and what people plan to do with newly aquired rights. Sorry if I touched a sore subject, but I didn't intend this to be a piracy debate.

There is still something that puzzles me...

In article <1993Jul2.193150.3536@cs.tulane.edu>, snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
|> I hate to break "Real World" news to you but there almost isn't any money
|> to be made in the 8bit world. Yeah you can point to the few Co. still selling

This is the part that "I still don't get". If you know that you can't make money in the 8bit world, why go through the trouble to acquire the rights to software that will never create a profit??? Please remember, this is just a question.

Remember, there are some 8-bit users who are just that. Users and hobbyists are not the same (even though many would argue that anyone who still uses an 8-bit is simply a hobbyist). The user will probably not be spending a great deal of time searching for software. If it is made known to that person that software exists and will make his/her life easier, they may purchase it.

Larry Richardson
richards@foghorn.orl.mmc.com

2288. Atari Archive Project, Louisiana

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 13:25:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <21bug0$fu1@usenet.INS.CWRU.Edu>
Source record: 106197

So, Mike, what IS the Atari Archive Project, Louisiana? (known by me only
from your .sig)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2289. Re: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 15:42:10 UTC
From: bantolph@draco.unm.edu
Message-ID: <21c6gilNNmqq@lynx.unm.edu>
Source record: 106198

Isn't it criminal to use USENET for this crap? BTW I have seen this jerk post the same stinking message to at least 10 other newsgroups.

Someone needs to track this jerk down and hang him.

2290. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 21:21:45 UTC
From: ab588@yfn.ysu.edu
Message-ID: <21cqd9$ens@news.ysu.edu>
Source record: 106202

Someone made the comment that who would want the rights to
a program and then not sell it....well this is what Steve
at Micromiser software is doing. He's still in business
making PC software; he's got the 8bit Atari in the garage
with 500 mixed up 8bit disks..That's what he told me last
month and if I wanted a module to a program bad enough he'd
send one of his programers out to the garage, assemble the
8bit, and go thru 500 disks to find it-> which would be a
charge of $200 ($50 an hour at a 4 hour minimum).
Also, his Turbobase has some screwy copy protection that if
and when you get your business application set up, in about
a months time a number appears on the main menu. Well if
this number isn't erased then in an alloted time then good
bye application! Only Steve knows what to do when the
numbers appear--I had one--and you have to send in a post
card that comes with the original program to have him tell
you how to get those numbers off the screen. Guess where
the codes to get the numbers off the screen are? In his
garage!
Anyway here's the adress and phone number:
MicroMiser Software
31413 Westward Ho
Sorrento, FL 32776
904-383-0745
--
Joe Sabatino -->ab588@yfn.ysu.edu

2291. Re: MicroMiseriser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 21:33:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <21cr40$f4p@news.ysu.edu>
Source record: 106203

```
The manual for Turbobase is 700 pages not 200, Ben.
--
Joe Sabatino -->ab588@yfn.ysu.edu
```

2292. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 23:27:38 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul6.232738.25890@integrity.uucp>
Source record: 106256

In article <219a47$i02@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>Ben the "Alchemist" is also Ben the "Purist". Ben, for $200 you
>can have an IBM compatilble, mono monitor and 20 meg hard drive.
>Then use PC File for your data base. The thing is to get Mr.
>McWilliams to hack your data base data so that it is compatible
>with PC File or some other "cheap" data base for the IBM. Really
>Ben, if you use an IBM, you might lose some of your charm and
>purity, but you will keep some of your hair.

Perhaps Ben could be a semi-purist and use his ST.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2293. Re: ScotchDOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 23:38:47 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul6.233847.25956@integrity.uucp>
Source record: 106257

In article <01H04GULGTSY936K4D@delphi.com> G44@delphi.com writes:
>
>Anyway, an Under the OS ramdisk isn't essential, but it would be useful.

But then there would be no place for Genie!

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2294. Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-06 23:59:17 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <3693186.86357.1272@kcbbs.gen.nz>
Source record: 106255

Hey Glenn, do you think you could possible set your line length to 80
cols? It's VERY hard to understand your messages when each line
disappears off the end of the screen!

```
---------- ---------------------------- -----------------
| _ | | |
| \\_ | Dawn Scotting is:- | Please turn off |
| /_ > | pandora@pinn.nacjack.gen.nz | your quoting |
| </ | _ | option before |
| /~> | (_)o Kia Ora from | posting email |
| /_/ | /\ \ New Zealand | to me. |
|__o_______|_____________________________|_________________|
```

2295. Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 00:43:25 UTC
From: ken@cup.hp.com
Message-ID: <C9rrCE.GH1@cup.hp.com>
Source record: 106204

John Harris asked me to create a thread here about his experiences with
the Atari back in the early days. His newreader only lets him respond to
current subjects, not create a new one, so I'm making this topic for him.

Take it away John!

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

2296. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 04:32:11 UTC
From: jharris@cup.portal.com
Message-ID: <84832@cup.portal.com>
Source record: 106259

Thanks Ken, for starting this topic.

I've been getting several letters through EMail, (which I've greatly enjoyed -- Thanks!), and I thought some of the questions and responses have been interesting enough to be in public view. Here's an offer to field any questions you might have about me, what I've been doing, the Atari, the exagerated story told in Hacker's, who invented liquid soap and why?, or any other questions you might have.

I've still been programming the Atari 8 bit in the commercial world. I've made several products related to character and graphic display systems. During that time, there's also been several technical discoveries, and since I have been out of touch with the hobbiest world, I've been unable to share them with anyone.

To start with, I've recently solved a 12 year long debugging nightmare, that winds up being a bug in the 6502 processor, or possibly in Atari's mods to the 6502C chip. The clincher for me was the fact that this problem doesn't occur on a machine equipped with the 65816 chip. The problem is, and some of you may not believe me, the processor can intermittantly skip an IRQ or NMI interrupt -- presumably, if it happens at some particular instant where the processor is unable to respond to it properly. Although I don't understand why this situation happens, I am totally convinced that it is real, and that it does not occur with the 65816. If there are any interested parties, I'd love to talk about this in as much detail as you wish. I can also post a very small assembly source listing that will demonstrate the problem.

One of the more bizzare quirks I have run across, is a way to change Antic from mode $F to mode $E in the middle of a scanline! It gets even weirder, when you find out that this mode $E grabs the colors from different registers! I used it in my character generater to put multi-colored graphics next to hi-res text. The trick that does it, is switching to a GTIA mode, and back again. Just set up a mode $0F display list, and use a DLI to change $D01B to $40, and back to 0 in the middle of the screen. You'll have a psuedo mode $0E on the right half!

From my end, I've missed out on the entire development of 8 bit utilities for about the last 9 years. Two or three years ago, I was still using an original 800 with Dave Small's LE disk interface, and OS/A+ DOS! I know that sounds really strange, that I could be that out of touch, but there were reasons. I am now the proud owner of a Black Box, and SpartaDOS 3.2, (I don't like X, and it doesn't work well in my setup), and I am sure I have missed a ton of useful developments. I'd appreciate being informed of some of these, or where to look to find out.

I made some changes to the Hyper E: screen speedup program, that has made it much more compatible. This is listed as version 1.2JH, and was uploaded to Tom Hunt's BBS. Has this made it into general distribution? (I burned this into my OS ROM, so it works with programs that use the $E400 vector.)

To avoid this getting any longer than it already is, and telling a bunch of things that no one is interested in, I'll leave it to you to ask for more.

Thanks,
John Harris - jharris@cup.portal.com - Pac-Who?

2297. Re: Jawbreaker 2600 binary

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 04:32:19 UTC
From: jharris@cup.portal.com
Message-ID: <84833@cup.portal.com>
Source record: 106260

I'd really like some feedback on this one, if anyone gets it running. I personally really liked it, although I don't have a 2600 to see it on anymore.

There were two object files on my disk, one labeled JO, and one labeled JOF. JO stands for Jawbreaker Object, but I can't for the life of me remember what JOF is for. JO appeared to be the one that matched the source code, and so this was the one I uploaded. If you have trouble getting the game to work, let me know and I can try posting the other one.

During the project, I found a strange quirk in the VCS that cost me a lot of hair. It turns out that while the reset key on the VCS is held down, the 6507 is being reset over and over very rapidly, and on odd occasions, it jumps through the IRQ vector instead of the RESET vector! It only executes one or two intructions there before jumping back through the RESET vector, and it always ends up on the reset vector, but in the case of Jawbreaker it never got a chance to. Since the code was very full, I used the IRQ vector locations as extra space, thinking the VCS doesn't use IRQ's so these locations weren't needed. The bytes sitting there just happened to point to a non-existant place that locked up the processor before it got a chance to re-reset. This wasn't discovered until after a week of intense searching for a non-existant bug in my startup code, (what else could it be?!?), and finally the rental of a hardware diagnostic tracer that pinpointed the problem in moments.

On another strange note, this may be related to the skipped interrupt problem that I mention in my 'sound off' topic. Any speculation welcome.

John Harris - jharris@cup.portal.com - Pac-Who?

2298. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 04:46:52 UTC
From: dillera@wam.umd.edu
Message-ID: <21dkfs$2is@cville-srv.wam.umd.edu>
Source record: 106258

```
sherry snyder (snyder10@convex1.tcs.tulane.edu) wrote:
: No, at this time there's no emulator to run 8bit software on the IBM...Now at
: one time there was talk (by DataQue) of a 130xe on a plug in card but it
: seems to have died due to lack of interest. I also understand that there is
: a way (maybe) to run 8bit programs programs through an ST emulator (kind of an
: emulator within an emulator). I've sent for information on the last one and
: if it looks reasonable I'll likely try one out (what the heck, I've got the
: right ST roms setting here anyway and thats half the battle).

There are some possibilities of people writing 8bit emulators for the
Amiga, so you could buy an Amiga, which will also run a 486sx.....
THe amiga will (hopefully) also emulate an ST... if you have the ROMS...

--
||-------------------------- |
| /|_|_|_ Andrew Diller |
| |_ |_ --------------- |
| /|_ |_ dillera@wam.umd.edu |
| |_|_|_ |
```

2299. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 06:24:14 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul7.062414.28811@cs.tulane.edu>
Source record: 106261

In article <1993Jul6.122322.17166@iplmail.orl.mmc.com> richards@bugs.orl.mmc.com (Larry Richardson) writes:
>
>
>I think you are the one who doesn't get it. If you read my original post, I
>never said "Glenn, go forth and copy!". My intention was to generate discussion

The interesting thing here is I'd already agreed that this wasn't your point and that the root of you discussion was in different direction. So as the comment applied to the first discussion, you didn't get it...as to the second new discussion you did and I agreed with the root of your point of view. That still has not changed.
>
>There is still something that puzzles me...
>This is the part that "I still don't get". If you know that you can't make money
>in the 8bit world, why go through the trouble to acquire the rights to software
>that will never create a profit??? Please remember, this is just a question.

Why should this puzzle you...1. it's the right thing to do, that's just the way it is. 2. As you go on to say later in your posting, many of us are hobbyists, it's something we want to do for our hobby...An odd outlook I'll agree but it happens. Hay some of us want to try, we have the time, resources, and desire to do this. I'm not dumb enough to think that I can talk people out of copying software when there is nolonger a supplier/supporter...I just don't want them saying they do...Thats my point in a nutshell.

Tell ya what I'd really like to hear for everyone, is ways we as the remaining community can get these folks that hold (our?) rights to release 'em to the public or to someone like AC so that there can be a central point to store the source codes and maybe plan for upgrades and patches. Yeah its a dream, but what a dream!

Take care

Mike
Atari Archive Project
Louisiana

2300. User group meeting - Austin, TX

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 13:01:34 UTC
From: hoosier@rider.cactus.org
Message-ID: <1198@rider.UUCP>
Source record: 106263
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
The next meeting of the Austin Atari Computer Enthusiasts (AACE) will be
this coming Saturday (10 July) at the Bethany United Methodist Church in
Anderson Mill, near Austin, TX. We support all Atari products. Mail to
aace@rider.cactus.org for more information.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

Women and cats do as they damn well please, and men and dogs had best
learn to live with it. --Alan Holbrook
```

2301. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 13:58:30 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul7.135830.15563@exu.ericsson.se>
Source record: 106264

Jeffrey J. McWilliams writes:
>
>Switching to a PC will not make
>life easier. Most applications for the PC are more complex, and more of a
>headache than similar 8 bit programs. PC programs offer more features,
>but that's part of the problem.

Seconded, and I don't mean to be down on the PC (I own one and I also think we're all above "my computer is better than yours" nonsense). Every time I've become annoyed with the quirks and annoyances of an inexpensive program and shelled out big bucks for the high priced solution (or simply the popular one), I've been disappointed. It is much better to stick with the simple tools you know well, IMO.

I could rant, but I won't.

--
James Hague
exuhag@exu.ericsson.se

2302. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 14:12:47 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul7.141247.16263@exu.ericsson.se>
Source record: 106265

John D Harris writes:
>
>the exagerated story told in Hacker's

How did you react when you first read Levy's book? And on an unrelated note, why did you get away from game programming?

>From my end, I've missed out on the entire development of 8 bit utilities
>for about the last 9 years. Two or three years ago, I was still using an
>original 800 with Dave Small's LE disk interface, and OS/A+ DOS! I know
>that sounds really strange, that I could be that out of touch, but there
>were reasons. I am now the proud owner of a Black Box, and SpartaDOS 3.2,
>(I don't like X, and it doesn't work well in my setup)

I'm curious about exactly what your setup is: additional RAM, mods, utilities, monitor, what development software you use, etc. I eat this stuff up and I'm sure others will too.

--
James Hague
exuhag@exu.ericsson.se

2303. Re: COMEBACK FOR ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 14:19:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930707091921MIS0160@MVS.UDEL.EDU>
Source record: 106262

A friend of mine forwarded to me a post he had seen in the newsgroup
misc.invest. I thought it would be appropriate to post it here since
it pertains to Atari.

In article <420@complex.complex.is> frisk@complex.is (Fridrik Skulason) writes:
> V2110A@VM.TEMPLE.EDU (Richard Hoenes) writes:
>
> >I just called Charles Schwabb to check on Atari and was told that trading
> >was halted. Anyone know the reason?
>
> There was a speculation 2 or 3 days ago that Atari would do a reverse 1:10
> split...and trading would be halted for a day or two.
>
> Anyhow....does anybody know anything more about the Atari-IBM deal, regarding
> the "Jaguar" system ? I just sold most of my Atari shares .... (always
> nice to get a 150% profit) ... but I cannot help but wonder if I should have
> kept them a little longer...

I don't know for Jaguars, but reverse splits are supposed result in
net equaity value losses about 80% of the time. Usually a good time
to sell then watch for a new opportunity after the dust settles...

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: ...!rutgers!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

2304. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 14:31:38 UTC
From: greg@duke.quotron.com
Message-ID: <C9stor.JJ7@quotron.com>
Source record: 106266

jharris@cup.portal.com (John D Harris) writes:

>One of the more bizzare quirks I have run across, is a way to change Antic
>from mode $F to mode $E in the middle of a scanline! It gets even weirder,
>when you find out that this mode $E grabs the colors from different
>registers! I used it in my character generater to put multi-colored
>graphics next to hi-res text. The trick that does it, is switching to a
>GTIA mode, and back again. Just set up a mode $0F display list, and use a
>DLI to change $D01B to $40, and back to 0 in the middle of the screen.
>You'll have a psuedo mode $0E on the right half!

And how many goat sacrifices did _that_ take? Geez. I don't have a working
8-bit anymore, but I'd sure like to see the code that does this.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

2305. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 14:49:24 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9suIC.9pp@cbfsb.cb.att.com>
Source record: 106268

In article <21afnq$q8p@usenet.INS.CWRU.Edu> cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
>
>In a previous article, cb541@cleveland.Freenet.Edu (James R. Gilbert) says:
>
>>
>>Ben the "Alchemist" is also Ben the "Purist". Ben, for $200 you
>>can have an IBM compatilble, mono monitor and 20 meg hard drive.
>>Then use PC File for your data base. The thing is to get Mr.
>>McWilliams to hack your data base data so that it is compatible
>>with PC File or some other "cheap" data base for the IBM. Really
>>Ben, if you use an IBM, you might lose some of your charm and
>>purity, but you will keep some of your hair.
>>
>James,
>
>Oh sure. Easy isn't it? First, we have to deal with somehow translating

It risk of jumping in where I'm not wanted ....

>turbofile records into PC File Records. God knows if it can even be done
>without manually retyping in the data. You're gambling on that
>aspect alone. Then Ben has to spend time learning MSDOS and the PC

If turbo file can generate reports, you should be able to create
a comma delimited report to disk, transfer to PC, and import to
about any database around.

>architecture. After Ben has figured out MS-DOS, he has to deal with
>learning PC File. How long will that take? Who's to say this PC File
>can actually do the things needed to keep the AC database alive?
>How much time is this all gonna take, for a guy who works 50 hours a week,
>and puts in another 30 hours a week as an administrator for Atari Classics.
>This included Editing the manuscripts, proofing the camera ready
>copy, dealing with staff members and freelance article authors, dealing with
>Disk distribution, etc. The point is, a whole lot more effort would be
>spent going from 8bit->PC than just fixing the few bugs existing in
>Turbofile. Further, an SIO driver 1025 printer is responsible for

If I recall correctly ... it was mentioned that $2500 was being invested
in this project .. for that amount of money I suspect that PC programming
can be readily hired locally, offloading the time investment somewhat.

>printing labels. Not because it's Ben's only printer, he also has a
>Epson 9 pin and an Epson 24 pin printe The 1025 is built like a tank, and
>will most likely continue printing on into the 21st century. You can't run

>a 1025 off of a PC.
>
>Further, all manuscripts and edited on an Atari 8 bit computer.
>Should Ben also invest in a PC word processor and spend time learning how
>to use that? I'm sure Word Perfect for DOS is SOOO easy to learn,
>F1 is help isn't it? Or is it exit to DOS? Real user friendly, easy for
>Ben to learn. And hey, since we don't want to use the 8 bit anymore,

Perhaps .. it all depends on what enables someone to get the most work
out with the least investment in time and energy.

>we need a telecommunications program too, and umpteen million other things
>that already exist and work well on the 8 bit.
>
>The point is, the 8 bit works just fine. Switching to a PC will not make
>life easier. Most applications for the PC are more complex, and more of a
>headache than similar 8 bit programs. PC programs offer more features,
>but that's part of the problem. Unless you switch to Windows
>(i.e. MORE NIGHTMARES) Ben would have to spend weeks of time doing nothing
>but relearning how to use applications.

My point is .. as a _computer_ enthusiast who happens to be interested
in 8 bit Ataris since I bought a 400 for $400-600, I love the Atari hardware
and the conecpt of the original low level software interface ... but
I am not wedded to it. And I spend considerable money on computer hardware
and software, but find little reason to buy a new MIO interface or any
of the other hard drive interfaces when it is so easy and cost effective
to use my PC harddrive .. just slower (as far as the Atari is concerned).

>
>Ben's not a purist, he's a realist. He has a 286 sitting in the closet
>next to his 1040STE. He knows what works for him, and what is a waste of
>his time to deal with. Pretty much all 8 bitters are these days.
>

If he has a 286, my question is why isn't he using it? If he has one, he
must be at least acquanted with MSDOS. If it would be cheaper, or more
cost effective long term to move some applications to a faster platform,
why waste the obviously limited supply of suscriber dollars being a
purist? If it is a labor of love, and being done at least partially as
a service to the community, some thought should be given to efficiency.

>Jeff McWilliams
>Atari classics magazine -- "Moonlight Workshop"
>
>
>--
>Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.
>
>cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

But then, if the effort is one to keep alive an almost dead piece of state of the art (8bit art) database software .. more power to him. But is it in the best interests of the magazine?

Perhaps a project like this would be better done thru a separate organization, group, set of books. It would be a shame to see the last Atari magazine die due to fiscal expenditures not related to its publication.

--
Richard Dell -- suscribing soon .. when I get around to paying bills

2306. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 15:25:30 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9sw6I.EzB@cbfsb.cb.att.com>
Source record: 106269

In article <1993Jul6.041033.17469@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>You have to agree with Jeff here, Atari Classic is about, by, and for, Atari
>8bit users...why shouldn't it be run from an 8bit? Sure we can try and push

Becuase it might be cheaper to run it from a PC, and hence more likely
to stay in business?

>Ben into using a clone but then why even bother having an 8bit mag in the
>first place...I mean lets get real here, I can't type any faster on my IBM

As a labor of love .. because the 8bits have some distinctive things
to offer .. because they are available cheap at flea markets, and those
people might want to know more about them .. because we are nostalgic ..
many reasons having nothing to do with running the magazine on an 8bit.

>486 or MacPlus than I can on my 8bit (with TransKey). Data sorted on my IBM
>comes out looking just like data sorted on my 8bit...Oh faster you say, why?
>One, I'm in no rush, and two, using my hard drive and ram disks it almost takes
>no time to sort through a fair number of records (I use both DiskBase and
>SynFile with an MIO). Just because there's a bug in one program doesn't mean
>its time to get rid of the system (I know thats not what you said but it
>seemed to be where you were driving). If I followed that kind of logic, I'd

I agree ... but do question whether the suscribers should subsidize software
product acquisition ... which is not pertinent to magazine articles, but to
what might be considered a subsidiary interest. How viable will the magazine
stay if it funds software acquisition from subscription funds?

>have dumped my clone the min Windows 2 came out, then again when the first
>issue of PCfile (too many bugs) and lastly when the new Pkzip 2 came out
>and liked to killed my backup collection... Working through software bugs
>is just a thing we work through, not something we abandon a platform over.
>
>I know you were just trying to help, but that kind of help kind of goes aginst
>what we're trying to do here and that is to show that the 8bit system still
>has its place here in the "Real World" (tm).
>
>Look ma, my 8bit, she ain't a toy no more!
>
>Mike
>Atari Archive Project
>Louisiana

Never was a toy <grin>. In my opinion, the Atari was originally the most
professional operating system around when it came out. Along with another

of my interests, the 6800/6809 Flex operating system, it was helped to loss of prominence by slow disk drive speed (which was subsequently somewhat addressed with the MIO type expansions, but too late).

Perhaps the question is ... is it in the communities/suscribers interest to prove that the 8bit is a _real machine_, to the detriment of the magazine? I, for one, always found it interesting that the '68 Micro Journal billed itself as the first microprocessor wordprocessed magazine ... taking articles from 6800/6809 word processing files and directly producing the magazine, but that did not induce me to suscribe, or add to my enjoyment and knowledge or value gained from the magazine. Nor will it induce me to suscribe to Atari Classics .. which I will do. (soon, honest!) I just wonder how long Atari Classic might be around.

Facts are facts, and people who buy an entire Atari system with hundreds of disks of software at a garage sale for $20 or such are not going to buy commercial software. They might suscribe to a magazine. And they might learn from that. They might even then join/support a software distribution club/organization. But should the magazine fund the later? Or fund its own publication?

--
Richard Dell

2307. Re: UTIL.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 15:35:29 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul07.153529.10781@dcc.uchile.cl>
Source record: 106267

Hola mundo.

Last saturday, the Stone Virus infected (and prosibly destroyed) the
hard disk of the PC connected to my subdomain unix network, so I
couldn't compile it again.

I only remember that I had to restore the crlf at the end of each line
in the .C source, the .ASM and the docs.

Then, I tried to compile it with TurboC, but I couldn't find an
assembler installed. Now I have the asm, but no c! :-(

I will try again this week in another PC.

Bye... ++V

PS: Does someone know a Virus for an Atari 8bit? I don't.
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2308. 8-bit Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 19:37:54 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <21f8mi$9aq@Tut.MsState.Edu>
Source record: 106270

I have the following Atari 8-bit items for sale:

Hardware - 1020 color pen plotter/printer $10

Accessories - 1 Suncom Tac-3 joystick $3
1 WICO BOSS joystick $3
1 Atari 7800 joystick $3
1 set of paddles $5

Software on disk - Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15
RAMbrandt version 2.0 $10

Games on disk - Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jawbreaker $5
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Quest of the Space Beagle (no docs) $3
Silicon Dreams $5
Trail Blazer $10

Books - Basic Atari BASIC $7
Atari DOS 2.5 Manual, $7

Magazines - ANALOG Computing issues 44(7/86), 45(8/86), 46(9/86), 49(12/86)
Antic: July, Aug/1985
Dec*/1987
Apr, Dec*/1988
* these issues include the disk

I also have over 50 ds/dd SpartaDOS formatted disks with
shareware/public domain/magazine software on them...

If you are interested in any of the above please contact me...

Daniel Martin
P.O. Box 2439
MSU, MS 39762

601-325-5767

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu
P.O. Box 2439
MSU, MS 39762

2309. Re: RGB monitor for 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-07 23:51:02 UTC
From: jim@octopus
Message-ID: <1993Jul7.235102.20533@jpl-devvax.jpl.nasa.gov>
Source record: 106271

Keywords: monitor, pinout, video

From the Atari 400/800 Hardware Manual: the video monitor pinout
(DIN 5, slot at the top, starting from 1:00 position:
1 - Composite luminance
4 - Composite video
2 - Ground
5 - Composite chroma
3 - Audio

A standard 5-pin DIN to twin RCA plug audio/video cable available at
many places will work fine if you have a monitor with composite video
input using RCA jacks.

2310. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 00:33:26 UTC
From: ab588@yfn.ysu.edu
Message-ID: <21fq0m$j5h@news.ysu.edu>
Source record: 106272

John....I'm interested in anything you have to say..what you've
said so far is very interesting.
If you are running Sparta3.2d then you must get Wedge2.1; its
chock-full of useful utilities; it buries itself in the upper
memory of an expanded machine....you can't be using an 800 now
with the BB.
Which machine were you using the 65816 in?
--
Joe Sabatino -->ab588@yfn.ysu.edu

2311. Wanted: These 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 00:35:05 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Jul8.003505.53816@acs.ucalgary.ca>
Source record: 106273

Hi, I'm looking for the following 8 bit cartridges:

Crystal Castles
Star Raiders
Star Raiders II
Pengo
Pole Position
Galaxian
Caverns of Mars

Please drop me a line if you are looking to sell. Thanks.

--
[.SIG ALERT]
dbstrutt@acs.ucalgary.ca
[END .SIG ALERT]

2312. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 01:27:53 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul8.012753.22427@cs.tulane.edu>
Source record: 106274

One quick point... TurboFile is being acquired by Ben, not Atari Classics... It's my understanding that no AC funds were used to get the rights, AC funds are required for printing and mailing (and it sounds to be an almost break even venture even with 500 subs). I still agree with Jeff, Atari Classic is by, about and for Atari Users and it does mean somthing to me that the mag can be run from our Classic system. (yes I know layout and production are done else where but everything else can be done from the 8bit).

I too must be one of those wierd people...I still use my 130xe everyday. only need the mac to do page layouts and the IBM for AutoCad... Everything else I do with and through my Classic system. I understand what you're saying, I just don't agree with conclusions.

Mike
Atari Archive Project
Louisiana

2313. The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 01:46:43 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9307080146.AA13681@brachot.jct.ac.il>
Source record: 106275

AND This time in our smart-alec idea department we have...
A PHYSICAL RAMDISK!!!
-Hooks up to Atari 8bits via the PBI (XL/XE) or SIO (800) (2 models)
-Turned ON 24-hrs a day, rechargeable-battery backup for brownouts
-10-MB RAM - usable only as a RAMdisk (or less if it's xpensive)
-Faster-than-hard-disk data-transfer

Well, ye hardware buffs out there? How 'bout it?
I seriously think this could be cool..
--
Itay Chamiel (Pronounce CH as in 'loch-ness') | You can fool all of the people
bruck@brachot.jct.ac.il | some of the time, and some of
"LIFE! Don't talk to me about life." -Marvin | the people all of the time, but
_____ you can't fool MOM! -Murphy

2314. Pirating...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 04:54:32 UTC
From: "James King"@upl.com
Message-ID: <9307080454.AA06448@uplherc.upl.com>
Source record: 106276

<First.. I hope this is making it to the cross-posted USENET side>

Second.. I must be looking for trouble to get involved in this debate, but here's my $.02 anyway! <grin>

When is pirating actually pirating? If the company no longer exists as an entity and all the programmers have disappeared, died or left the planet.. Is recopying/distributing their wares still considered pirating or is it called survival?

My personal view of pirating is when a program is illegally cracked or duplicated WHILE the company still maintains a financial or personal interest in said program. If they careless (which is the case with about 90% of 8bit Atari software), then nobody is suffering damages.

Is this not correct?

If, however - we are to follow the letter of the law, then pirating is the duplication of ANY (c) software irregardless of the owners position. <--- Obviously, that law has to change as the time frame is WAY beyond that of being justifiable.

Also.. I'd like to defend G44 (Glenn Saunders). He is _NOT_ a pirate as Mike (at the Atari Archives Project) would paint him to be. Glenn is well known to me as an AVID and legal (and maniacal) supporter of the 8bit Atari. In fact, Glenn has gone WAY out of his way to secure hard-to-find/locate 8bit hardware & software for the sheer enjoyment of using this platform (and all these activities have been above board). On top of this, Glenn has championed many efforts to keep 8bit BBS based networks active (such as on Delphi, Pro! networks <my BBS included>, Carina Net, etc..)

As I stated in the first few lines.. these comments are my opinion only.. But we all know how opinions are (like Axxholes.. Everybody has one) <grin>

James King aka Kamaro Kid

8-bit Manager of Delphi
Exchange Editor for Atari Classics &
SysOp of the Korner BBS (Atari 1meg 130xe w/140mb HD @ 19.2k)

Mail: 1fa!bbs@neb

2315. Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 04:54:34 UTC
From: "James King"@upl.com
Message-ID: <9307080454.AA06452@uplherc.upl.com>
Source record: 106277

Help! I recently came across a brand-new-in-the-box XEP80 (from Clay Walnum HIMSELF).

I'd like to locate the AtariWriter 80 package.

Anyone having this ORIGINAL (Covering-my-butt from Mike <grin>) package, please contact me.

Also.. Has anyone experienced XEP80 problems as I have? I'll be putting along at a mere 2400baud (my Hayes Ultra will push 19.2k throughput) using Bobterm (with the XEP80 .BTM module) when all-of-a-sudden my screen will push to the right.. As I put alone, my screen will continue to push even further to the right until no text is visible on the screen - forcing me to power-off-IPL my XEP80.

Any ideas?

This phenomenah occurs at least 10 times per modeming session and its really starting to annoy me!

Replies via Comp-sys-Atari-8bit or via mail at: kamaro_kid@delphi.com

James King aka Kamaro_Kid

Mail: 1fa!bbs@neb

2316. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 05:23:11 UTC
From: jharris@cup.portal.com
Message-ID: <84936@cup.portal.com>
Source record: 106278

>How did you react when you first read Levy's book?

It took me a long time, about 6 months after I got it, to read the book. Mostly because others who read it first said I wouldn't be very thrilled by what got written. I was dissappointed. Steve Levy spent a lot of time with me and the other programmers at On-Line, took notes, and absolutely new the real stories. Why do journelists need to rewrite things to make the story more interesting? If they're going to make it up anyway, why go to the trouble and expense to gather real data?

While I did disassemble Super-Breakout and BasketBall, and discover PMG and some other machine secrets, bootleg copies of the Harware manuals showed up just a few months later. It was a strange because I thought I had information that no one else was going to know, and could use it to really have an edge in 3rd party Atari games. I couldn't help but feel disappointed that my 'edge' was taken away. Of course, that didn't last too long, because there was a whole world inside those manuals that I never would have found. After reading them, I was very happy to have that info available for myself, and everyone else. Instead, Levy told the story of the 'Wonder Boy' who figured it all out on his own.

I was not hoping Ken Williams could 'get me laid'. In fact, it was a cause for several arguments between he and I, as I constantly tried to get him to stop. Some of it was funny, like when we were in Lake Tahoe and I was drinking while under-aged. Ken said to one of the waitresses, "How would you like to go to bed with a rich twenty-year-old?" This time, my embarassment at thinking I was going to be caught under age overshadowed the usual embarassment. But both Ken and the waitress were apparently oblivious as to the remarks hidden content. Mostly, I was upset by Ken's attempts, and upset that Levy propogated them.

My wife and I did not crash Ken's party. And the largest stone on her engagement ring is a 1/10th carat sapphire. (Her own design) And the part about 'boy had she changed' was taken completely out of context. I was referring to the emotional feelings between us after being friends since we were 15. As with most other stories, this one has a funny side note too. A stranger hearing a discussion similar to this, looked at my wife's ring, and said, "Honey, if you married him for his money, you got screwed."

>And on an unrelated note, why did you get away from game programming?

A lot of trouble with On-Line, and Ken Williams, and a couple of failed attempts at programming a couple of games for Synapse, (for various reasons, some of this related to item number one), a failed startup company that I was a part of, and a crooked lawyer and accountant made me very depressed. When I recovered from all that, the opportunity that presented

itself first was a character generator that a friend of mine was working on, but he had to abandon the project. Mostly emotional reasons kept me from looking back for so long.

I do have at least two partially finished games that I could share with interested parties. Perhaps even find someone who wanted to help finish them.

>I'm curious about exactly what your setup is: additional RAM, mods, utilities
,
>monitor, what development software you use, etc. I eat this stuff up and I'm
>sure others will too.

Embarrassing, compared to my completely tricked-out 800. A stock 130XE, 128K, C= 1702 monitor (are there any others?) :-), 27256 EPROM for the OS, which I can switch between almost stock, and a custom ROM with my debugger built in. I can hold Select and Reset, and recover from crashed states. A BB with 10 Meg hard drive, but it's nowhere near full. (I love this 8 bit stuff!). I recently got an XEP80 box, but some features of my development system didn't work with it, so I'm rewriting that.

All my development software is custom, although some of it is modified from other people's programs. Synapse's internal PMG editor and character set editor have had several mods, and I really like the screen design utility built into the character set editor. It lets you draw char set graphic screens, including inserting/deleting rows and columns and moving things around. The assembler is a long story. I'll try to be brief. :-) I don't like Mac/65 because of the poor editor and bug/65. I still haven't seen the cart version, but I understand the editor hasn't been improved, and that's the tool I use most in a development system. I described some VERY simple changes that he could have made to allow full screen editing within the auto-number mode, and forward/back scrolling costing very little memory. (I believe these changes were 100 bytes or less). The author was completely uninterested in any improvements, saying things like, "I don't *force* you to use the built-in editor." And, "It's no problem, because Mac/65 is so fast." He said that one at least 4 times during our conversation. Well, I rate speed a little differently, because I'm interested in the time it takes to develop a product -- I spend a small portion of it waiting for the assembly process, and that's not what needs to be the most important step IMHO.

I had already started my own project, which began life as MAE from Eastern House, and decided to continue with it. I've added lots of features, and made the existing ones easier to use. The assembler and debugger are integrated, so that I can use the symbol table and single line assembly in the debugger. It smaller and lots faster than the original, plus it can be relocated anywhere in memory. I assemble my software directly into a RAM based version of my bank select cartridge, so having the assembler elsewhere is a must. (The reason SpartaX doesn't work for me.) The best thing about it, is that if I ever catch myself thinking, "I wish it would do this", I get out the source code and make it do that. :-) It's not Mac/65 as far as raw assembly speed, but it's probably the second fastest

assembler. I normally program in modules of about 2K-4K, and these assemble in 10-20 seconds, and thus I just don't need anything faster. Mac might save me 15 seconds on an assembly, but it would cost me tons of editing time. Not having block moves alone would cripple me. (Doesn't anyone else move code around when branches go out of range?!?)

I'm sorry. I didn't keep this brief.

I just finished upgrading it to full 65816 capability, and am in the process of finishing a new editor that will work with the XEP80. It's full screen oriented, and has some neat stuff. Like pressing a key will look at the operand of the current line and take you to the location where the label is defined. It also sets a bookmark where you came from, so you can return with another key. Like an editor's version of JSR & RTS. Plus a multi-line undo, single key line duplicate, and other things I can't remember. Let me know if anyone wants to beta test this editor a bit. The current snag in the assembler, is that the debugger has not been upgraded to 65816. Does anyone have a source for a 65816 disassembler?

John Harris - jharris@cup.portal.com

2317. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 05:23:18 UTC
From: jharris@cup.portal.com
Message-ID: <84937@cup.portal.com>
Source record: 106279

```
>jharris@cup.portal.com (John D Harris) writes:
>
>>One of the more bizzare quirks I have run across, is a way to change Antic
>>from mode $F to mode $E in the middle of a scanline! It gets even weirder,
>>when you find out that this mode $E grabs the colors from different
>>registers! I used it in my character generater to put multi-colored
>>graphics next to hi-res text. The trick that does it, is switching to a
>>GTIA mode, and back again. Just set up a mode $0F display list, and use a
>>DLI to change $D01B to $40, and back to 0 in the middle of the screen.
>>You'll have a psuedo mode $0E on the right half!
>
>And how many goat sacrifices did _that_ take? Geez. I don't have a working
>8-bit anymore, but I'd sure like to see the code that does this.

I discovered this by accident, since I was trying to put a GTIA pic on the
left, and hires text on the right. The chips apparently won't do this, and
you wind up in the wierd mode $E instead.

John Harris - jharris@cup.portal.com
```

2318. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 05:50:18 UTC
From: jharris@cup.portal.com
Message-ID: <84943@cup.portal.com>
Source record: 106281

>John....I'm interested in anything you have to say..what you've
>said so far is very interesting.
>If you are running Sparta3.2d then you must get Wedge2.1; its
>chock-full of useful utilities; it buries itself in the upper
>memory of an expanded machine....you can't be using an 800 now
>with the BB.

I'll look for this. Except, it might be in the upper memory spot that I patched 3.2d to use so that I could get a 1K lower MEMLO.

>Which machine were you using the 65816 in?

I don't want to start any rumors about this one. It might be September or later before I can talk about it, but it's not for the mainstream 8 bit users unfortunately.

John Harris - jharris@cup.portal.com

2319. Re: Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 05:50:25 UTC
From: jharris@cup.portal.com
Message-ID: <84944@cup.portal.com>
Source record: 106280

Related to this, has anyone done any improvements to the XEP80 driver software? There is at least two bugs when getting lines from E:. Trailing spaces are not truncated, and if you move the cursor to a different line, the logical starting column isn't reset to 0. (i.e., the computer prints something, leaving the cursor after it. Doing a get from the E: device will return only the characters past this point. Except, if the cursor is moved to a different line, E: should return the entire line in this case. The XEP software applies the same position chop as the original line.)

Or any other general improvements, like removing the P: handler to save space, or relocating to lower memory. I have it successfully running at $1900, but that wastes all the space from $1819-$18FF. Their relocating format doesn't appear to allow both high and low byte relocation.

I find it hard to believe the SpartaDOS author couldn't save $19 more bytes, but oh well...

John Harris - jharris@cup.portal.com

2320. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 07:59:49 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ips@abcd.houghton.mi.us>
Source record: 106282

Richard,

In NO WAY is Atari Classics subsidizing the acquisition of Turbofile
from Micromiser Software. This acquisition is paid for by Ben, out
of the money he's saving by refinancing his house, not from people's
subscriptions. Atari Classics money goes solely toward the magazine.

But let me say this: as I read your post, I became really dismayed
due to the underlying message it sent me.
Ben put up a LARGE sum of money to get Atari Classics
started. Myself and the rest of the campaign crew sacrificed a lot of
our own personal time running the campaign which led to the creation of
Atari Classics in the beginning. Ben spends 30-50 hours a week doing
nothing but handling Atari Classics business. He averages 5 or 6 hours
of sleep per day. Nutritional needs have been fed via instant nukable
food. This has taxed his system severely, and it showed on his most
recent health exam where he works. The bottom line given to him by
his company is, either he gets himself back into shape, or he faces
the possibility of getting shit-canned.

if you're so worried about Ben taking funds from Atari Classics,
how come you gave no consideration for the 300-500 dollars per week
that Ben could rightfully claim for the services he provides to A.C?
And beyond that, if procuring Turbofile ensured the continuation
of Atari Classics, what would be wrong with A.C. funding its procurement
so that source code could be obtained, bugs fixed, enhancements made, etc?

If the 8 bit is so incapable, do you expect Ben to pay out of his own
pocket for a PC and a host of software for it?

If you're really not happy with the way Ben is performing his duties,
feel free to find another who is as dedicated as he is.

I am really REALLY trying to control my anger here, to keep from
frothing at the mouth.

I tire at continually hearing how terrific the PC is, and how poor the
8 bit's capabilities are at doing jobs it can do perfectly well.
You PC people MUST stop listening to all the pro-Intel propaganda out
there. Just because a machine isn't a 486DX2-66 or a Pentium, does NOT
mean it's incapable. Ben's database running machine is a
256K 800XL, with a 44meg Syquest Removable media drive, 2 dual drive
XF551 floppies controlling 720K and 360K mechanisms, and 2 1.44 meg
PBI driven floppy drives.

Atari Classics's database computer is running on a machine that is
a FAR cry from a 48K 800 with an 810 disk drive. Turbofile is VERY

capable. With the program running under BASIC XL, and the majority
of time critical stuff written in machine language, T.F. has no trouble
handling the needs of the Atari Classics subscriber database.

Running A.C. off of an Atari 8 bit isn't a question of purism.
As I said in a previous post, several factors contribute toward
porting the A.C. database over to a PC unfeasible:

Transferring the data from Atari/Turbofile to a PC with some
database whose file format isn't even known.

Dealing with the learning curve of the PC architecture, DOS,
the Database

Finding a place to even put such a beast in Ben's office crammed full
of papers, subscriptions, letters, magazines, manuscripts, A.C. program
disks, etc.

Oh sure, YOU may say PC File is an easy database to use, just as I might
tell my wife how easy UNIX is to use. Gee, simple to me.
No problem using "ls -l | grep ARC | lpr -Pmath "
to do what I want eh?

Jeff

-- Via DLG Pro v0.995

2321. How to simply connect Atari to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 09:28:00 UTC
From: hrivnac@vxcrna.cern.ch
Message-ID: <8JUL199310285144@vxcrna.cern.ch>
Source record: 106283

Hello !
Can somebody tell me how to connect my Atari 130XE to PC 486DX ?
I'd like to do it in some very simple way, because I have no modem
for Atari and I don't want to buy it. I have only disk unit with single
density.
I want to copy my files from Atari to PC and (if possible) to use
Atari as a terminal for PC. Is it possible with only some cable
(without additional interface) ? Ho to plug it in ?
What is the simpliest way ? I'd vert happy if anybody answer me.
But I know only very little about Atari hardware, so tell it very
simply, please !

##
E-mail - internet: hrivnac@cernvm.cern.ch <<<--- use this !!!
bitnet : hrivnac@cernvm <<<--- use this !!!
S-mail: PPE Division; bldg.602,R-023; CERN; 1211 Geneve; Switzerland
voice: (022)-767-3170
##

2322. Re: How to simply connect Atari to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 11:26:37 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <21h09d$9pm@usenet.INS.CWRU.Edu>
Source record: 106284

The easiest way to communicate is with a null modem. You can get a null modem (just crosses some wires of the serial port and keeps some straight thru) at any good computer store. Then you need a cable long enough to go from the little null modem to the other computer. You would need a P:R: connection, 850, MIO or BB to use a regular rs-232 hook up. Then use Comm. software at both ends and let her rip.

2323. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 11:45:50 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9uGoF.7Fv@cbfsb.cb.att.com>
Source record: 106285

In article <1993Jul8.012753.22427@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>One quick point... TurboFile is being acquired by Ben, not Atari Classics...
>It's my understanding that no AC funds were used to get the rights, AC funds
>are required for printing and mailing (and it sounds to be an almost break
>even venture even with 500 subs). I still agree with Jeff, Atari Classic is

Great! That really was my only serious concern .. I have seem too many
,agazines I loved fall by the wayside the last ten years.

>by, about and for Atari Users and it does mean somthing to me that the mag
>can be run from our Classic system. (yes I know layout and production are
>done else where but everything else can be done from the 8bit).
>

And .. the bottom line, for me, is always to use what people will use, and
can use. A 486DX2/66 PC System is useless if people don't use it, for
whatever reason. So is an Atari 800 in the closet. Computers are just tools,
and tools are only valuable for what the enable us to do.
--
Richard Dell

2324. Re: The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 11:51:22 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9uGxM.7Ms@cbfsb.cb.att.com>
Source record: 106286

In article <9307080146.AA13681@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Itay Chamie1) writes:
>
>AND This time in our smart-alec idea department we have...
>A PHYSICAL RAMDISK!!!
>-Hooks up to Atari 8bits via the PBI (XL/XE) or SIO (800) (2 models)
>-Turned ON 24-hrs a day, rechargeable-battery backup for brownouts
>-10-MB RAM - usable only as a RAMdisk (or less if it's xpensive)
>-Faster-than-hard-disk data-transfer
>
>Well, ye hardware buffs out there? How 'bout it?
>I seriously think this could be cool..
>--
>Itay Chamiel (Pronounce CH as in 'loch-ness') | You can fool all of the people
> bruck@brachot.jct.ac.il | some of the time, and some of
>"LIFE! Don't talk to me about life." -Marvin | the people all of the time, but
>_____ you can't fool MOM! -Murphy
>

Gee, and coincedentally just last week I spent a day thinking about what hardware would be necessary to make some dynamic RAM look like a many track floppy drive to a system for easy replacement in _any_ type of computer (more specifically my floppy only laptop). That would not be too hard ... the problem would be making it small (for the laptop) and low enough in power for batteries to be reasonable. Now for a _normally_ AC powered setup (drifting off to the design land in the mind) ....

--
Richard Dell

2325. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 12:45:12 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9uJFC.G01@cbfsb.cb.att.com>
Source record: 106287

In article <84936@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>
>I'm sorry. I didn't keep this brief.
>

Don't be .. it's fascinating!

--
Richard Dell

2326. 810er Floppy

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 13:11:42 UTC
From: us@ix.de
Message-ID: <1993Jul8.131142.19406@ix.de>
Source record: 106298

I am searching for an good old Atari 810er Floppy. If you have one, please
send a short message at us@ix.de.

ulli

2327. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 13:25:00 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul8.132500.16532@exu.ericsson.se>
Source record: 106289

John D Harris writes:
>
>I'm sorry. I didn't keep this brief.

No, no, no, don't try to keep it brief! You almost certainly know
the 8-bit machines better than anyone currently using them. And
what you say is _interesting_; over the last five years or so there
has been a steady decrease in programming the Atari computers and
more of an emphasis on hardware upgrades. Hearing about someone
actually doing amazing new things (without any doom & gloom) brings
back some of the spark of the Olden Days (TM).

Any chance you will release your assembler/debugger (either commercially
or as shareware)? I've thought of finishing up some old programs,
but MAC/65's editor give me the willies.

Why have you stuck with the Atari machines all these years? Wasn't
there ever any pressure to work on the Amiga or another computer?

--
James Hague
exuhag@exu.ericsson.se

2328. Mule for PCs

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 13:35:29 UTC
From: us@ix.de
Message-ID: <1993Jul8.133529.19474@ix.de>
Source record: 106299

I have heard, that the legend Mule is now ported at the PC. Not a joke:
the Author Daniel Bunten is the Author too, but now he has
transformed to Daniela Bunten.

ulli

2329. Mule for PCs

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 13:38:33 UTC
From: us@ix.de
Message-ID: <1993Jul8.133833.19531@ix.de>
Source record: 106300

an additionaly Information: the new Mule for PCs is named
"The Sun of Irata".

ulli

2330. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 13:40:33 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9uLzM.25s@cbfsb.cb.att.com>
Source record: 106288

In article <Jeff_Mcwilliams.0ips@abcd.houghton.mi.us> Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:
>Richard,
>
>In NO WAY is Atari Classics subsidizing the acquisition of Turbofile
>from Micromiser Software. This acquisition is paid for by Ben, out
>of the money he's saving by refinancing his house, not from people's
>subscriptions. Atari Classics money goes solely toward the magazine.
>

Great .. that was the spark of my post.

>But let me say this: as I read your post, I became really dismayed
> due to the underlying message it sent me.
> Ben put up a LARGE sum of money to get Atari Classics
>started. Myself and the rest of the campaign crew sacrificed a lot of
>our own personal time running the campaign which led to the creation of
>Atari Classics in the beginning. Ben spends 30-50 hours a week doing
>nothing but handling Atari Classics business. He averages 5 or 6 hours
>of sleep per day. Nutritional needs have been fed via instant nukable
>food. This has taxed his system severely, and it showed on his most
>recent health exam where he works. The bottom line given to him by
>his company is, either he gets himself back into shape, or he faces
>the possibility of getting shit-canned.
>
>if you're so worried about Ben taking funds from Atari Classics,
>how come you gave no consideration for the 300-500 dollars per week
>that Ben could rightfully claim for the services he provides to A.C?

None of above deleted due to appreciation for the sacrifices _time_
envolves for all of us. Volunteer work is _real_ work, no matter
what direction it might be directed. And when out of pocket expense
is included, even more respect is due those who volunteer.

>And beyond that, if procuring Turbofile ensured the continuation
>of Atari Classics, what would be wrong with A.C. funding its procurement
>so that source code could be obtained, bugs fixed, enhancements made, etc?
>

My point was directed to efficiency issues .. what is cost and time
effective ... effort directed to software publishing to the detriment
of the longevity/survival of the magazine is what I was questioning.
We all have limited resources, and I for one appreciate it when people
question how I am prioritizing my own distribution of time and finance.

>If the 8 bit is so incapable, do you expect Ben to pay out of his own
>pocket for a PC and a host of software for it?

Only if he wants to .. he apparently is paying out of pocket
for the software rights .. I was recommending careful consideration.

>
>If you're really not happy with the way Ben is performing his duties,
>feel free to find another who is as dedicated as he is.
>

As I am sure you know .. fat chance of finding someone else as dedicated.
I _DO_ appreciate the degree of effort Ben is putting forth on behalf
of the Atari 8bit community.

>I am really REALLY trying to control my anger here, to keep from
>frothing at the mouth.
>

Please don't be angry. I am not trying to start a PC based religious
war here, just bringing up concerns and alternatives.

>I tire at continually hearing how terrific the PC is, and how poor the
>8 bit's capabilities are at doing jobs it can do perfectly well.
>You PC people MUST stop listening to all the pro-Intel propaganda out

I must correct something. I am not a PC person. I personally dislike
the Intel architecture and command set immensely. Worse are some of
the rings you have to jump through for the MS DOS operating system.
But, PC Compatibles are cheap, and offer a great deal of performance
for relatively little money. So I use them. But this does not mean
I like them.

<specific system Ben uses info deleted>

A bird in the hand is always worth two in the bush. (Someone did mention
Ben also has a 1040 and an XT in the closet .. but Ben must use what
_he_ decides to use)

> Turbofile is VERY
>capable. With the program running under BASIC XL, and the majority
>of time critical stuff written in machine language, T.F. has no trouble
>handling the needs of the Atari Classics subscriber database.
>

Except for some bug .. which Ben would like to see fixed.

>Running A.C. off of an Atari 8 bit isn't a question of purism.
>
<deletions regarding considerations involved in the decision to use 8bit>

Good .. lots of good reasons to keep running it on the Atari then.

>Oh sure, YOU may say PC File is an easy database to use, just as I might

I personally have never used PC File. I have used 8 different
databases on 5 different platforms, so am aware of what must be
done to move applications from one to another. All are generally
in the same ballpark as to general ease of use, user interface
quirks are sometimes the toughest to learn.

>tell my wife how easy UNIX is to use. Gee, simple to me.
>No problem using "ls -l | grep ARC | lpr -Pmath "
>to do what I want eh?
>

(personal opinion .. don't want to start a war) Certainly easier as
in faster than trying to wade thru an MS DOS based menu system, or
Windows based menu system, once the initial learning is finished.

>Jeff
>
>-- Via DLG Pro v0.995
>

Jeff,
I was only suggesting alternatives. Money and time are limited commodities
for all of us, and something that is in place and working is adequately
is almost always a good choice. Apparently there are problems with the
software in the current setup. So a solution is being sought. And I
suggested careful consideration of alternatives to a pure 8Bit approach.
My opinion is colored by my own experiences and uses, which cover a lot of
different equipment, and that which I am fondest of tends to be bypassed
by the marketplace. (trying to clear head -- screaming -- I HATE INTEL
PROCESSORS!!) (phew -- back to calmness). I use, and recommend that people
use, whatever works for them. And I try to help out where I can with
suggestions. Ideas are the life blood of people, and I want only to help.

--
Richard Dell

2331. What`s happened with the ANTIC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 14:20:11 UTC
From: us@ix.de
Message-ID: <1993Jul8.142011.19854@ix.de>
Source record: 106301

an someone tell me, what`s happened with the ANTIC-Magazin in USA?

In Germany, we didn`t heard something about the end of this Journal.

ulli

2332. Re: Pirating...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 14:37:28 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul8.143728.10000@cs.tulane.edu>
Source record: 106290

>When is pirating actually pirating? If the company no longer exists as
>an entity and all the programmers have disappeared, died or left the
>planet.. Is recopying/distributing their wares still considered pirating
>or is it called survival?

For what ever reasons there are people that are holding back the rights
from the Atari community. The point is, everytime we jump on a national
network and say we're going to copy something all we do is justify their
position... Let's face the fact here, what we want is more than just the
right copy and dist software, we want the source code too....

>My personal view of pirating is when a program is illegally cracked or
>duplicated WHILE the company still maintains a financial or personal
>interest in said program. If they careless (which is the case with
>about 90% of 8bit Atari software), then nobody is suffering damages.
>
>Is this not correct?

As I've said before, and I'll say again, I see it a mostly a black and
white issue... The copying and dist of copyrighted software (or whatever)
is what it is...

>If, however - we are to follow the letter of the law, then pirating is
>the duplication of ANY (c) software irregardless of the owners
>position. <--- Obviously, that law has to change as the time frame is
>WAY beyond that of being justifiable.

Now, this is a point I'm willing to agree on, Patents as opposed to copyrights
for software. That way, after a set period of time, we as the public would
have access to it, no as in the current system where we must wait 50 yrs past
the death of the owner. But now we do get into the fuzzy zone...should
software be copyrighted (is is currently) or patented?

>Also.. I'd like to defend G44 (Glenn Saunders). He is _NOT_ a pirate as
>Mike (at the Atari Archives Project) would paint him to be. Glenn is

I'm not going into this again...Glenn and I have covered this issue and have
at least to my mind, reached an understanding and have resolved the point and
moved on. I know of Glenn and what he's been up to, I know many of the
good things he does for the 8bit world, so don't come up and tell me how
I "Paint" people...Glenn and I disagree on one point and my position has not
changed. Don't know if you are reading an old feed or what, but if I were
to have called Glenn a pirate, I'd never have let up. What I did say, however
was that his proposed actions were those of thief...and then I went on to boar
the hell out of everyone as I made example after example.

No, Glenn's a good guy who's just as frustrated as I am about the way things are, and just wants to do something to fix it. We all say the wrong thing from time to time...Hay, you and I are no different.

>8-bit Manager of Delphi
>Exchange Editor for Atari Classics &
>SysOp of the Korner BBS (Atari 1meg 130xe w/140mb HD @ 19.2k)

Keep up the good works, would love to get Glenns co-op down to the local boards, seems the operator of Metz is a Pro programer as well!

Take care

Mike
Atari Archive Project
Louisiana

2333. Re: Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 14:48:12 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul8.144812.15660@cs.tulane.edu>
Source record: 106291

In article <9307080454.AA06452@uplherc.upl.com> bbs!1fa@neb.UUCP writes:
>Help! I recently came across a brand-new-in-the-box XEP80 (from Clay
>Walnum HIMSELF).
>
>I'd like to locate the AtariWriter 80 package.
>
>Anyone having this ORIGINAL (Covering-my-butt from Mike <grin>)

Hay now, people tell me I'm really a nice guy....(as the kids at school
say, NOT!) (Ghod I hate that) : >

I may have an AW80 setting around if I havn't already given it away. The
problem you describe is one reason I set my XEP on the side (that and mine
had something wrong with the printer port, droped things, add others, etc).

Take Care

Mike
Atari Archive Project
Louisiana

2334. Micromiser purchase apoligy

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 14:54:11 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <C9upEC.BKF@cbfsb.cb.att.com>
Source record: 106293

I want to apoligize to Ben and to Atari Classic magazine if anyone here is getting the idea I have suggested it is _wrong_ for them to purchase the Micromiser software. I was attempting to question the thought process, and certainly do not intend to suggest what was _proper_.

It has also been made clear that the Micromiser purchase is a personal project of Ben's, and as such, my suggestions are useful only towards maxamizing Ben's own resources, and probably are inappropriate coming from a complete stranger such as myself.

Computers and software are only tools, and are only useful insofar as they enable one to do something better. And better is different for every individual.

Ben, good luck in whatever course you pursue in this regard. I hope whatever input I have contributed was useful, and not a hinderence.

--
Richard Dell

2335. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 14:54:41 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul8.145441.18641@cs.tulane.edu>
Source record: 106292

In article <C9uGoF.7Fv@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

>whatever reason. So is an Atari 800 in the closet. Computers are just tools,
>and tools are only valuable for what they enable us to do.
>--
>Richard Dell

Too right!

Mike
Atari Archive Project
Louisiana

2336. Re: The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 16:48:13 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <3ioD7B1w165w@TheRat.Kludge.COM>
Source record: 106295

bruck@brachot.jct.ac.il (Itay Chamie1) writes:

>
> AND This time in our smart-alec idea department we have...
> A PHYSICAL RAMDISK!!!
> -Hooks up to Atari 8bits via the PBI (XL/XE) or SIO (800) (2 models)
> -Turned ON 24-hrs a day, rechargeable-battery backup for brownouts
> -10-MB RAM - usable only as a RAMdisk (or less if it's xpensive)
> -Faster-than-hard-disk data-transfer
IMHO: It's infinately do able, but...
1 meg sims still go for about $30 ergo a 10 meg'r on the bus would cost
upwards of $400. If you switch to static RAM, it becomes even more
expensive. Let's face it, if you offered 10 megs of storage to people for
$40 I doubt if 1 in 10 8-bitters would byte.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2337. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 16:48:47 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul8.164847.3978@integrity.uucp>
Source record: 106294

In article <1993Jul7.062414.28811@cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
>
>Tell ya what I'd really like to hear for everyone, is ways we as the
>remaining community can get these folks that hold (our?) rights to
>release 'em to the public or to someone like AC so that there can be
>a central point to store the source codes and maybe plan for upgrades
>and patches. Yeah its a dream, but what a dream!
>
>Mike
>Atari Archive Project
>Louisiana

This isn't exactly what you're looking for, but the folks who own Genie are willing to sell it to anyone who'd like to reintroduce it and try to make a buck. I've not asked them how much they want, so it could be entirely unrealistic, but it could also be trivial. If anyone out there wishes to pursue this with New Horizons, I'll be glad to serve as the middleman in setting up contact. They went off into the Mac world years ago and were surprised to hear from me that there is still an active (if small) Atari 8-bit community.

Am I the only one around who still uses and likes Genie?

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2338. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-08 19:24:09 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0ird@abcd.houghton.mi.us>
Source record: 106296

Richard,

Thanks for understanding where I was coming from. I got a little emotional there, which is something I try not to do. I appreciate where you're coming from, and I too believe it's a good thing to re-examine operational decisions every once in a while. After all, that's how progress is made, and how stagnation is avoided.

Despite the headaches involved in transferring software from one party to another, including source code, technical specs on the data formats of the various files and stuff, Ben has decided that it's the best route to go. Myself being intimately familiar with Turbofile and the needs of Ben in regards to keeping the A.C. database running smoothly, I've agreed to dedicate myself to eradicating all the bugs in the program that I possibly can. Who knows, along the way I may even decide to write some additional modules for Turbofile that increase its usability even further. I wouldn't really expect to profit from this, Mike Todd has covered the profit motive enough so I'll not go into it in detail. But I would really enjoy continueing to hone my programming skills by beefing up Turbofile.

I'm thankful this didn't turn into a flame war; I was afraid it was heading in that direction.

Jeff

-- Via DLG Pro v0.995

2339. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 00:58:39 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul9.005839.11578@integrity.uucp>
Source record: 106121

In article <21fq0m$j5h@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>John....I'm interested in anything you have to say..what you've
>said so far is very interesting.

Pardon my ignorance, but I'm curious as to just what John is
famous for. Since I'm not a game player, I would guess that
he's a game author, explaining why the name is not familiar.

>If you are running Sparta3.2d then you must get Wedge2.1; its
>chock-full of useful utilities; it buries itself in the upper
>memory of an expanded machine....you can't be using an 800 now
>with the BB.

What is Wedge 2.1? What does it do and where does one go to
acquire it?

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2340. can 7800,2600 carts and the 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 01:23:05 UTC
From: gsgathin@sacam.OREN.ORTN.EDU
Message-ID: <1993Jul9.012305.26303@ornl.gov>
Source record: 106297

I would like to know if the code on the 2600 and 7800 carts can be made to work on an atari 800xl if the hardware is made to read the code from these carts.

All replies welcome.

Golando

2341. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 04:41:53 UTC
From: dillera@wam.umd.edu
Message-ID: <21isuh$9a8@cville-srv.wam.umd.edu>
Source record: 106302

John D Harris (jharris@cup.portal.com) wrote:

: I don't want to start any rumors about this one. It might be September or
: later before I can talk about it, but it's not for the mainstream 8 bit
: users unfortunately.

Oh ..... How can you dangle that one in front of us... :)
Just who is a 'mainstream' 8-bit user? ANyone using an 8-bit now could
be considered quite out of the mainstream!!!

I'd also like to just include a word of encouragement- the fact that you
are here, posting and actually taking an interest in the 8bit again
is really.....cool. It is a little bizzare from my perspective to be
reading your more 'personal' thoughts... especially when you are such
a 'celebrity' as to have a interesting write up in Levey's Hacker.

That was an amaing piece about what REALLY happened back then.....
it sounded like a very interesting and fast time...

Just keep it up, I really don't have any technical, mind blowing question
to ask you, but I am really (as some other perviously explained it)
'eating this up.'
--

/|_|_|_ Andrew Diller what the hell is this?
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

2342. Re: Percom questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 05:03:19 UTC
From: dillera@wam.umd.edu
Message-ID: <21iu6n$9a8@cville-srv.wam.umd.edu>
Source record: 106303

Roger Cornelius (rac@sherpa.UUCP) wrote:
: I recently was given a couple of non-working Percom drives. There was
: no documentation included so I have no idea what they are. Can someone
: provide the details? Are they single/double sided, single/enhanced/double
: density, etc. The specifics are:

: model AT88-S1PD (has several rows of what appear to be jumpers; how are
: they used?)

Your AT88 is a single sided, single density atari SIO disk drive. This
drive can be upgraded to double denisty with Percom's

DATA DOUBLER - a card that slides in some where on the PCB board.
Your drive might already have this installed. I picked one up a couple
of years ago, and it was already double density, but had a behemoth single
sided, full height floppy.

IMHO, these are the BEST drives you can have for your atari. They simply
interface your SIO with the standard IBM types of drives. Meaning, you
can simply rip out whatever floppy mech is in there and slap in up to four
IBM drives of your choice- 360K 5 1/4 is what I put in- but you could just
as easily put in 3.5 720k flippies. Or mix and match. Just make sure you
have the double density!!! They are really great great drives. WEll, I guess
I mean interfaces, cause the drive are as good as you can supply!

I MAy actually have the "DATA DOUBLER" if you are interested....
If you are let me know... if your want to get rid of them (at least the 88)
let me know also..... As for the other drive, I have no idea.....?.?.???
--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

2343. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 05:09:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul9.050946.15464@cs.tulane.edu>
Source record: 106304

>This isn't exactly what you're looking for, but the folks who own Genie
>are willing to sell it to anyone who'd like to reintroduce it and try
>to make a buck. I've not asked them how much they want, so it could be

An interesting thing, was just by the school this evening and as I'll sometimes
do, I was flipping through an old Analog and what do I see but an ad for
Genie and Gourmet' from New Horizons... From the writeup, Genie looks
to be interesting, I'll have to see if I can contact 'em either Friday
or sometime next week. (you did say they still had a few disks in stock?)

Take Care

Mike (The bad guy)
Atari Archive Project
Louisiana

2344. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 05:31:36 UTC
From: DT01MWS <DT01MWS@MUSIC.TCS.TULANE.EDU>
Message-ID: <09JUL93.00568865.0059@MUSIC.TCS.TULANE.EDU>
Source record: 106105

re: Genie, I've already got the CIS address, has the Texas address changed?

Mike

2345. Re: What`s happened with the ANTIC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 06:17:26 UTC
From: Jeff_Mcwilliams@abcd.houghton.mi.us
Message-ID: <Jeff_Mcwilliams.0is0@abcd.houghton.mi.us>
Source record: 106109

Ulli,

Antic Magazine went under several years ago.
I believe that if you want around comp.sys.atari.8bit long enough,
the FAQ will be reposted, which contains among other things, a list
of all magazines, local and foreign, which still support the Atari 8
bit line of computers. Atari Classics is the newest comer. A magazine
for, by, and about 8 bit Ataris. 6 issues per year, with an optional
program disk with every other issue. We currently have 497 readers
worldwide, and we're still growing.

A subscription in Germany would cost you $32.00 US for 3rd class mail,
or $38.00 US for airmail. The software disk would cost an additional
$9.00 US.

Atari Classics
179 Sproul Road/ Rt 352
Frazer, PA 19355-1958
USA

-- Via DLG Pro v0.995

2346. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 07:59:10 UTC
From: jharris@cup.portal.com
Message-ID: <85049@cup.portal.com>
Source record: 106106

>>I'm sorry. I didn't keep this brief.

Ok guys, I really don't need that much encouragment. I'm a real motormouth when it comes to the Atari. :-)

>Any chance you will release your assembler/debugger (either commercially >or as shareware)? I've thought of finishing up some old programs, >but MAC/65's editor give me the willies.

Yes. I'll post the new editor within the next couple of days. It's not integrated into the assembler yet, so that will be a bit longer.

>Why have you stuck with the Atari machines all these years? Wasn't >there ever any pressure to work on the Amiga or another computer?

The short answer, is because I still love it. From there, it gets into more mundane reasons like being less expensive, and Amigas until recently didn't have built-in composite output.

Several of my projects, we provide the hardware to the customers for free, and charge a monthly fee for programming. Having an inexpensive machine is a great benefit in these cases.

I really thought hard about switching to the Amiga. I have one, and like it as a general computer. I'll probably stay where I am though as long as I can.

I have lost very few sales due to inferior video quality. In fact, I have come up with my own defination of 'broadcast quality' as I have found it in the field. It means, "Whatever the engineer is willing to hook into his system." It is been an incredible thrill to see some of the hardware I have replaced with an Atari. At Oceanic Cable in Honolulu, (a very major system), they had a $40,000 PC based system with SVGA, multiple video cameras, and all kinds of stuff. No one could figure out how to use it. It's now sitting idle, and my Atari program is putting up more interesting stuff than they've ever had on that other system!

As easy as I like to think the system is to use, I had a really funny experiance with the Defense Departement. (I wish I could have heard this call instead of my partner). We got a customer service call, and the guy wanted to clear the screen so he could type new information. Well, my partner told him to press Shift Clear. He says he tried that, but only got a little symbol on the screen. So my partner clarifies, "You have to continue to hold the Shift key down and then press clear." This is what he heard from the other end. "HEY! Yeah, YOU! Come here for a minute. I'm going to hold this key down, and when I tell you to, press this one. OK, ready? Now. Okay, okay, I got it cleared." :-)

Perhaps it's best I didn't handle that call, since rolling on the floor laughing might not be so good for business.

John Harris - jharris@cup.portal.com

2347. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 07:59:17 UTC
From: jharris@cup.portal.com
Message-ID: <85050@cup.portal.com>
Source record: 106107

>Oh ..... How can you dangle that one in front of us... :)
>Just who is a 'mainstream' 8-bit user? ANyone using an 8-bit now could
>be considered quite out of the mainstream!!!

Because I didn't want to ignore the question. I'll try to keep enough
interesting stuff coming so that you'll forget all about it for awhile.

John Harris - jharris@cup.portal.com

2348. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 07:59:28 UTC
From: jharris@cup.portal.com
Message-ID: <85051@cup.portal.com>
Source record: 106108

Ok, here it is. The demonstration of the interrupt problem in the 6502. Oddly, it doesn't even have to use an IRQ, as the software BRK in this example shows. Results are the same, no matter which IRQ and NMI we are talking about. Anything can get skipped.

Note, that this is far from the most extensive tests I did for proof. It is in fact the simplest test I could reduce it to, and was the one I used to try convincing other people, (i.e. ones with resources to help me figure out what the heck was going on), that the problem was not my imagination, or poor programming.

```
LDA #<DLI
STA $200
LDA #>DLI
STA $201
LDA #<BRKLP
STA $206
LDA #>BRKLP
STA $207
LDA $230
STA $80
LDA $231
STA $81
LDY #8
LDA #$82
STA ($80),Y ; Put in a couple DLI's
LDY #$17
STA ($80),Y
LDA #$80
STA $D40E
BRK ; We should now jump through ($206) -> BRKLP
;
BRKLP LDA $D20A ; These first 5 lines are just to get a random
AND #3 ;element into the timing. Without them, it is
SEC ;possible to run a fixed loop that always
DELAY SBC #1 ;misses the critical point of timing.
BPL DELAY
PLA ; Pull all the stuff that the IRQ pushed
PLP
PLA
PLA
BRK ; This should be an infinite loop to BRKLP
;
INY ; This line is never executed.
LDA $2C8 ; But it occasionally gets here, and I change the
```

```
CLC ;border color.
ADC #8
STA $2C8
STA $D01A
BRK ; Back to the loop
;
DLI PHA
LDA $D40B ; Use the line counter to get two different colors
STA $D018 ; I didn't use WSYNC to eliminate it as a variable
PLA
RTI
```

Ok, the DLI's put two new blocks of color on the screen. What you'll see if you run this code, is these blocks will flicker, as well as the border color. This is because both BRK's and NMI's are being skipped. The Y register never changes, which means the program gets to the $2C8 color change without going through the INY. This address is equal to the address of the BRK, +2, which is the address that gets pushed onto the stack when the BRK is executed. I'm about to show how it gets to that address.

There's 12 years worth of data to describe about my testing this phenomena. Here's the highlights:

At the peak of discovery, I disabled the OS ROM, and put the BRKLP and DLI pointers directly into $FFFA and $FFFE. Eliminate more variables. I also slowed the BRK loop way down, and put counters, both frame and VCOUNT into both the BRK and DLI interrupts. I also put some checks into the DLI to see what the stack looked like. Now this is really neat. At the point of the error, the stack from the DLI contained only one return address, and this was the address of the BRK +2! Also, the B status bit was set in the pushed status register! Now, the BRK +2 address is never executed in the normal loop of code, and thus BRK+2 should never be pushed as the result of an NMI. The data logs showed a gap in the counters for the BRK loop, and that gap corresponded exactly to the DLI that logged the odd stack frame. That, plus the fact that the B status was set leads me to believe that the two interrupts somehow got 'fused' into one. The 6502 is processing the BRK internally, but before it jumps through $FFFE, an NMI comes along and somehow revectors the jump to $FFFA without pushing new stuff on the stack.

The Zaks 6502 book mentions some vague stuff about setting the I flag as part of an IRQ so the processor isn't interrupted while it is manipulating internal registers. But that doesn't stop an NMI. What happens then? It also talks about accepting the interrupt as soon as the current instruction is completed. But what if that instruction is another interrupt? I don't know what the actual conflict is caused by. But I think I've shown that it occurs.

All responses to this will be most appreciated. This problem has cost me months of debugging time over several different projects trying to find bugs that didn't exist. It has been an obsession, and I'm eager to talk more about it.

John Harris - jharris@cup.portal.com

2349. Re: Retraction-MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 13:48:47 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul09.134847.16231@dcc.uchile.cl>
Source record: 106111

Hola mundo.

The way that kind of 'chains' works (to really make money) is that
a guy must send some money to the first guy named in a list. Then
remove him from the list, place his own name at the end of the
list, and send a copy of the revised post to a number of friends.

So, why post throught a newsgroup?
Are you willing to obtain more than a n^n (n**n) bucks? (n is the
number of names in the list).

Let the number of guys in a newsgroup be m, so, if each of them
selects another different newsgroup, and every selected group
also has m members, then it is very dificult to reach the pole
position if m>20 and n=5. There are not that number of global
newsgroups in the world (m*m*m*m*m) without sending twice to
a group.

Only the first name and probably the second will receive money.
If so, there are no reason to send money to the first, if you
won't receive a coin.

The above is what I had to say...

BTW: If n=1, you would receive 1 buck.
If n=2, 2*2=4 bucks.
If n=3, 3*3*3=3^3=3**3=27 bucks.
If n=4, 4^4=4**4=64 bucks.
But, if n=0, 0^0=0**0=1 buck you wold receive from nobody.

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2350. Re: The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 13:57:48 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul9.135748.19930@exu.ericsson.se>
Source record: 106110

Rick Cortese writes:
>
>1 meg sims still go for about $30 ergo a 10 meg'r on the bus would cost
>upwards of $400. If you switch to static RAM, it becomes even more
>expensive. Let's face it, if you offered 10 megs of storage to people for
>$40 I doubt if 1 in 10 8-bitters would byte.

Back when Steve Ciarcia wrote for BYTE (when BYTE was worth reading)
he once commented that "physical ramdisks" were one of the suggestions
he received most often. "Too expensive" was the reason he gave then
and I guess it's still true (just imagine how much it would have
cost around 1985 or so!). There *are* some companies selling such
contraptions for the PC, but they are usually not worthwhile.

--
James Hague
exuhag@exu.ericsson.se

2351. Things to do wid my old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 14:28:37 UTC
From: David James Alexander Hanley <U34465@uicvm.uic.edu>
Message-ID: <93190.092837U34465@uicvm.uic.edu>
Source record: 106112

I was just thinking about my olde atari 8-bit. Sad to say, but I haven't
touched the thing in a few years. I was just wondering what to do with
it. I used to be a pretty good programmer on it after all. And I've got
a 130 xe and 2 doubler drives sitting around collecting dust. Hmmm.
Anyone got any ideas? I was thinking of boosting the 130xe memory-wise
and using it as a printer buffer. Does anyone know if this will work?
Has anyone done this? The problem I see is losing characters while printing.
(Losing chars from the PC that is) can incoming chars trigger an interrupt?
Will placing this data in extra memory screw up transmission?>
In any case this would be more of a "hobby" project since I rus os/2
on my PC which supports spooling. ;-). Hmmm.. mabye I could make the
atari interpret postscript for me and I can print postscript stuff!!!!!
Nahhhhhhhhhhhhhhhhhhh......
Has anyone done this? The problem I see is losing characters while printing.
(Losing chars from the PC that is) can incoming chars trigger an interrupt?
Will placing this data in extra memory screw up transmission?>
In any case this would be more of a "hobby" project since I rus os/2
on my PC which supports spooling. ;-). Hmmm.. mabye I could make the
atari interpret postscript for me and I can print postscript stuff!!!!!
Nahhhhhhhhhhhhhhhhhhh......

dave

2352. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 15:14:12 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <C9wKzo.Gxn@news.cso.uiuc.edu>
Source record: 106113

In <1993Jul8.132500.16532@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:

>John D Harris writes:
>>
>>I'm sorry. I didn't keep this brief.

>No, no, no, don't try to keep it brief! You almost certainly know
>the 8-bit machines better than anyone currently using them. And
>what you say is _interesting_;

Heartily seconded! I eagerly soaked up every posted word. Feel free to be
as verbose as you like, John.

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2353. Re: Mule for PCs

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 15:22:17 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <C9wLD5.H9D@news.cso.uiuc.edu>
Source record: 106114

In <1993Jul8.133833.19531@ix.de> us@ix.de (Ulrich Schmitz) writes:

>an additionaly Information: the new Mule for PCs is named
> "The Sun of Irata".

I don't know about the above, but the original MULE already exists for
PCs. I even have a copy, but can't play it because it runs too fast on
my '386. ;-)

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2354. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 15:23:17 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul09.152317.16984@dcc.uchile.cl>
Source record: 106115

It's name is Trains (I think), and has a "choo-choo" animation between
levels, right?
I think I still have a copy of it, so I will look for it and give
you details of the sources...

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2355. One more question about piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 16:03:58 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul09.160358.15265@dcc.uchile.cl>
Source record: 106117

Hola mundo.

I have an illegal copy of MAC-65, and I also modified it up to my needs.

Then: Are the programs I have developed using that assembler ilegal?
Just the generated executable code?

This question applies to any development software that produces executable
code without any library or run-time code appended to the output, and
also for the programs that remains as source but pre-processed (like
Microsoft Access for Windows's sources remains in a .MDA database file,
tokenized I think).

Thanks... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2356. Re: Things to do wid my old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 16:32:37 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <C9woMD.KDv@news.cso.uiuc.edu>
Source record: 106116

In <93190.092837U34465@uicvm.uic.edu> David James Alexander Hanley <U34465@uicvm.uic.edu> writes:

> I was just thinking about my olde atari 8-bit. Sad to say, but I haven't
>touched the thing in a few years. I was just wondering what to do with
>it.

I plan to use mine as dedicated I/O terminals for my home automation system. Hooked up to a whole-house video system, with an RS-485 network port (via two of the 800's joystick ports) and a Xanadu Zapper (IR transciever device) connected to the other two joystick ports, plus a custom developed program burned into a ROM and plugged into the cart slot, I'll have a nifty (and inexpensive!) way to send commands to and receive status reports from my smart house - I suppose you could sum it up as On-Screen Programming for the House. ;-)

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and not fall off the face of the earth."

2357. 800xl info needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 18:07:12 UTC
From: cas@mentor.cc.purdue.edu
Message-ID: <C9wt01.D30@mentor.cc.purdue.edu>
Source record: 106118

Does anybody have the pinnout for the power connector for
the 800xl? I have one that doesn't work right now and I'm
trying to figure out if it is the PS or the computer. The
only sign right now is that the power light does not come on
when it is plugged in and turned on. Anybody got a service
manual? Will atari repair the machine for less than a
small fortune?

Thanks!
Chuck

2358. Clarification

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 19:47:02 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <21khvm$nrj@usenet.INS.CWRU.Edu>
Source record: 106119

I would like to clarify a few things. I said I don't use my Atari 8-bit for word processing, data base or communications any more. I do some wp and comm, but the IBM is my main unit for those two. I also said I consider myself an avid 8-bit enthusiast.
I own a number of 8-bits and use them all variously, if for nothing more than compatibility checks. I am constantly doing something with the 8-bit. Some of my latest projects. I fixed 'Popcorn' so it didn't clobber DOS and had better joystick control. I wrote an article I submitted to Charles Cole for 'AC' consideration. I wrote a disk cataloger to catalog conveniently hard drive or disk collections. These are just a few of hundreds of projects I've enjoyed doing and still do. I want to make an unzipper for the 8-bit. The hangup right now is that the IBM Pascal source I have has data types that Kyan Pascal doesn't do. Specifically, longints. I don't know how they are stored. They probably are capable of plus and minus numbers. I know they are four bytes long. I am trying to figure a way around buying Turbo Pascal 7.0 for $100.

Russ Gilbert

2359. Re: The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 20:45:39 UTC
From: mark@godzilla.quotron.com
Message-ID: <C9x0C3.1xF@quotron.com>
Source record: 106120

One of the important things to remember about "Physical" RAM disks is that they don't have to be extreemly big to be really useful. An example of this is the MIO. When I was still an active developer, this sped my coding immensely -- and mine only has 256k! I didn't keep everything sitting on it for long periods (days or weeks) though -- I just reloaded it every time I started up & saved when I was finished.

Also, an alternative to just plain external RAM: how about an interface to read/write flash-cards like those used in the Atari Portfolio? You could even set it up to use a format compatible with the portfolio or IBM PC/laptop.

--
Mark T. Price (sg) mark@godzilla.Quotron.COM
>plan 9 studios< "All I want is all I see" -- Peter Murphy

2360. ramdi rif ve

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 22:21:13 UTC
From: G44@delphi.com
Message-ID: <01H0CJIS5E8I8Y50EX@delphi.com>
Source record: 106122

```
Yes, but I believe slower chips can be used without fear
on the 8-bit, with a cost baetter cost effectivenes..
I
```

2361. projes ct

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 22:34:11 UTC
From: G44@delphi.com
Message-ID: <01H0CJJQKRUG8Y50EX@delphi.com>
Source record: 106123

I have sseveveral projects I'd like to discuss here, and get advice on.

1) First, and most relevant to the newsgroup, is a possible_possible_ cross
netwwork between cInfo-8 and Carina through a local board which ovffers
both QWK and interenet email services.

If this kicks in, the moderateor should be aware that there will be
ONE LARGE MESSAGE split linto seinto sumbbmeessages with headers from the
various people on my and other boards, aprobably in a unique
header lookformat so it cais seasily recognizable.
It would scre w up the threading to some extent, but what can ya do?

Also, it should bealeesso be noted that it might enlarge the traffic of
nthis newsgroup to a great extent, as I can see 4 boards initially
being in the net, and many more to follow.

I am would like some feedback on this idea, because aside from
the messiness of it, it would really help bring this newsgroup
"to the peopl"e" and out a the mainframes.

2) I plan on making a newsletter ofver the summer. I can't give
too many details of what will be in it, but you can be
sure that there will be somewill be a picuture of my 1400XL on othe cover
and an indepth article on my quest to bring it back to life.

Also, there are some programmers local to me I would like to
internview, and I could also accept articles from othersany other
interestedperson wwith an idea.

The motivation behind doing this is:

A) to do all the DTP work on an 8-bit!

B) To be able to put something goteogether without hbeing asslave
to a prublisher, or some deadlines, or a set number of
issues per year.

C) to distribute informationexclusive infomrmation I have acquired over
my 1 year hjourney through tleelecommunications.

Here is how I would market it when complete:

I wo I would make a COLOR cover, with a pic of my 1400XL
on the cover, and the bare motherboard on the back, probably.
I would do all the printing out of CopCopy Cop or similar printers on a
1 weekly basis based on the number of requests for copies.

I would not make a massive run and hope to sell them all,
I would only make as many as I have orders on hand.
I would charge enough to break even and that is it.

It It will probably be a bit pricey, since you get better deals
with MASS printings and stuff, but if people want something special
then they have to pay what it costs me to do it.

I sI am now Please le t me know what you think of this too, and an.

I qoulwould also include a disk with interesting projgrams I have
picked up that few people havel...

3) lastly, I am probably going tgoing to start a "what the hell" petition comampaign
to get ATARI to release their prototype gamews s they were developing
at the end of the XEGS ir 8-bit support days, including Xenobpohhobe.

This would include any source code as well, so that it may be
whipped up into shape and reburned into new bank switched EPROMs.

In the deal ATARI I would want ATARI to those sisigning the petition would agree to
purchase what ATARI
has left, and and/or contribitute to a buyout of the rights
of these games.

The namesNames and addresses wouldbe ta be taken anc d compiled with DISKBASE on my
hard drive.

I don't know if anytheining can come of this, but I think ATARI should
at least know that hthere are some piessed-off people, who are
at least organized enough to "picket" them and also are
smart enough to wave some cash their way.

If you guys think this too is a good idea let me know how I
should wriphrase the letter, that is the next step before accepting names and add
addresses.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2362. Re: Things to do wid my old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 22:53:52 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21ksu1$cq1@usenet.INS.CWRU.Edu>
Source record: 106124

In a previous article, U34465@uicvm.uic.edu (David James Alexander Hanley) says:

> I was just thinking about my olde atari 8-bit. Sad to say, but I haven't
>touched the thing in a few years. I was just wondering what to do with
>it. I used to be a pretty good programmer on it after all. And I've got
>a 130 xe and 2 doubler drives sitting around collecting dust. Hmmm.
>Anyone got any ideas? I was thinking of boosting the 130xe memory-wise
>and using it as a printer buffer. Does anyone know if this will work?
>Has anyone done this? The problem I see is losing characters while printing.
>(Losing chars from the PC that is) can incoming chars trigger an interrupt?
>Will placing this data in extra memory screw up transmission?>
> In any case this would be more of a "hobby" project since I rus os/2
>on my PC which supports spooling. ;-). Hmmm.. mabye I could make the
>atari interpret postscript for me and I can print postscript stuff!!!!!
>Nahhhhhhhhhhhhhhhhhhh......
>Has anyone done this? The problem I see is losing characters while printing.
>(Losing chars from the PC that is) can incoming chars trigger an interrupt?
>Will placing this data in extra memory screw up transmission?>
> In any case this would be more of a "hobby" project since I rus os/2
>on my PC which supports spooling. ;-). Hmmm.. mabye I could make the
>atari interpret postscript for me and I can print postscript stuff!!!!!
>Nahhhhhhhhhhhhhhhhhhh......
>
> dave
>
Dave,

Could do it easy with a 2nd PIA chip either on a card that plugs
into the CARTRIGDE & ECI ports, or something internal.
You printer basically runs off of about 10 wires:
8 data lines, strobe, ready, and ground.

A waits for ready to be active, then sets up data on the 8 data lines,
and pulses the strobe signal. Ready will go inactive momentarily, and then
you can loop. That way, no characters are ever lost, else your
dot matrix printer connected to your PC would lost characters all over
the place. The 6520 PIA chip has just what you need, 8 input lines,
and CA1 and CA2. You can set up one of the CA1/CA2 lines to detect
a pulse on strobe, and active an IRQ interrupt on your 8 bit.
You would then set the other wire to inactive, which is READY, read
the data from the PC port into your 130XE printer buffer memory area,
and then reset READY to inactive and start all over. Of course, you
also need a routine running which then takes the incoming data
in buffer memory and sends it back out to your printer. The 6520
has two sets of ports like this, so no problem using one set as the

PC<->130XE line, and the other set as the 130XE<->Printer link if you
don't already have an SIO printer cable or something similar.
As far as interpreting postscript, they use high speed RISC processors
in laser printer to do that stuff. I really don't think you want to try
to turn your 130XE into a postscript interpreter for your Plane
HP compatible laser printer, or dot matrix printer.

Jeff McWilliams
"Moonlight Workshop" Atari Classics Magazine

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2363. Re: Things to do wid my old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-09 23:01:07 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21ktbj$dq9@usenet.INS.CWRU.Edu>
Source record: 106125

>
>I plan to use mine as dedicated I/O terminals for my home automation system.
>Hooked up to a whole-house video system, with an RS-485 network port (via
>two of the 800's joystick ports) and a Xanadu Zapper (IR transciever
>device) connected to the other two joystick ports, plus a custom developed
>program burned into a ROM and plugged into the cart slot, I'll have a
>nifty (and inexpensive!) way to send commands to and receive status reports
>from my smart house - I suppose you could sum it up as On-Screen Programming
>for the House. ;-)
>
>--
>Scott Coleman tmkk@uiuc.edu
>
>"An Irishman is never drunk as long as he can hold onto one blade of grass and
>not fall off the face of the earth."
>
Scott,

Hey, that sounds really cool. You really went over my head with some
of this stuff though. Never heard of the RS485 port, or the Xanadu
Zapper. Yo ARE gonna share this with the rest of the world aren't you?

There was a set of articles in Analog Magazine a few years back that
showed how to turn one of those BSR Home Controller thingies from
Radio Shack into a device that you can run from your 8 bit. That
way, those plug in light, wall outlet, and other modules could be controlled
by software. Man, combine that with the Covox VoiceMaster Junior that
was out years ago, that did voice recognition, and you have your very
own HAL 9000 running your home! How about this: you really don't need
a Falcon to run as a voice mail machine. There is no reason we couldn't
rig up an 8 bit A/D converter to the phone line, along with ring
indicator circuitry, and store digitized phone messages on your hard drive.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2364. Infrared Remotes and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 00:04:38 UTC
From: deaven@physics2
Message-ID: <21l12m$9qj@agate.berkeley.edu>
Source record: 106126

>I plan to use mine as dedicated I/O terminals for my home automation system.
>Hooked up to a whole-house video system, with an RS-485 network port (via
>two of the 800's joystick ports) and a Xanadu Zapper (IR transciever
>device) connected to the other two joystick ports, plus a custom developed
>program burned into a ROM and plugged into the cart slot, I'll have a
>nifty (and inexpensive!) way to send commands to and receive status reports
>from my smart house - I suppose you could sum it up as On-Screen Programming
>for the House. ;-)

Say! I've been doing part of this recently. I have completed an
infrared tranceiver, I call it an "IR gateway" for my Atari. It plugs
into a joystick port, costs about $10, and can send/receive IR remote
signals. Right now I'm developing reliable machine code to correctly
read most major brands of remote, which has involved learning about IR
protocols. One can simply digitize input from a remote, and send it
back out, but then each function requires a few hundred bytes of
storage. There's only about 4 bytes of info in each keypress, which
you can easily extract by looking at an oscilloscope trace, or
digitized signal on the ol' Atari screen. Just a few more wrinkles
to work out in the ML routine that does the same thing.

By the way, I found that the "Xanadu Zapper" circuit, which was
posted in sci.electronics a while ago, is not the most efficient for
using a 555 chip to generate 40kHz modulated IR signals. A few minor
changes produce more output power at 40kHz, leading to longer range.

If enough folks are interested maybe I'll write an AC article...?

--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

2365. Re: projes ct

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 00:16:55 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <21l1pn$pnj@samba.oit.unc.edu>
Source record: 106127

Glenn: The Delphi mail system does not accept backspace. You have to use
Delete (chr$(127), I forget which key that is on an Atari 8-bit). Do us all
a favor, write your messages off line and upload them. :)

Bill Marcum bmarcum@delphi.com b.marcum@genie.geis.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2366. Re: One more question about piracy.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 01:18:58 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul10.011858.1815@cs.tulane.edu>
Source record: 106128

In article <1993Jul09.160358.15265@dcc.uchile.cl> vparada@inf.utfsm.cl (Victor Parada G.) writes:
>Hola mundo.
>
>I have an illegal copy of MAC-65, and I also modified it up to my needs.
>
>Then: Are the programs I have developed using that assembler ilegal?
> Just the generated executable code?
>
>This question applies to any development software that produces executable
>code without any library or run-time code appended to the output, and
>also for the programs that remains as source but pre-processed (like
>Microsoft Access for Windows's sources remains in a .MDA database file,
>tokenized I think).

Being the Neo-Fascist-Nazi-Pig that I'm reported to be (I love e-mail) who's only out to distroy the remaining Atari Users, I guess I could say something here but it seems from your post you already know the answer.

I hope your able to get you hand on a Mac65 cart someday, I find DDT is far better than Bug65...

Mike (I probably pissed of the NFNP of America Inc. Too....) ; >
Atari Archive Project
Louisiana

2367. Modem interface question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 03:09:44 UTC
From: winters@access.digex.net
Message-ID: <21lbto$cp7@access.digex.net>
Source record: 106129

Someone previously talked about "cheap 8 bitters". Well, this question
is probably not very practical from a cost point of view, but I thought it
was kind of neat to think about: I just purchased a Supra Atari Modem from
Toad computers for $19, really just to get my hands on a connector that
daisy chains on a disk drive to my Atari 800. Also, an RS-232 connector
comes out of one of the cables. I'm sure some of you have seen this kind
of Kludge connector before. Now, the vendor name of this gizmo has been
rubbed off and Toad Computers has no idea who makes it. The problem is
that the TELETALK (REV: AMODEM 7.2) program chokes when I try to use the
modem with a boot error - "Must have 850 Interface Module" before running
this communications software. I paid only $19 to eliminate having to buy
a "Real" RS-232 850 or a third party product. Supra has no idea what
software will work with this Kludge and before I shell out more money, I
was thinking - "Why not try to program something through a Joystick port
or build some kind of gizmo, myself?" I have the Tech Reference notes and
notice on pg. 146, the serial bus connector is described in detail.
Is there an 850 hardware manual, including schematics available? I
realize that this kind of stuff might involve a "little" programming
to convert ascii data to a format that can be sent or received by the
modem. Also, there is timing considerations..... I suppose that
is what the 850 handles! ;-)
Thanks for any hints on how to handle this stuff!

------- Michael Winters

2368. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 04:22:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85134@cup.portal.com>
Source record: 106130

```
... and it ALSO sounds like a game called Tricky Tracks, in which a "skuttle-
bug" must traverse the board from a "starting" corner to a designated "tar-
get" corner, via the route you construct by sliding the squares of track
around like in one of those 4x4 "15" puzzles...
```

2369. Re: Micro....time to move on.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 04:25:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85135@cup.portal.com>
Source record: 106131

What's this about somebody putting together a programmers' co-op? I'm a terrible procrastinator and not much of a self-starter or follower-through, but I'm a programmer nonetheless and perhaps I could at least be a hanger-on. :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2370. TrueBlue

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 05:41:47 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <c1ig7B2w165w@cyberden.sf.ca.us>
Source record: 106079

(hoping Cyberden isnt still out of disk space)

My friend (reachable at my address, just change PhBill to Mettelus) made
a program in C on his IBM and was going on about how cool it was. I was
interested (it is a polygon generator... nothing fancy, it just is drawn
in such a way that it looks pretty nifty). I asked him about the
program, and he explained it something like this:

four lines connected together
each point (corner) has a line that goes 20 pixels down
those lines are all connected (so it makes the polygon "thick")

well, I worked on this little ditty in TurboBASIC XL and added some
features that I dont think he has (yet):
true depth (the "20 pixels down" is actually determined (if you
want it to be) by how far down the screen the point
is.. if it's all the way to the bottom, then it's
20 pixels... if it's in the middle, it's 10, and if
it's at the top it's 0)
options! - you select "20 pixels" or 10 or 50 or whatever
you select if you want the "depth" mode on
you select how many points
you select the resolution (gr.7, 8, 15) (gr.7 is
the fastest)

anyways.. see next post (if I'm lucky) for ActioN! source! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>>> D'OH THIS PLACE IS OUT OF DISK SPACE!!! <<<<<<<<<<<<

2371. TRUEBLUE.ACT

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 05:47:29 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <u0ig7B3w165w@cyberden.sf.ca.us>
Source record: 106080

```
; TRUEBLU2.ACT
; By Bill Kendrick 1993

Byte Thk,Pts,SMode,Dist,Hit,IKey=764
Card Wid,Scrn,Siz,ScMem
Card Array X(22)
Byte Array Y(22)
Int Array XM(22),YM(22)

Proc Options()
; Requests options values or sets defaults
Byte MMMM ; local variable (for screen mode)
Graphics(0) ; text screen
PokeC(709,15) ; white on black
PokeC(82,9984) ; full margins
Print("") ; clear screen

Print("Thickness? (50) ")
Thk=InputB() ; input thickness (depth)
If Thk=0 Then
Thk=50 ; default
ElseIf Thk>90 Then
Thk=90 ; maximum
Fi

Print("No. points? (3) ")
Pts=InputB() ; input number of points
If Pts<2 Then
Pts=3 ; minimum/default
ElseIf Pts>20 Then
Pts=20 ; maximum
Fi

Print("Dist? (1=on) (0) ")
Dist=InputB() ; distance flag (for 3D effect)

PrintE("Screen mode")
PrintE(" 1=low")
PrintE(" 2=med")
Print(" 3=hi (3) ")
MMMM=InputB() ; screen mode (160x96/160x192/320x192)
If MMMM<1 OR MMMM>3 Then
MMMM=3
Fi
Wid=160 ; most common values
Hit=192-Thk
```

```
Siz=7680 ; (app.8k per screen)
If MMMM=1 Then ; if low res
Hit=96-Thk
SMode=23
Siz=3840 ; (half the RAM used in low res)
Fi
If MMMM=2 Then ; if medium res
SMode=31
Fi
If MMMM=3 Then ; if hi-res
Wid=320
SMode=24
Fi

Poke(764,255) ; clear keyboard buffer
Return

Proc Main()
; Main routine!
Byte A,B,N,T,T2 ; local variables
Close(1) ; close I/O channel 1 (in case it's open)
Open(1,"K:",4,0) ; open the K:eyboard device handler for input thru #1
Do ; Repeat ; main loop (exit when [ESC] hit)
Options() ; go get option values
Graphics(SMode) ; turn on the screen
ScMem=PeekC(88) ; find the beginning of screen RAM
Scrn=ScMem-10000; about 10k before is good enough for spare RAM
PokeC(709,15) ; white on black
Poke(708,15) ; white also
Color=1 ; draw with color 1
For A=1 To Pts Do
X(A)=Rand(Wid) ; find random starting positions
Y(A)=Rand(Hit)
XM(A)=Rand(7)-3; find random starting speed/directions
YM(A)=Rand(7)-3
If XM(A)=0 Then; be sure speed isnt 0!
XM(A)=1
Fi
If YM(A)=0 Then
YM(A)=1
Fi
Od ; Next A

PokeC(88,Scrn) ; set OS draw rotuines to draw into the spare RAM (not seen)
Do ; Repeat ; inner loop (exited when key pressed)
For A=1 To Pts Do ; this loop effects point positions prior to drawing
X(A)=X(A)+XM(A) ; move the points
Y(A)=Y(A)+YM(A)
If X(A)<=0 Or X(A)>=65530 Then
XM(A)=Rand(4) ; bounce when hit boundaries
X(A)=0
```

```
Fi
If Y(A)<=0 Or Y(A)>=250 Then
YM(A)=Rand(4) ; bounce
Y(A)=0
Fi
If X(A)>=Wid-1 Then
XM(A)=-Rand(4) ; bounce
X(A)=Wid-1
Fi
If Y(A)>=Hit-1 Then
YM(A)=-Rand(4) ; bounce
Y(A)=Hit-1
Fi
Od

Zero(Scrn,Siz) ; blank spare (unseen) RAM
For A=1 To Pts Do ; this loop draws points (before moving image to screen)
B=A+1 ; find next point (its a poly, remember?)
If B>Pts Then
B=1
Fi
T=Thk ; initial thickness for first point
T2=Thk ; initial thickness for second point
If Dist<>0 Then ; if depth flag On, then thickness depends on height
T=Thk*Y(A)/Hit ; ..on screen (higher: smaller, lower: bigger)
T2=Thk*Y(B)/Hit
Fi
Plot(X(B),Y(B)) ; plot the lines:
Drawto(X(A),Y(A))
Drawto(X(A),Y(A)+T)
Drawto(X(B),Y(B)+T2)
Od
N=0 ; reset any key value
If IKey<255 Then ; if a key has been hit,
N=GetD(1) ; ..then get it's ASCII code
Fi
MoveBlock(ScMem,Scrn,Siz) ; move spare (hidden) RAM to screen RAM
Until N<>0 Od
Until N=27 Od
Graphics(0)
Close(1)
Return
```

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>>> Now DAS jus SA-ahd! <<<<<<<<<< Now that is just sad

2372. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 05:47:42 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85146@cup.portal.com>
Source record: 106132

John Harris (a god among men) writes:

>One of the more bizzare quirks I have run across, is a way to change Antic
>from mode $F to mode $E in the middle of a scanline! It gets even weirder,
>when you find out that this mode $E grabs the colors from different
>registers! I used it in my character generater to put multi-colored
>graphics next to hi-res text. The trick that does it, is switching to a
>GTIA mode, and back again. Just set up a mode $0F display list, and use a
>DLI to change $D01B to $40, and back to 0 in the middle of the screen.
>You'll have a psuedo mode $0E on the right half!

It isn't so much a "pseudo mode $0E," as a bona-fide "GTIA mode 9" (if you're really hitting bit 6, $40; to get "multi-colored graphics" you've got to be hitting bit 7 also/instead). The mode itself is quite familiar to XL/XE BASIC programmers who've got GRAPHICS 9 through GRAPHICS 15 built in (we old-timers had GRAPHICS 0 through 8, only; what you young whippersnappers call GRAPHICS 15, I had to build BY HAND from a GRAPHICS 8 display list! Uphill both ways!), and Antic even ran an article around the 1987 (give or take) time frame, describing and giving example programs for precisely the DLI-based mid-scanline GTIA-mode-switching trick you describe. As I recall, you had to carefully waste a precise amount of time in the DLI to control the horizontal position of the mode change.

I figure, either you WROTE that Antic article :-), or discovered the same hack INDEPENDENTLY. Either way, it's more than I have ever done and I am suitably impressed!

>I made some changes to the Hyper E: screen speedup program, that has made
>it much more compatible. This is listed as version 1.2JH, and was uploaded
>to Tom Hunt's BBS. Has this made it into general distribution? (I burned
>this into my OS ROM, so it works with programs that use the $E400 vector.)

I for one have never heard of the "Hyper E: screen speedup program." Is it part of some larger package?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2373. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 06:19:58 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85147@cup.portal.com>
Source record: 106133

John Harris boggles my mind with a description of his custom tools, and
I'm sitting here going Holy $#!+ and trying to keep my head from explod-
ing at the sheer Wonder Of It All... :-)

> [... describes modification of "Synapse's internal PMG editor and
> character set editor" and "screen design utility"...]

That sounds cool! Who has rights to it, if anybody? Can it be distrib-
uted?

>I don't like Mac/65 because of the poor editor and bug/65. I still haven't
>seen the cart version, but I understand the editor hasn't been improved,
>and that's the tool I use most in a development system.

You're just spoiled because you can create these things for yourself --
it would KILL me to try to write an editor! :-)

I can comment a little on the cart version of MAC/65. First off, let me
say that, having used the disk-based version in the past, and BUG/65, I
find little or no changes in MAC/65, but vastly PREFER BUG/65 over its
replacement in the cart, "DDT" (short for Dunion's Debugging Tool, port-
ed from somewhere else where it was called something else). I like be-
ing able to pop INSTANTLY into MAC/65, rather than having to wait for
it to load from disk, particularly under various forms of SpartaDOS as
I can do the SAME quick change in and out of built-in BASIC on my XL.
It's pretty nice having BASIC, MAC/65, and for what it's worth DDT,
all available "at a moment's notice!" And with SpartaDOS X, even the
DOS is instantaneous. Nice. (Although I HAVE caught SDX in the act
of corrupting an AtariDOS disk in the last week, and it frequently
fails to recognize certain disks as either AtariDOS or SpartaDOS, for
reasons as yet unknown to me. I'm currently in the process of picking
SDX apart; that's a separate article... But I digress.) I don't really
miss full-screen editing in MAC/65 -- or at least I DIDN'T until you
mentioned it, John! :-) DDT even has its merits: it saves and restores
display/graphics context so that you can actually pop back and forth
between the DDT display and whatever the code-being-debugged has set
up, and it intercepts CONTROL+ESCAPE as a "hotkey" that will put you
back into DDT if your code-being-debugged locks up. This works most
of the time, but I find that I spend a lot of effort trying to work
around what DDT, SDX, et al have wedged into the system, in most of
the hacks I perpetrate: can't count on standard OS interrupt handlers
being where you expect 'em, etc. etc... TOO MANY HOOKS! There's
also no facility for depositing ATASCII or decimal bytes into memory
-- the explicit assumption is that "since MAC/65 and DDT are so well
integrated," you'll just stuff a few lines of extra code into your
MAC/65 source, and assemble that, to do such things -- nor for

SEARCHING the contents of memory for a string, byte-sequence, etc.
-- something I do a lot of and really used heavily in BUG/65. Not
to mention the weird things that happen when you've got all these
bank-switching carts, RAM, ROM, etc. etc. in and amongst the OS and
BASIC and SDX... It's rough developing under these conditions!

>I had already started my own project, which began life as MAE from Eastern
>House, and decided to continue with it. I've added lots of features, and
>made the existing ones easier to use. The assembler and debugger are
>integrated, so that I can use the symbol table and single line assembly in
>the debugger.

Sounds a lot more useful than MAC/65+DDT, that's for sure.

>I assemble my software directly into a RAM
>based version of my bank select cartridge, so having the assembler
>elsewhere is a must.

Must be nice having your own RAM-based bank-select cartridge! Tell us
more about this; what does it do, precisely? Is it essentially similar
to any of the existing "popular/commercial" RAM upgrades which I presume
use banking to get around the 6502's 64K address-space limitation?

>I just finished upgrading it to full 65816 capability, and am in the
>process of finishing a new editor that will work with the XEP80. It's full
>screen oriented, and has some neat stuff. Like pressing a key will look at
>the operand of the current line and take you to the location where the label
>is defined. It also sets a bookmark where you came from, so you can return
>with another key. Like an editor's version of JSR & RTS. Plus a
>multi-line undo, single key line duplicate, and other things I can't
>remember. Let me know if anyone wants to beta test this editor a bit.

Do these features exist ONLY in the "65816" version? Can it be put into
"6502 only" mode? (One thing that bugs me about MAC/65 is that it supports
instructions and addressing modes added in the 65C02 and not available
on the "stock" Atari. Every now and then I accidentally use one of these,
and it assembles just fine, but of course it won't RUN; I'd prefer to
have the option of telling MAC/65 to flag non-6502-standard syntax as an
error, and wondered if you've done that sort of thing in your assembler.

Are YOU using a 65816? In your Atari? Is ANYBODY?

All in all it sounds like your Atari is a piece of the twenty-first
century; I for one wish I could run right over and see it. :-) I don't
know whether I'd be an adequate beta tester for your editor or not; what
sorts of things would a beta tester be called upon to do?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2374. Re: The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 06:34:34 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85148@cup.portal.com>
Source record: 106134

In article <9307080146.AA13681@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Itay Chamie1) writes:
>
>AND This time in our smart-alec idea department we have...
>A PHYSICAL RAMDISK!!!
>-Hooks up to Atari 8bits via the PBI (XL/XE) or SIO (800) (2 models)
>-Turned ON 24-hrs a day, rechargeable-battery backup for brownouts
>-10-MB RAM - usable only as a RAMdisk (or less if it's xpensive)
>-Faster-than-hard-disk data-transfer
>
>Well, ye hardware buffs out there? How 'bout it?
>I seriously think this could be cool..

They've had 'em for high-end systems (like VAXes) for YEARS; it's definitely DOable if you're able to afford it, and RAM's a LOT cheaper now than when these things first started coming out. They're called "solid-state disk drives" or some damned thing like that, and the nice thing about them is that there are NO MOVING PARTS...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2375. Re: Infrared Remotes and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 07:00:47 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85149@cup.portal.com>
Source record: 106135

Definitely write an article! $10 to build, and I can think of four applications for it already!

- centralized control of VCR, stereo, CD player, etc. etc., tied to a control panel interface implemented in software to run as a "recording studio." I make lots of tapes to listen to in the car...

- timed control of stereo etc. to provide timer functions not present on my stereo.

- "translating" commands from one remote to another; some of my remotes have buttons that "don't do anything" because e.g. I haven't bought a single manufacturer's entire product line. I could intercept those buttons (if your IR interface can RECEIVE as well as SEND, that is) and reissue them as commands that "do something useful."

- tie any ol' random remote into any ol' computer-controllable function. My Mom's no-longer-living VCR's old remote could become my new Atari computer remote control...

And these are just off the top of my head; I'm sure I could think of lots more. Just did: tie the garage door opener into the whole shebang...

Chris
Chris_F_Chiesa@cup.portal.com

2376. Re: Modem interface question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 07:11:05 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85151@cup.portal.com>
Source record: 106136

Michael Winters writes:

>Is there an 850 hardware manual, including schematics available? I
>realize that this kind of stuff might involve a "little" programming
>to convert ascii data to a format that can be sent or received by the
>modem. Also, there is timing considerations..... I suppose that
>is what the 850 handles! ;-)

The 850 converts Atari SIO bus signals to RS232, among other things.
There is an Atari 850 Interface Module Technical Manual which contains
850 programming information and a schematic; the copy I have has a part
number of "C017652 Rev B" printed on the back cover.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2377. Looking for: 80 col. and FTP

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 09:46:55 UTC
From: c-btw@math.utah.edu
Message-ID: <C-BTW.93Jul10024655@solitude.math.utah.edu>
Source record: 106141

I am looking for a program (via FTP) that will allow me to display
80 characters on a television set. Anyone? I need to load it before
a cart. of SmartComm. Also, what is the best FTP'able comm. program for an
8-bit Atari and are there any sites left to obtain it/them from?
Please reply directly to me unless it might be of interest to
others. Thank you.

Trevor
c-btw@solitude.math.utah.edu

--
Cheers and God Bless,

Trevor "and a woman needs a man
c-btw@solitude.math.utah.edu like a fish needs a bicycle"
faultrb@ucl.ac.uk -- U2

2378. Text Editor...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 11:59:45 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <21mavh$he6@usenet.INS.CWRU.Edu>
Source record: 106137

I am in search of a decent text editor that is capable of handling rather large sections of code. Are there any out there that can handle code sections of nearly 42k++ ? I have a standard 130xe.

I have tried TextPro 5.0x from the archive, but cant figure out how to get the entire code to load in, however I can load in 3 sections of 16k using the Bank system.

-BRiT
ai792@po.cwru.edu
clisowsk@mcs.kent.edu

BTW: Why do I get the feeling that this is something Im going to have to code myself?

2379. Re: Modem interface question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 12:00:40 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <21mb18$hee@usenet.INS.CWRU.Edu>
Source record: 106138

You can get the 850 manual from American Technavision for $12.50
+ $5.00 ship. You might want to get their catalog in case you
want to order other stuff because $5. is ship regardless of how
much you order. I have an 850 manual and it is pretty detailed.
Whether it has what you need, I don't know. It seems to me
someone would have to be very familiar with the RS-232 protocol
and the ATARI in order to write a handler to make the joystick
port into a RS-232. The MPP modem used it, but it may be that
in practical reality, the joystick port would not support higher
than 300 baud speeds.
American Technavision
15338 Inverness St.
San Leandro, CA 94579
Orders: 1-800-551-9995

2380. Re: projes ct

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 14:33:40 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <21mk04$r28@usenet.INS.CWRU.Edu>
Source record: 106139

In a previous article, G44@delphi.com () says:

>1) First, and most relevant to the newsgroup, is a possible_possible_ cross
>netwwork between cInfo-8 and Carina through a local board which ovffers
>both QWK and interenet email services.
>[...]
>Also, it should bealeesso be noted that it might enlarge the traffic of
>nthis newsgroup to a great extent, as I can see 4 boards initially
>being in the net, and many more to follow.
>
>I am would like some feedback on this idea, because aside from
>the messiness of it, it would really help bring this newsgroup
>"to the peopl"e" and out a the mainframes.
>[...]

I say go for it. The more good traffic in comp.sys.atari.8bit/Info-Atari8,
the better. Care would have to be taken that it is done "right," because
this group is distributed to thousands of Usenet and Internet sites
throughout the world, which would not appreciate a sudden large garbage
factor here. Also, many readers of this group must pay by the line, so we
could lose them if the quantity of traffic was greatly increased while the
overall quality was greatly decreased.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2381. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 19:15:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993Jul10.191515.239@cs.tulane.edu>
Source record: 106140

In article <1993Jul9.005839.11578@integrity.uucp> dunham@mpd.tandem.com (Jerry Dunham) writes:
>
>What is Wedge 2.1? What does it do and where does one go to
>acquire it?
>

Wedge is a great little utility that adds something like 20 additional commands (4 or 5 more if you have an MIO) to SpartaDos 3.2d. One thing SD32d does not support is a path statment, using the Wedge Desk Accessory, you and define the location of all your batch files and call them from any where in your system.

Some of the commands Wedge adds are:
Format - much better than xinit and very similar to the SDX format command
read - a lot like vtex 1.2 or the type command in SDX
edit - Small text editor (use for making you batch files, etc).
view - look inside .arc files w/o having to load superarc/unarc.
rendir - rename dir's, as good as rendir found on the SD Tools disk.
cold - warmboot
move - move file from one dir to another by updating the dir (great for when you are low on disk space)
find - search for files

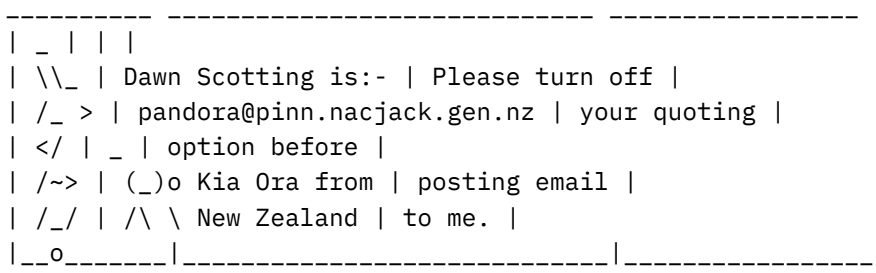
And many others...When I lost my SDX for two weeks, having Wedge really made life easy again (got used to the SDX). You can find Wedge 2.1 at the archive at atari.archive.umich.edu under /atari/8bit as wedge.arc. Yes wedge takes up a small bit of memory but it's worth it.

Mike
Atari Archive Project
Louisiana

2382. Spellchecker query

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-10 20:31:09 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <3693190.73869.3797@kcbbs.gen.nz>
Source record: 106143

Can anyone tell me if there is a spellchecker that will work with Textpro on the 8-bit? Also is there an Ansiterm that will run at 2400 baud (or higher)? I would prefer an answer to the newsgroup as these queries are for someone that has read access but not write access to this group.



2383. Re: projes ct

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 01:06:14 UTC
From: bd891@cleveland.Freenet.Edu
Message-ID: <21np26$2ol@usenet.INS.CWRU.Edu>
Source record: 106142

Who Are the people or whAt networks hAve to pAy to reAd the usenet?
--

2384. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 02:06:55 UTC
From: jharris@cup.portal.com
Message-ID: <85192@cup.portal.com>
Source record: 106144

>Pardon my ignorance, but I'm curious as to just what John is
>famous for. Since I'm not a game player, I would guess that
>he's a game author, explaining why the name is not familiar.

Yes, you guessed right. Games from a long time ago actually. Another
reason why the name probably isn't familiar.

John Harris - jharris@cup.portal.com

2385. Re: Infrared Remotes and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 02:07:03 UTC
From: jharris@cup.portal.com
Message-ID: <85193@cup.portal.com>
Source record: 106145

Yeah, I had an old style satellite system with different boxes for the receiver and positioner. I taught the Atari to talk to both of them, so that I could punch up a channel, and it would send the appropriate signals to each box.

One of the products I did is an on screen TV guide using the Atari. It would have been very easy to select one of the on screen programs, and play the IR codes to take you to that channel. Or even play the codes to get your VCR to record the show at the proper time! I never actually did this though.

John Harris - jharris@cup.portal.com

2386. Subscription

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 03:17:23 UTC
From: G44@delphi.com
Message-ID: <01H0E85DYWSI8ZED2Z@delphi.com>
Source record: 106146

I got a couple goofy posts saying essentially:

Leave Info-8!

I don't know what this means, but since then I haven't received any digests.
I hope I am still in it, as those mysterious posts bugged me.

2387. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 04:35:52 UTC
From: jharris@cup.portal.com
Message-ID: <85203@cup.portal.com>
Source record: 106148

>It isn't so much a "pseudo mode $0E," as a bona-fide "GTIA mode 9", (if
>you're really hitting bit 6, $40; to get "multi-colored graphics" you've
>got to be hitting bit 7 also/instead). The mode itself is quite familiar
>to XL/XE BASIC programmers who've got GRAPHICS 9 through GRAPHICS 15
>built in (we old-timers had GRAPHICS 0 through 8, only; what you young
>whippersnappers call GRAPHICS 15, I had to build BY HAND from a GRAPHICS 8
>display list! Uphill both ways!), and Antic even ran an article around
>the 1987 (give or take) time frame, describing and giving example programs
>for precisely the DLI-based mid-scanline GTIA-mode-switching trick you
>describe. As I recall, you had to carefully waste a precise amount of
>time in the DLI to control the horizontal position of the mode change.

Except that this mode has 160 horizontal resolution and only 4 colors.
Perhaps you didn't understand that it's *after* returning the GTIA register
back to 0 that the mode appears. Either that, or I don't understand your
post.

>I figure, either you WROTE that Antic article :-), or discovered the
>same hack INDEPENDENTLY. Either way, it's more than I have ever done and
>I am suitably impressed!

Actually, I haven't seen it. I thought I had taken that magazine through
to its demise, but I might have let it lapse somewhere before. But if they
don't try to make *two* GTIA mode changes on the line, they won't have
found this mode $F to $E switch.

>I for one have never heard of the "Hyper E: screen speedup program." Is
>it part of some larger package?

I'll upload it here. It can speed up text drawing by 200%. It makes a
huge difference in the editor I wrote.

John Harris - jharris@cup.portal.com

2388. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 04:36:04 UTC
From: jharris@cup.portal.com
Message-ID: <85204@cup.portal.com>
Source record: 106147

>> [... describes modification of "Synapse's internal PMG editor and
>> character set editor" and "screen design utility"...]
>
>That sounds cool! Who has rights to it, if anybody? Can it be distrib-
>uted?

Can anybody answer this question for me? They were both in house development tools that they never sold to the general public. The PMG editor has 'Synapse Confidential' plastered on the main screen. Realistically, I can't imagine anyone minding this thing getting posted, since no one will lose, or has ever made any money on the product.

Can anybody help with the morals on this one? Mike? :-)

>Description of Mac/65 cart.

Thanks for the description. If you like BUG/65, you should enjoy the current debugger I have.

>Must be nice having your own RAM-based bank-select cartridge! Tell us
>more about this; what does it do, precisely? Is it essentially similar
>to any of the existing "popular/commercial" RAM upgrades which I presume
>use banking to get around the 6502's 64K address-space limitation?

It's similar, but it bank selects in the cartridge address space, and is just a RAM version of what I ultimately burn ROMs for. It uses $D5xx addresses just like the SDX cart to do bank select. There's a psuedo op in the assembler to put out the bank select codes, so that I can for example assemble a bunch of stuff into the cart, switch banks, and assemble a bunch more stuff into the same place -- it will be stored in a different bank.

>Do these features exist ONLY in the "65816" version? Can it be put into
>"6502 only" mode? (One thing that bugs me about MAC/65 is that it supports
>instructions and addressing modes added in the 65C02 and not available
>on the "stock" Atari. Every now and then I accidentally use one of these,
>and it assembles just fine, but of course it won't RUN; I'd prefer to
>have the option of telling MAC/65 to flag non-6502-standard syntax as an
>error, and wondered if you've done that sort of thing in your assembler.

All of the features are currently available for a standard 6502. But I don't have any '6502 only' mode in the assembler that would flag non-6502 stuff. Sorry, this will do just what MAC does.

I probably will make a 65816 dependant version, to speed things up, but I'll try to do this in macros so that I can still create 6502 versions.

>Are YOU using a 65816? In your Atari? Is ANYBODY?

Soon. No. Yes.

>All in all it sounds like your Atari is a piece of the twenty-first
>century; I for one wish I could run right over and see it. :-) I don't
>know whether I'd be an adequate beta tester for your editor or not; what
>sorts of things would a beta tester be called upon to do?

The main duty of a beta tester, is not to flame the author if my 'unfinished' program trashes a priceless piece of work. :-) Seriously, this program as I upload it has less than two weeks worth of programming time -- and even less testing. It *will* have bugs. It may munch something that you're working on, even though it hasn't been designed specifically for that purpose. :-) Ideally, beta testing helps the author find these bugs, because different people do things in different ways. It will be a big help to me to find and eliminate these as fast as possible. For the testers, it gives them an opportunity to preview a product, and perhaps influence its final design. I will consider all suggestions.

John Harris - jharris@cup.portal.com

2389. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 04:36:29 UTC
From: jharris@cup.portal.com
Message-ID: <85205@cup.portal.com>
Source record: 106149

These are some basic instructions for the new editor.

First, a few limitations:

Currently, this editor will not allow lines longer than the right margin.
It will allow 80 column lines with the XEP80 device though.

The editor saves files in straight ATASCII, which means the file size will
be very wasteful with TABed text. Normally, I wouldn't think about doing
something like this, but it made the editor the simplest and fastest it
could be. I will most likely put in an encoding scheme where the ATASCII
values from $01-$1F refer to a packed number of spaces. This is the method
I use in the current editor integrated into MAE. It will sadly slow down
screen scrolling and find&replace, so I'll probably make this packing
optional.

Okay, on to the good stuff.

The editor has several configurable parameters that can be modified with a
sector/file editor. These are located at +3 bytes from the start address.
+9 counting the DOS binary header. Here they are: (Words are 6502 Lo,Hi)

Word - Text buffer start adr. If 0, the editor will use MEMLO.
Word - Text buffer end. If 0, the editor will use MEMTOP.
Byte - 0=Replace mode, 1=Insert mode
3 By - Three bytes for the Tab column settings for asm fields.
Byte - When drawing the screen for a particular location, such as a Find or
Goto command, this byte sets the screen row where the desired line
will be drawn. If you set this to 0, the line will be on the top row.
$0C will put the line in the middle of the screen. Default is 8.
Byte - # of lines the PgUp & PgDn commands will move by. Setting this to 24
gives single screen paging. If you normally use the scrolling for
short moves anyway, you can set this value to something like 100 to
jump through the file by larger steps.
Byte - Line length saved in the Undo buffers. I defaulted this to 32 chars,
which gets all the code region and at least part of the comment field.
If you want to save the entire line, set this byte equal to RMARGN.
Byte - # of Undo buffers. This number controls how many lines of history
can be Undo'ed. Multiplied by the byte above, equals the total size
needed for the Undo storage.
String - Default drive and dir spec. This must be in the form "Dn:?????".
This should likely be something like "D3:*.*", or "D3:*.SRC" if you
want dir listings to only show a certain file type.
Filenames for loading and saving do not require a full "Dn:" filespec.
If you type just a name, it will be prepended with the default drive
selected here.

The editor begins in the ESC menu. During the session, the ESC key will bring this menu back.

When returning from the Esc menu, the screen will be redrawn placing the current text line in the screen position specified with the configure byte +8 above. This makes pressing Esc twice a convenient way to re-center the screen around the current line you're working with.

Esc Menu Commands:

A - Assemble. Not implemented
D - DOS
L - Load file. You do not need to type an entire filespec. The default drive 'Dn:' will be prepended if the entered name doesn't have a ':'
M - Monitor. Not implemented.
S - Save File. Press Shift-S to save cut block. Save displays the last loaded filename. Press Return to accept it, or backspace and change. As long as the editor is using ATASCII, you can save to P: to print.
1-9 Directory, and set default drive. When given the default directory spec, you may press Esc to cancel the listing, but the default drive change will still be in place. This allows you to make a quick drive change without waiting for the directory to display.
Shift-Clear - Clear text buffer.

Editing Commands:

Standard Atari editing keys apply.

Return will insert a new line if pressed at the end of the current line. Otherwise, it will just move to the line below.

S^Up (Shift&Ctl&Up) Scroll up.
S^Dn Scroll Down. These two commands are handy, because they scroll Immediately without waiting for the cursor to reach the screen's edge.
S^< Page up by configurable # of lines
S^> Page Down
^, Start of line
^. End of line
^T Top of file
^B Bottom of file

^F - Find (Case sensitive for now)
^R - Replace
^N - Find Next
^P - Find Previous
^G - Goto line number. You can also enter a '+' or '-' as the first character to move a number of lines relative to the current location.
^L - Enter a label name, and the editor will jump to where the label is defined. (By searching from the first column only.)
^S - Set bookmark at current location.
^M - Jump to bookmark.
^J - The editor's version of a JSR. It looks at the operand field of the current line, and jumps to where that label is defined. It also sets a bookmark at the current line so that you can return with a ^M.

^I - Toggle Insert/Replace mode.

^Z - Set block start
^X - Cut from block start to current line. (Forwards only -- sorry)
^C - Copy from block start to current.
^V - Paste cut buffer at current.
^D - Duplicate line

^U - Undo line deletes, or changed lines. Does not undo block operations.

John Harris - jharris@cup.portal.com

2390. Re: The Smart-Alec Idea Depatment

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 13:24:47 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <14yi7B2w165w@cybernet.cse.fau.edu>
Source record: 106150

mark@godzilla.quotron.com (Mark T. Price) writes:

> [Text about physical ramdisks deleted]
>
> Also, an alternative to just plain external RAM: how about an interface to
> read/write flash-cards like those used in the Atari Portfolio? You could
> even set it up to use a format compatible with the portfolio or IBM PC/laptop
>
> --
> Mark T. Price (sg) mark@godzilla.Quotron.COM
> >plan 9 studios< "All I want is all I see" -- Peter Murphy

From what I've heard (I could be wrong - no flames please) the
current generation of flash-cards degrade over time. The current lifetime
is about a 100,000 writes per ram sector or thereabouts.

Jerolim Supe'
jsupe@cybernet.cse.fau.edu
CSE Major
Florida Atlantic University
Boca Raton, Florida

2391. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 15:35:04 UTC
From: jharris@cup.portal.com
Message-ID: <85228@cup.portal.com>
Source record: 106151

A few more notes:

The editor is set to load at $9000-$9AFF, so it will fit under the screen memory of an installed cart. I realized I didn't append a run address to the file, so DOS 2 derivative users will have to run it manually.

The editor will warmstart without losing its file if you return to DOS and run at $9000 again.

One other advantage of having Hyper E: burned into the OS ROM, is that it speeds up programs that go through the $E400 vectors, whereas the ram loaded version will only speed up programs that go through CIO.

John Harris - jharris@cup.portal.com

2392. Re: Spellchecker query

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 17:37:35 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21pj4v$ffg@usenet.INS.CWRU.Edu>
Source record: 106152

Dawn,

Analog magazine did a public domain spell checker, and the Antic Catalog had another Spelling checker that might work with Tpro files.

Bug Itay Chamiel to finally release Megaterm and you will finally have a 2400 baud VT100 terminal. I'm not sure that's what you're looking for, I haven't a clue what Ansiterm is.

Jeff "Moonlight Workshop" Atari Classics Magazine
--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2393. Re: Infrared Remotes and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 17:40:52 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21pjb4$fot@usenet.INS.CWRU.Edu>
Source record: 106153

In a previous article, jharris@cup.portal.com (John D Harris) says:

>Yeah, I had an old style satellite system with different boxes for the
>receiver and positioner. I taught the Atari to talk to both of them, so
>that I could punch up a channel, and it would send the appropriate signals
>to each box.
>
>One of the products I did is an on screen TV guide using the Atari. It
>would have been very easy to select one of the on screen programs, and
>play the IR codes to take you to that channel. Or even play the codes to
>get your VCR to record the show at the proper time! I never actually did
>this though.
>
>John Harris - jharris@cup.portal.com

John,

Most TV guies now have those VCR+ codes for newer VCRs. If you have a
VCR that doesn't automatically support this (only the newer ones do),
it would be cool to see the 8 bit support this feature in your above hack.

Jeff

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2394. Re: Modem interface question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 19:06:51 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <21pocb$t7c@samba.oit.unc.edu>
Source record: 106154

The Supra modem interface should work with the same handler as an R-Verter or SX212 modem.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2395. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 19:17:36 UTC
From: dillera@wam.umd.edu
Message-ID: <21pp0g$2k3@cville-srv.wam.umd.edu>
Source record: 106055

John D Harris (jharris@cup.portal.com) wrote:
: >there ever any pressure to work on the Amiga or another computer?

: The short answer, is because I still love it. From there, it gets into
: more mundane reasons like being less expensive, and Amigas until recently
: didn't have built-in composite output.

Direct composite out no- but it was only a little adaptor anyways.
I would think that your work, if it was to be broadcast would tend to
be more y/c or at least some sort of component video- composite has its
degradation problems!

: Several of my projects, we provide the hardware to the customers for free,
: and charge a monthly fee for programming. Having an inexpensive machine is
: a great benefit in these cases.

: I really thought hard about switching to the Amiga. I have one, and like
: it as a general computer. I'll probably stay where I am though as long as
: I can.

: I have lost very few sales due to inferior video quality. In fact, I have
: come up with my own defination of 'broadcast quality' as I have found it in
: the field. It means, "Whatever the engineer is willing to hook into his
: system." It is been an incredible thrill to see some of the hardware I
: have replaced with an Atari. At Oceanic Cable in Honolulu, (a very major
: system), they had a $40,000 PC based system with SVGA, multiple video
: cameras, and all kinds of stuff. No one could figure out how to use it.
: It's now sitting idle, and my Atari program is putting up more interesting
: stuff than they've ever had on that other system!

Please tell us more about what EXACTLY you are doing with the Atari and
video. I love my 8-bit, but I honestly can't see Atari and broadcast
quality in the same sentence. (your above statement non-withstanding).
I am working now with the AMiga and the Video Toaster- and if you are
familiar with it (especially the new Video Toaster 4000) there is a big
difference between what its doing and an 8bit.

I would like to hear how you specifically can use the 8bit in this
type of enviroment. Maybe I can get a few ideas.

--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

2396. Re: projes ct

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 19:26:15 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <21ppgn$mv@samba.oit.unc.edu>
Source record: 106056

In article <21np26$2ol@usenet.INS.CWRU.Edu> bd891@cleveland.Freenet.Edu (Paul Allwood) writes:
>
>Who Are the people or whAt networks hAve to pAy to reAd the usenet?
>--
Almost anybody whose email address ends in .com, for one, and probably at least half the users of Cleveland Freenet, Launchpad, and other freenets. (You don't pay for the Freenet itself, but people in other cities pay for access through PC Pursuit, Delphi or other means).

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2397. Atari SuperPILOT: what happened? anyone have it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 21:57:21 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <21q2c4$fvn@ecifs2.ucsb.edu>
Source record: 106058

Apparently this language was developed and ready to
go to market (even used at the Atari Computer Camps) but
never came out. Anyone have any information on it?
ROM or disk? Anyone have a copy?

Similarly, one can often see references to these ROM carts in
old magazines:
Star Trux
Superman III
Anyone know anything about these?

2398. Re: Text Editor...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-11 23:00:37 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <21q62m$q88@charm.magnus.acs.ohio-state.edu>
Source record: 106057

In article <21mavh$he6@usenet.INS.CWRU.Edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
> I am in search of a decent text editor that is capable of handling
>rather large sections of code. Are there any out there that can
>handle code sections of nearly 42k++ ? I have a standard 130xe.
[...]
>-BRiT
>ai792@po.cwru.edu
>clisowsk@mcs.kent.edu

Both Atariwriter+ and PaperClip easily support the banked RAM in the 130XE (and expanded XLs). PaperClip does it transparently, but IMO Atariwriter+ does a better job of handling the extra banks than TextPro.
Using PaperClip on my 256K Rambo 1200XL I have 112K of free RAM available for text. I don't know how much it would be with a 128K computer.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

2399. Blackboard/logo screen

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 00:29:10 UTC
From: ScottM@cup.portal.com
Message-ID: <85264@cup.portal.com>
Source record: 106059

I've read about the blackboard (400/800) and logo (XL/XE) screens in the Atari 8-bits. How does one go about seeing the logo screen?

Thanks,
Scott

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2400. Re: Spellchecker query

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 00:43:25 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <3693192.2605.3836@kcbbs.gen.nz>
Source record: 106062

Thanks Jeff, I'll pass all that on. Ansiterm is an Ansi terminal programme for the 8-bit, unfortunately the copy I/we have only does 1200 baud and the Ansi bbs that we want access to doesn't accept anything under 2400. It's one of those boards where you can't turn the Ansi characters off hence extremely hard to read!
Kia Ora.....Dawn

2401. Price on a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 01:21:49 UTC
From: phruby@ucrengr
Message-ID: <33941@galaxy.ucr.edu>
Source record: 106060

Does anyone know how much a mint 130XE is worth? I am thinking of selling mine. By the way, does anyone know why the case has yellowed over the years? I bought it in '85. Please respond via e-mail. Thanks.

--Paul
phruby@ucrengr.ucr.edu

2402. Re: Things to do wid my o

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 04:08:09 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0ivz@abcd.houghton.mi.us>
Source record: 106063

CD>There was a set of articles in Analog Magazine a few years back that
CD>showed how to turn one of those BSR Home Controller thingies from
CD>Radio Shack into a device that you can run from your 8 bit. That
CD>way, those plug in light, wall outlet, and other modules could be controlled
CD>by software. Man, combine that with the Covox VoiceMaster Junior that
CD>was out years ago, that did voice recognition, and you have your very
CD>own HAL 9000 running your home!

Actually, Covox has already marketed the above setup for use with an
Atari or Commodore 64 and BSR modules. It used a key word to "wake up"
the system, followed by a limited set of commands which caused the
computer to reprogram the controller.

I don't know if Covox still has any of this available though.

* SLMR 2.1a * Remember - They're only tools, not a way of life!

-- Via DlgQWK v0.71a

2403. SCDOWN

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 04:33:46 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1993Jul11.233346.1@csusys.ctstateu.edu>
Source record: 106061

I'm looking for info on using the Xformer 8-bit emulator for the ST.
I don't have an 850 interface for my 8bit, but I do have the xformer cable to hook up my ST to an Indus GT drive. My question is, how do I transfer files from my ST to the 8-bit. I plan on downloading 8-bit files using the ST, and somehow getting the converted over to an 8-bit disc. I have tried to use UTIL on my 486 to transfer files to Double Density Mydos discs (this would be the ideal answer because I wouldn't have to drag my Indus over to my ST each time I want to download an 8bit file.) I tried also using Bobterm that came with the Xformer, but that was limited to 1200 baud transfers, that not taking advantage of the 9600 baud modem that I log onto the schools computer.
I pose many questions here, there has to be a simple way to do this using one of the methods mentioned with additional tweaking. Any help will get a UUEJNCODED GIF of my teddy bear (just kidding).

2404. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 06:40:11 UTC
From: jharris@cup.portal.com
Message-ID: <85285@cup.portal.com>
Source record: 106064

>Please tell us more about what EXACTLY you are doing with the Atari and
>video. I love my 8-bit, but I honestly can't see Atari and broadcast
>quality in the same sentence. (your above statement non-withstanding).
>I am working now with the AMiga and the Video Toaster- and if you are
>familiar with it (especially the new Video Toaster 4000) there is a big
>difference between what its doing and an 8bit.
>
>I would like to hear how you specifically can use the 8bit in this
>type of enviroment. Maybe I can get a few ideas.

Of course there's a big difference. What I'm referring to when I made the 'broadcast quality' statement, is that the real world installations we have done, including some large TCI and other systems, haven't demanded specific video specs. They are willing to broadcast an Atari 8 bit signal, not because they can't tell the difference, but because it's 'good enough'.

The degradation of composite, and the fact that signals are being passed through miles of cable and ultimately received by RF in most cases, actually works to our advantage. It tends to hide and blur the resolution a bit, so that the jaggies are not as pronounced. Much like the first 'soft focus' Amiga monitors, you can look at it as a sort of hardware anti-aliasing. :-) It's all how you choose to see things. Finally, add the fact that these screens are being viewed from a couch 10 feet away, and very transitory, no one is studying them up close. I think that's what our customers realize, when they decide that the 8 bit video is 'good enough'.

As for what I do, most of the products are character generators, or related products. They use the 320x200 resolution, and lots of DLI color changes. All of the fonts were hand drawn by me, and very optimized. The CG is extremely easy to use, with on-line context sensitive help. In fact, we originally shipped these without a manual, just to show how much faith we had that anyone could walk right up and use the thing. The whole system is completely remote programmable. Anything you can do from the keyboard, you can do from another location. There are many other ease of use features that set us apart from competing products, and ultimately generate sales.

A great example of what I'm talking about is an on screen TV guide service that we download to Atari 8 bits. The screen presentation is much, much, better than the Prevue Guide that uses an Amiga. The scrolling Prevue Guide is a nuisance to read. And it takes much too long to cycle through all of the listings. Our format is much more readable, and we can run through the entire cycle of programming in less than 3 minutes. This means users can scan for 'what's on next' within the time break between programs. Every system where Prevue Guide was replaced by our service, (called Pro/Guide), the user response has been excellent, and the channel is used

much more often.

One last thing. The function of a CG is to get messages across to your audience. Well designed messages, fonts, and color choices will still get the information across. Even without chrome letters and drop shadow.

John Harris - jharris@cup.portal.com

2405. Re: SCDOWN

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 07:09:12 UTC
From: jharris@cup.portal.com
Message-ID: <85289@cup.portal.com>
Source record: 106066

> I'm looking for info on using the Xformer 8-bit emulator for the ST.
>I don't have an 850 interface for my 8bit, but I do have the xformer cable to
>hook up my ST to an Indus GT drive. My question is, how do I transfer files
>from my ST to the 8-bit. I plan on downloading 8-bit files using the ST, and
>somehow getting the converted over to an 8-bit disc. I have tried to use UTIL
>on my 486 to transfer files to Double Density Mydos discs (this would be the
>ideal answer because I wouldn't have to drag my Indus over to my ST each time
I
>want to download an 8bit file.) I tried also using Bobterm that came with the
>Xformer, but that was limited to 1200 baud transfers, that not taking advantag
e
>of the 9600 baud modem that I log onto the schools computer.
>I pose many questions here, there has to be a simple way to do this using one
>of the methods mentioned with additional tweaking. Any help will get a
>UUEJNCODED GIF of my teddy bear (just kidding).

First of all, the current version of Bobterm will run at 19.2K. I use it
here with a v.32bis.

If you still need to go the XFormer route, there is a program for the
XFormer to do file transfers. I think it's called QTU. It transfers both
individual files, or ST virtual disks onto 8 bit drives.

John Harris - jharris@cup.portal.com

2406. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 07:38:46 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <85290@cup.portal.com>
Source record: 106065

Two things...

I've been in more than a few hotels with an 'information' channel, and it's easy to tell the 8-bit.. Kinda gives you a warm feeling.

Also, Prevue Guide is better than it used to be (lists the next 1 1/2 hour block) but the font is so large you can't read the title.... And I once saw it crash for a few hours ("Guru Mediation Error, press left mouse button.", don't they isolate these things?)

Jeff_M_Lodoen@cup.portal.com

2407. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 15:25:51 UTC
From: <>
Message-ID: <21rvpv$639@hahn.informatik.hu-berlin.de>
Source record: 106067

There exist a fine APPLE II Emulator for PC's, which comes
with sources. Because this is an emulator for the 6502, "all"
to do is simulating the ATARI-Hardware. Some times
ago I had this idea, but no time. If somebody is doing that
(or interesting in), please answer by email, I'm interesting
in some opinions how hard will be that and are there some
interesents in doing that.

##
Humboldt Universitaet Berlin :
Michael Beck # beck@hp832.informatik.hu-berlin.de
beck@informatik.hu-berlin.de
##

--

##
Humboldt Universitaet Berlin :
Michael Beck # beck@hp832.informatik.hu-berlin.de
beck@informatik.hu-berlin.de

2408. Re: Infrared Remotes and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 16:32:15 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CA28Ls.GnB@cbfsb.cb.att.com>
Source record: 106069

In article <21pjb4$fot@usenet.INS.CWRU.Edu> cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:

<quoted post deleted>

>
>Most TV guies now have those VCR+ codes for newer VCRs. If you have a
>VCR that doesn't automatically support this (only the newer ones do),
>it would be cool to see the 8 bit support this feature in your above hack.
>

I understand that the VCR+ formats are propriatary, and not readily hackable, though I have read of some partial descriptions of the format. If anyone knows of a complete description, please post where it can be found!

--
Richard Dell

2409. WANTED: Koronis Rift disk image

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 16:37:39 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <21s40jINNfi8@iguana.cis.ohio-state.edu>
Source record: 106068

Recently, I found a few hours and sat down to finish transferring
my old 8bit disks to disk images under SIO2PC. Every so often
I'd come across a disk with the tell tale "blip-- blip-- blip---"...
one of these was my boot disk of Koronis Rift. I'm not sure whether
they are copy protection bad sectors, or if the disk is just bad.
The game won't boot directly from the floppy anymore, so it seems
to be the disk...

Has anyone been able to get this game running using SIO2PC?

Mark
--
"IF YOU SEE ONLY ONE MOVIE THIS YEAR... | Mark A. Fontana
... you should get out more often! | Computer and Information Science
- - - Entwaffnet Vergewaltiger! - - - | THE Ohio State University

2410. Re: 800xl info needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 17:39:05 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <21s7jpINN8of@west.West.Sun.COM>
Source record: 106070

The power supply of the 800Xl provides +5 volts only. This voltage is then run through 3 different choke coils to provide voltage to various parts of the computer. If you are getting a light, your incomming voltage is probably OK.

Atari was notorius for using cheap IC sockets and PCB boards. Just for grins I'd suggest opening up your system and reseating any socketed chips. If it still doesn't work, then you should look at getting it repaired. If your willing to wait a while, I might be able to try and fix it for you.

2411. looking for an 8bit....CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 17:43:21 UTC
From: IO21271@MAINE.MAINE.EDU
Message-ID: <93193.134321IO21271@MAINE.MAINE.EDU>
Source record: 106071

Hello out there.....
I am looking for an Atari computer that you may have in your closet,
gathering dust. just something that I can run carts on. I also don't
have a lot of money to spend. My 600xl is on the fritz, and I fear it
would cost too much to fix. Anyway, if you can help me, Please reply.
Thanks in advance. -Peter Jalbert.

2412. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 18:17:39 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <21s9s3$40p@nz12.rz.uni-karlsruhe.de>
Source record: 106072

In article <85192@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Pardon my ignorance, but I'm curious as to just what John is
>>famous for. Since I'm not a game player, I would guess that
>>he's a game author, explaining why the name is not familiar.
>
>Yes, you guessed right. Games from a long time ago actually. Another
>reason why the name probably isn't familiar.

Jerry wasn't the only one unfamiliar with your name. I have to admit my ignorance either.

What kind of games did you make? Have any of your games been sold in Europe
or even in Germany?

Marek

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2413. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 18:54:07 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul12.185407.24980@integrity.uucp>
Source record: 106084

In article <85192@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Pardon my ignorance, but I'm curious as to just what John is
>>famous for. Since I'm not a game player, I would guess that
>>he's a game author, explaining why the name is not familiar.
>
>Yes, you guessed right. Games from a long time ago actually. Another
>reason why the name probably isn't familiar.

A long time ago is not sufficient for me to not know you. I got my 8-bit in 1984 and have some software from considerably before that. Being an olde fart, I can't remember last week, but a long time ago is no problem.

Has anyone posted a list of John Harris games for us uninitiated? I have piles of games that my two sons have done their best to wear out, so I probably have some of John's, but since I don't play 'em, I'm not familiar with the names involved. Names I would recognize are the authors of Express!, SynCalc, or TextPro, although I couldn't tell you who wrote my most-used 8-bit SW, AtariWriter.

Now that I think of it, there was ONE game I have enjoyed on the 8-bit, and I was even fool enough to buy multiple copies: BallBlazer. Does anyone know who wrote that for LucasFilm? Great fun, even if either of my sons can beat me.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2414. Anyone know what the PILL is?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 19:01:30 UTC
From: fireman@garfield.catt.ncsu.edu
Message-ID: <fireman.742503690@news.ncsu.edu>
Source record: 106073

Hello folks,

I recently acquired and ATARI 810 hard drive for my old Atari
800 computer. All I used to have was a 410 cassette drive to store
programs. Let me tell you that the 810 is much faster :). I wished I
had it 10 years or so ago.

Anyway I have a problem. When I got the disk drive I got
several disks with a label that says "pill games" on them. Does anyone
know what this "pill" is? I assume it's some sort of copying utility
that would allow you to make illegal copies of disks or maybe even
cartidges. When I boot a disk labeled "pill games" I get a menu with
several different games on them. Whan I choose one of these games, the
disk drive spins for a second, then I get a message "Turn on Pill then
hit return" (or something close). If I hit return the drive spins a few
seconds then I get the original menu again :(

This 810 has had a little switch installed on the front of the
drive which I do not know what it does. Could this be the pill switch?
I also remember hearing something about a "happy" enchancement, does
anyone know what this is?

Thanks a bunch for any help. After buying the 810 I have
acquired a new love for my Atari computer. For mid 80's technology,
it's not to bad. Not bad at all.

Thanks a bunch,

Tracy B.
/--\
| Tracy Lee Brooks fireman@catt.ncsu.edu |
| FF/1st Responder tlbrook@eos.ncsu.edu |
____/

2415. Forwarded message for John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 19:21:32 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul12.192132.25326@integrity.uucp>
Source record: 106083

Date: Fri, 9 Jul 1993 22:47:37 -0400
From: Michael Winters <winters@access.digex.net>
To: dunham@devnull.mpd.tandem.com
Subject: Re: Sound off with John Harris
Newsgroups: comp.sys.atari.8bit
Organization: Peace Corps of the United States, Washington, DC

John Harris was one of the most amazing hackers I ever heard of, according to
what I read in "Hackers". John - it is cool to actually hear from you, after
reading about you several years ago! Please keep sending lots of messages
to this newsgroup about your experiences with Atari. I got a few questions
for you, John: Did you ever program yourself a graphics/sound "simulator"
to enable yourself to prototype game ideas on the fly? What do you think
of Forth, as compared to 6502? What do you think of C64 (Ha Ha!!)? I got
a C64 sitting in a box (a friend of mine left it here 2 years ago....)
and I'll tell everyone one thing - I used to work at a place using them
and I broke off a couple of the disk drive handles somehow - maybe all that
"rugged" C64 plastic construction? :-) I have beat my Atari equipment all
to hell, dropping it on the floor etc... and it keeps on tickin'!!!

------ Michael Winters

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2416. Re: Blackboard/logo screen

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 20:52:06 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <21sitm$eho@usenet.INS.CWRU.Edu>
Source record: 106074

In a previous article, ScottM@cup.portal.com (Scott - Maxwell) says:

>I've read about the blackboard (400/800) and logo (XL/XE) screens in the
>Atari 8-bits. How does one go about seeing the logo screen?
>
>Thanks,
>Scott

Scott,

The Logo screen is only available on the 1200XL.

You get to it the same way to you get to the self test screen on the
600Xl and 800Xl.

Jeff "Moonlight Workshop" Atari Classics

--
Jeff McWilliams -->student, Electrical Enginnering, Michigan Tech. Univ.

cd827@cleveland.freenet.edu OR jjmcwill@mathlab.mtu.edu

2417. Lost and Found

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 21:26:25 UTC
From: nlorentz@willamette.edu
Message-ID: <CA2M82.HtD@willamette.edu>
Source record: 106075

I have lost track of a friend of mine who used to be well known
in the 8-bit world for his 1-meg memory upgrades. Does anybody out there
know the whereabouts of David W. Moore, or the number to a bbs he runs
called GREAT-8 ? Any help in locating him would be greatly appreciated.
I can be reached via e-mail (nlorentz@willamette.edu).

2418. going offline for a while

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-12 21:36:52 UTC
From: jjmcwill@next5
Message-ID: <1993Jul12.213652.19933@mtu.edu>
Source record: 106076

Well USENET readers, I'm going to be disappearing from the Internet
for a while. I'm moving some 440 miles back to my hometown of Alpena,
Michigan for a while, after which I may abandon my pursuit if a
BS degree in Electrical Engineering, and instead go for a Computer Science
degree. The degree is more profession related rather than symbolyzing
my abandonment for one field or the other. I plan on becoming, and remaining
adept in both fields. I already do just as much programming on the 8 bit
as I do hardware hacks. They go hand in hand these days.

My move back to Alpena is going to be rather Chaotic, and I'm not sure how
long it will be before I reappear on the Internet. It may only be
several weeks, or as long as a couple months. When I do reappear, it'll
probably be via my Freenet account. ANYTHING is long distance from Alpena,
including SPRINTNET and TYMNET nodes! Using a service like Delphi, CIS,
or GEnie would only increase my cost of accessing the Internet.
The Cleveland Freenet is long distance for me, like all the others, but
at least it doesn't have any other access fees. I'll miss the luxuries
of a UNIX account, FTP, Telnet, and all the other goodies that go with it,
but I'll survive.

I will continue as columnist in Atari Classics Magazine. The Moonlight
Workshop will be moving with me.

If any one wishes to reach me by postal mail, the following will be
my address as of July 22, 1993.

Jeff McWilliams - Moonlight Workshop
481 Pine Meadow Lane, Apt #6
Alpena, MI 49707

I'll do my best to promptly answer any/all letters that come my way. Things
have been REALLY hectic around here for the past month or so, and I KNOW
I have at least a few letters that I've still left unanswered. I'll get
to them once I'm settled in again, and things resume some sense of normalcy.

For you XEP80 Atariwriter 80 users out there, be looking for the
Auxiliary Menu on the next program disk. IT'll greatly improve the usability
of AW80 with Sparta and MYDOS users. Already Ben the wondrous editor
has come up with comments and complaints. I've learned the hard way that
such programs should be thoroughly beta tested BEFORE I send them to
Ben. If there's a bug to be found, Ben's the guy to find it, that's for sure.
An updated version is already in the works, which will be DOS smart,
and have more features. If you get the program and have any
questions, comments, suggestions, feel free to send them to my new mail address.

My regular series on Expanded RAM continues. I've got a pretty complete list of program that use XE memory, and this list will be covered in detail in the October issue. Once that's done, who knows? Maybe I'll actually publish something with hardware involved!

Well, I'm signing off. The 1200XLD is being carefully placed in its shipping box, along with various peripherals and diskettes and stuff. As the lid closes, I bit you all farewell until I return....

Jeff "Moonlight Workshop" Atari Classics magazine

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

2419. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 00:07:21 UTC
From: dillera@wam.umd.edu
Message-ID: <21subp$35c@cville-srv.wam.umd.edu>
Source record: 106077

John D Harris (jharris@cup.portal.com) wrote:
: done, including some large TCI and other systems, haven't demanded specific
: video specs. They are willing to broadcast an Atari 8 bit signal, not
: because they can't tell the difference, but because it's 'good enough'.

I have seen some such system on the Cable system here in Montgomery County, Maryland- right outside D.C. One of the channels (I can't recall the exact one) displays some sort of 'Public Message Screens" I can tell (from years of experience) those Atari graphics modes- but they are just straight modes- nothing outside of stock that I can see. They just flash these messages up in between programs. Is this what your doing?

: through the entire cycle of programming in less than 3 minutes. This means
: users can scan for 'what's on next' within the time break between programs.

Are the people at home just watching the CG scrolling along?

: One last thing. The function of a CG is to get messages across to your
: audience. Well designed messages, fonts, and color choices will still get
: the information across. Even without chrome letters and drop shadow.

True- and somebody must appreciate the $100's of dollars for the Atari setup as compared to around $4000 for the Amiga & Toaster.......
--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

2420. Re: Atari SuperPILOT: what happened? anyone have it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 01:37:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <21t3jv$48v@usenet.INS.CWRU.Edu>
Source record: 106078

In a previous article, 6500dtpt@ucsbuxa.ucsb.edu (David Tipton) says:

>Apparently this language was developed and ready to
>go to market (even used at the Atari Computer Camps) but
>never came out. Anyone have any information on it?
>ROM or disk? Anyone have a copy?

Not unless it turned out to be Atari Logo...
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2421. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 02:11:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85350@cup.portal.com>
Source record: 106081

Dan B. wrote me e-mail saying that my posting of Tricky Tracks sounded like the game he was interested in. I "inherited" a copy of TT on a disk that came with part of a used Atari system I bought a couple of years ago, and so was able to load it up and see the following message at the beginning:

"Dave & Robin Oblad present Tricky Tracks, compliments of Atari Sig and Antic Magazine"

To me this suggests that the program may originally have appeared as a type-in or Disk Bonus offering in Antic Magazine, and that the program is therefore now in the public domain and can be freely distributed (I have a printout from this very newsgroup from a year or so ago, in which it was asserted that Antic and Analog have relinquished rights to the programs published therein) -- but does anyone out there know FOR SURE?

I'd like to know where ownership of TT stands, before I gallivant off into the unknown regions of sending Dan B. a copy of it...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2422. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 02:17:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85352@cup.portal.com>
Source record: 106082

John Harris (jharris@cup.portal.com) writes::

> (Quotes me, Chris_F_Chiesa@cup.portal.com:)
>>It isn't so much a "pseudo mode $0E," as a bona-fide "GTIA mode 9", (if
>
>Except that this mode has 160 horizontal resolution and only 4 colors.
>Perhaps you didn't understand that it's *after* returning the GTIA register
>back to 0 that the mode appears. Either that, or I don't understand your
>post.

Oooh! Nope, you understood ME just fine -- but apparently -I- misunder-
stood YOU! My apologies; after clarification, it sounds like you have
indeed discovered something new and unique! I'll have to play with this!

>>I figure, either you WROTE that Antic article :-), or discovered the
>>same hack INDEPENDENTLY.
>
>Actually, I haven't seen it. I thought I had taken that magazine through
>to its demise, but I might have let it lapse somewhere before. But if they
>don't try to make *two* GTIA mode changes on the line, they won't have
>found this mode $F to $E switch.

No, they only made ONE GTIA mode change, and didn't find that switch!
Makes me wonder what else is still lurking in ANTIC/GTIA at this late date...

>>I for one have never heard of the "Hyper E: screen speedup program." Is
>>it part of some larger package?
>
>I'll upload it here. It can speed up text drawing by 200%. It makes a
>huge difference in the editor I wrote.

Excellent. I await it eagerly!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2423. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 03:47:37 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul13.034737.807@integrity.uucp>
Source record: 106086

In article <1993Jul9.050946.15464@cs.tulane.edu] snyder10@convex1.tcs.tulane.edu (sherry snyder) writes:
]>This isn't exactly what you're looking for, but the folks who own Genie
]>are willing to sell it to anyone who'd like to reintroduce it and try
]>to make a buck. I've not asked them how much they want, so it could be
]
]An interesting thing, was just by the school this evening and as I'll sometimes
]do, I was flipping through an old Analog and what do I see but an ad for
]Genie and Gourmet' from New Horizons... From the writeup, Genie looks
]to be interesting, I'll have to see if I can contact 'em either Friday
]or sometime next week. (you did say they still had a few disks in stock?)

Genie IS interesting. I have used it often and consider it well done. I have no direct knowledge of the Gourmet recipe file program. Here's what I know:

New Horizons Software is located at:

206 S. Wild Basin Road
Austin, TX 78746

Phone number is: (512)328-6650
Compu$erve address is: 76004,2021
Internet address is: 76004.2021@compuserve.com
Current Genie price is: $29.95 + $2 S&H
The programmer (who is still there) is: James Bayless

I have been dealing with Randy Brooks and was supposed to go over there last week to pick up a copy for my son, but didn't make it. I'm going to try to get over there this Wednesday.

]Take Care

Only if it's not copyrighted. :-)

]Mike (The bad guy)

Not the bad guy, just the guy with strongly-held convictions.

]Atari Archive Project

What IS the Atari Archive Project?

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2424. Re: Micromiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 03:50:01 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul13.035001.1130@integrity.uucp>
Source record: 106087

In article <09JUL93.00568865.0059@MUSIC.TCS.TULANE.EDU> DT01MWS@MUSIC.TCS.TULANE.EDU (DT01MWS) writes:
]re: Genie, I've already got the CIS address, has the Texas
]address changed?

Changed? No, I don't think so. What address do you have?

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2425. Re: Spellchecker query

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 03:52:05 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Jul13.035205.1562@integrity.uucp>
Source record: 106088

In article <3693190.73869.3797@kcbbs.gen.nz] Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:
]Can anyone tell me if there is a spellchecker that will work with
]Textpro on the 8-bit? Also is there an Ansiterm that will run at 2400
]baud (or higher)? I would prefer an answer to the newsgroup as these
]queries are for someone that has read access but not write access to
]this group.

Don't know nuthin' 'bout no ANSIterm, but I think SpellMagic works fine with TextPro.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2426. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 04:58:27 UTC
From: jharris@cup.portal.com
Message-ID: <85375@cup.portal.com>
Source record: 106085

>Jerry wasn't the only one unfamiliar with your name. I have to admit my
> ignorance either.
>
>What kind of games did you make? Have any of your games been sold in Europe
>or even in Germany?

I don't know what kind of distribution they got back then. This was from
1981-82. The titles I did for On-Line Systems, were Jawbreaker,
Mousekattack, and Frogger. The Parker Brothers Frogger cartridge is from
my code as well.

John Harris - jharris@cup.portal.com

2427. Re: Micro....time to move on.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 05:21:54 UTC
From: ScottM@cup.portal.com
Message-ID: <85378@cup.portal.com>
Source record: 106089

```
>What's this about somebody putting together a programmers' co-op? I'm a
>terrible procrastinator and not much of a self-starter or follower-through,
>but I'm a programmer nonetheless and perhaps I could at least be a hanger-
>on. :-)
>
Me too. :-)

>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2428. DOS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 08:28:35 UTC
From: ScottM@cup.portal.com
Message-ID: <85388@cup.portal.com>
Source record: 106091

Could anybody tell me (or point me to a text file) that will describe the different DOS's for the Atari in great detail (DOS 1, 2,0S, 2.5, 3.0, 4.0, MyDOS, Sparta, etc.). It would be most appreciated.

Thanks,
Scott

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2429. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 08:45:10 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <21tsmm$pht@nz12.rz.uni-karlsruhe.de>
Source record: 106090

In article <85375@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Jerry wasn't the only one unfamiliar with your name. I have to admit my
>> ignorance either.
>>
>>What kind of games did you make? Have any of your games been sold in Europe
>>or even in Germany?
>
>I don't know what kind of distribution they got back then. This was from
>1981-82. The titles I did for On-Line Systems, were Jawbreaker,
>Mousekattack, and Frogger. The Parker Brothers Frogger cartridge is from
>my code as well.

Well Frogger is the only one I know. Does any of the German readers here
on c.s.a.8 have an idea if the other games were sold in Germany as well?

Marek

2430. FORSALE: 800 w/ 256k AXLON, 800xl, 810, plus carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 10:46:25 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jul13104625@metro.unh.edu>
Source record: 105978

I still have some Atari stuff left for sale:

800 computer with 256k AXLON compatable ram card (Computer works great!)
800xl computer, standard, no modifications, also works great. (includes box)
810 disk drive, original no modifications.
30 brand new unopened floppies (could throw in free with drive)

Carts:
Telelink I
Video Easel
Atari Writer
Star Raiders
Atari Basic

Software: All in orignal boxes with manuals (3-ring binders).
VisiCalc (Spreadsheet)
SynCalc (Spreadsheet)
SynFile (Database)

Make offers - All offers are considered!!
--
```
(o o)
---------------oOO--(_)--OOo----------------------------------------
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```

2431. Re: Anyone know what the PILL is?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 11:52:25 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <21u7lp$2uf@usenet.INS.CWRU.Edu>
Source record: 106092

CSS currently sells the "Super Pill" a "legendary cart. backup
device for 8 or 16k carts. (Not OSS super carts.) Store
the cart on disk then run from disk. Saves wear and tear on
carts. Switchless module." Maybe the original Pill was
a switched module. Probably went in the computer, but may
have been something to go in 810 drive. Try that switch you
have!

2432. Re: SCDOWN

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 12:36:22 UTC
From: hoosier@rider.cactus.org
Message-ID: <1216@rider.UUCP>
Source record: 106093

In article <85289@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

>> I'm looking for info on using the Xformer 8-bit emulator for the ST.
>
>If you still need to go the XFormer route, there is a program for the
>XFormer to do file transfers. I think it's called QTU. It transfers both
>individual files, or ST virtual disks onto 8 bit drives.

Yes, it's called QTU. It's not the world's friendliest program, but it
does work once you figure it out. I use it frequently to transfer text
and AtariWriter files between my two systems (XL & ST).

--

Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

"Let me tell you about Cool Papa Bell. One time he hit a line drive
right past my ear. I turned around and saw the ball hit his ass
sliding into second."

- Satchel Paige.

2433. Re: Atari SuperPILOT: what happened? anyone have it?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 15:20:35 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <21ujs3$n34@ecifs2.ucsb.edu>
Source record: 106094

No, SuperPILOT was not an early version of Atari LOGO; was
apparently a distinct program.
See COMPUTE! April 1984 page 26
Also talks about Atari PASCAL 2.0, Player Maker, Screen
Maker - other new stuff from "Atari's Learning Systems Division."

2434. Hey! How do I use my Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 16:59:23 UTC
From: t-andk@microsoft.com
Message-ID: <1993Jul13.165923.1415@microsoft.com>
Source record: 106098

I'm the proud owner of a new (well, old) Atari 800--the problem is,
I haven't used one in in years and I've forgotten how to do everything! I
remember some BASIC commands, but I can't do some important tasks like reading
from disk, getting to the operating system, or reading the keyboard and joystick
(except for the amazing INPUT command). I have no manuals and I can't ftp to
the archive site, so I'd appreciate any help.

Please respond via email. Thanks!

---Andrew Kirmse
t-andk@microsoft.com

2435. Re: Anyone know what the PILL is?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 17:04:25 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <21upupINNkh2@gap.caltech.edu>
Source record: 106095

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>CSS currently sells the "Super Pill" a "legendary cart. backup
>device for 8 or 16k carts. (Not OSS super carts.) Store
>the cart on disk then run from disk. Saves wear and tear on
>carts. Switchless module." Maybe the original Pill was
>a switched module. Probably went in the computer, but may
>have been something to go in 810 drive. Try that switch you
>have!

The pill was a cart with a switch and a resistor that pulled the line
high that tells the atari that a cart is present. This is necessary
for some games that had code to tell whether they were being run from
a cart or not. From my ill-spent youth I recall that cracked versions
of everything I ever saw my friend with a pill copy for himself were
eventually available. The advantage was that you could borrow carts
from friends and make your own copies without having to crack the relatively
simple protection on them yourself.

The switch is almost certainly one of two things:

-it may disable the write protect notch sensor to allow you to format
and write to the backs of disks without cutting a notch in the disk.
This is a very common disk drive mod.

-it may slow down the disk motor to allow the disk to write bad sectors,
which lets you copy disks that have been copy protected with bad sectors
if you have the appropriate software. Again, cracked versions of that
stuff were readily available back then too, so this would have been for
very casual copying of friends' originals. This is also thoroughly useless
for backing up anything more recent that about 1983.

At any rate, I don't condone piracy although like everyone else of my
generation I have a box full of games at home. I AM slowly but surely
replacing the stuff I actually still play with original copies, which is
probably too little too late :(. There is still a lot of great old (and
some new!) stuff available from mail order dealers VERY reasonably.
Check out the vendors list in the FAQ and support the remaining community!

Brent Buescher
buescher@phys.uidaho.edu

2436. Re: Logo screen

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 17:30:15 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jul13.173015.125643@austin.onu.edu>
Source record: 106096

To answer your question, the Atari logo screen only appeared on the
1200XL, not the rest of the XL/XE series. The logo screens and the
blackboard replaced the XL/XE self test. You can get to them the same
way that you get to the self test (ie type "bye" at prompt, etc.)

Lance "Ate_bit" Murdock
l-murdock@onu.edu

2437. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 17:53:18 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul13.175318.16882@dcc.uchile.cl>
Source record: 106097

Hola mundo.

Many games' authors are unknown for us.

Only those from Activision has the names of the author in the finescrolling
bottom line, and also a picture of him/her in the catalogs.
(Who knows where in the world are those guys?)

Other names appears in a large/huge list of credits, and I found just one
name in two or more games (the author of the soundtrack, I guess).

It seems that 'important' distributors like to hide the name of the autor.

BTW, I'm still receiving the name, e-mail addresses and/or credits of the
readers of this newsgroup. If you wrote some well-known games/applications
(or a game you want to make public through this newsgroup), let me know...

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2438. MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-13 22:42:09 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307132150.AA24535@smithkline.com>
Source record: 106099

OK, I stand corrected, the TurboBase manual is 700 pages, not 200. (Well, I knew it was pretty LONG, anyway!). I wasn't aware of the nasty copy protection scheme, tho. I think that was stupid. Like, the guy really thought people would pirate a program that required a 700-page manual?

I'd like to make a final point about the absudity of my switching over to an IBM to service AC subscriptions. Right now I have 3 8-bit systems set up in my house (well, four if you include the several motherboards I've got in pieces on the kitchen table. That Alchemist guy is always tinkering with the video, he's never satisfied...). A major reason my STe & 286 live in the closet is because I GOT NO SPACE TO SET THEM UP. I'm not about to take down one of my 8-bit systems to set up my 286 (damn 286 takes up twice as much space as an 800XL-based 8bit does).

In point of fact, it isn't that I'm a "purist". I'm an 8-Bitter. I *LIKE* my 8-bit machines better than any of the others that I have/use (this $5000 Mac IIci they give me here at work isn't bad, but I STILL prefer my trusty 800XL). It would simply never occur to me to abandon my 8bit & run to some totally different platform just to do one type of application. It's not my nature, I'm not made that way. If I see a flaw, I fix it, I don't just wimp out, throw up my hands & run away. I long ago decided where I want to be in the computer world. Atari 8-bits. Till Death do us part. (My ex-wife did not take that line as seriously as I do). Having made my commitment, my die is cast: I have dug my trenches & I will fight all my battles in this my chosen arena. I like to think everyone who reads AC feels this way, too. And what it comes down to is, if there is a bug in a program, hey people let's fix it! Let's make it BETTER. Even if it means- such as in the case of TurboFile- you have to negotiate the rights to the darn thing in order to fix the freakin' bug. If my endeavors are successful (& the vectors at present are pointed in that direction), I'll not only solve my own personal problem RE: the AC subscriber list, but ultimately make it possible for the product to be offered to the market again. Killing 2 birds with one stone & all that.

But, for me to just go running to some other computer to solve my problem would fly in the face of everything I'm doing. It would render meaningless my commitment to the 8bits & the work I put into the magazine. I recoil at the very notion of using anything other than an Atari 8-bit to produce a magazine devoted to Atari 8bits.

In point of fact TurboFile is serving the needs of AC extremely well, even in its flawed state. I now know how to recognize the bug when it appears, & avoid it. The danger is a possible loss of records if I'm tired or forget to give the proper response when the monster rears its head. Fortunately the conditions giving rise to the bug occur only rarely. At the moment I avoid trouble by keeping vigilant. I'd rate my satisfaction with the program at something like

95%, which is about as high as I rate anything involving computers. I love BobTerm & the BB/FB, but those things also are less than perfect. That doesn't mean I trash the works & run to some other computer. (It DOES mean I call up Bob Puff & give him a piece of my mind about how to make things BETTER. The neat thing about CSS is, they actually LISTEN. Next thing you know that Puff guy is upgrading his docs or sending new ROMs or whatever, & the world has just gotten a wee bit better.)

If the whole world would quit chasing rainbows & just clean up some little patch of existence they've staked out for themselves, the world would end up a better place.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

2439. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 00:28:16 UTC
From: ScottM@cup.portal.com
Message-ID: <85428@cup.portal.com>
Source record: 106100

>Two things...
>
>I've been in more than a few hotels with an 'information' channel, and
>it's easy to tell the 8-bit.. Kinda gives you a warm feeling.
>
>
>Also, Prevue Guide is better than it used to be (lists the next 1 1/2
>hour block) but the font is so large you can't read the title.... And
>I once saw it crash for a few hours ("Guru Mediation Error, press
>left mouse button.", don't they isolate these things?)
>
I think they've done or are doing an update of Prevue Guide. There aren't GURU's in the Amiga OS anymore (2.x and up). Hopefully any cable co. that's using Prevue Guide will update the software and/or OS.

Now to get back on the Atari track. John, where can one get information on your software. I'm in the middle of a multimedia major at school and would like to get my Atari involved.

>Jeff_M_Lodoen@cup.portal.com

/==\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\==/

2440. Atari WP

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 00:33:58 UTC
From: ScottM@cup.portal.com
Message-ID: <85429@cup.portal.com>
Source record: 106101

I finally decided to get a word processor for my 800xl. Which one is the best? AtariWriter? Any opinions or suggestions appreciated.

Thanks,
Scott

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2441. Re: What`s happened with the ANTIC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 02:11:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <gXNN7B2w165w@cyberden.sf.ca.us>
Source record: 105955

Jeff_Mcwilliams@abcd.houghton.mi.us (Jeff Mcwilliams) writes:

> program disk with every other issue. We currently have 497 readers
> worldwide, and we're still growing.

Heheh..... just 3 under the "500"... sheesh... I'm glad I sent away for
_A@_ and got the 2nd issue... those who said they'd subs<ribe - and then
didnt - are loosing out ;)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>> Now DAS jus SA-ahd! <<<<<<<<<< Now that is just sad

2442. Re: Micro....time to move on.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 02:25:45 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <mLoN7B3w165w@cyberden.sf.ca.us>
Source record: 106104

Chris_F_Chiesa@cup.portal.com writes:

> What's this about somebody putting together a programmers' co-op? I'm a
> terrible procrastinator and not much of a self-starter or follower-through,
> but I'm a programmer nonetheless and perhaps I could at least be a hanger-
> on. :-)
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

You just des<ribd *ME*!!!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>> Now DAS jus SA-ahd! <<<<<<<<<< Now that is just sad

2443. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 02:32:29 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <uwoN7B1w165w@cyberden.sf.ca.us>
Source record: 105956

Chris_F_Chiesa@cup.portal.com writes:

> John Harris (a god among men) writes:
>
> >One of the more bizzare quirks I have run across, is a way to change Antic
> >from mode $F to mode $E in the middle of a scanline! It gets even weirder,
> >when you find out that this mode $E grabs the colors from different
> >registers! I used it in my character generater to put multi-colored
> >graphics next to hi-res text. The trick that does it, is switching to a
> >GTIA mode, and back again. Just set up a mode $0F display list, and use a
> >DLI to change $D01B to $40, and back to 0 in the middle of the screen.
> >You'll have a psuedo mode $0E on the right half!
>
> It isn't so much a "pseudo mode $0E," as a bona-fide "GTIA mode 9" (if
> you're really hitting bit 6, $40; to get "multi-colored graphics" you've
> got to be hitting bit 7 also/instead). The mode itself is quite familiar
> to XL/XE BASIC programmers who've got GRAPHICS 9 through GRAPHICS 15
> built in (we old-timers had GRAPHICS 0 through 8, only; what you young
> whippersnappers call GRAPHICS 15, I had to build BY HAND from a GRAPHICS 8
> display list! Uphill both ways!), and Antic even ran an article around
> the 1987 (give or take) time frame, describing and giving example programs
> for precisely the DLI-based mid-scanline GTIA-mode-switching trick you
> describe. As I recall, you had to carefully waste a precise amount of
> time in the DLI to control the horizontal position of the mode change.
>
> I figure, either you WROTE that Antic article :-), or discovered the
> same hack INDEPENDENTLY. Either way, it's more than I have ever done and
> I am suitably impressed!
>
> >I made some changes to the Hyper E: screen speedup program, that has made
> >it much more compatible. This is listed as version 1.2JH, and was uploaded
> >to Tom Hunt's BBS. Has this made it into general distribution? (I burned
> >this into my OS ROM, so it works with programs that use the $E400 vector.)
>
> I for one have never heard of the "Hyper E: screen speedup program." Is
> it part of some larger package?
>
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Ok... I wanna know HOW to <hange the modes... the first (and only!) time
I <ame a<ross this was when I saw the OUR5oft demo. I WANt THOSE
ISSUES OF ANTI@!!!!!!!!

Also... I'd like to see your multi-<olored <hara<ters.... Imagine a good looking 16 <olor 80 <olumn ANSI mode on the Atari's! :) THaT would be nifty. ;)

And re: Hyper E:, it's just a little (just over 1k) repla<ement handler for the OS E: driver. I've had problems with the one I use, so I dont use it too mu<h (1) some programs timing is handled partly by the amount of time s<reen display takes... 2) some programs don't work with it (at least I'm guessing some wouldn't..?) 3) it has a bug (the version I have) with ES@ape <odes.)

BtW- the OUR5OFT demo (OUR5OFT.AR@ or .@OM) is up on the ar<hives

GO GET IT!!

Not only does it do this 3-mode/line tri<k, but it also displays 24 player/missles on the s<reen (oops... 25 hehe 8 3-<olor'ds plus 1 single-<olored) ...

as well as a bun<h of other <ool "you supposedly <ant do this" <rap

again, to emphasize : I WANT THOSE ARTI@LES!!!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>>> Now DAS jus SA-ahd! <<<<<<<<<< Now that is just sad

2444. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 04:26:57 UTC
From: jharris@cup.portal.com
Message-ID: <85449@cup.portal.com>
Source record: 106102

>Now to get back on the Atari track. John, where can one get information on
>your software. I'm in the middle of a multimedia major at school and would
>like to get my Atari involved.

What kind of information do you need? Let me know.

John Harris - jharris@cup.portal.com

2445. Re: Forwarded message for John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 04:27:06 UTC
From: jharris@cup.portal.com
Message-ID: <85450@cup.portal.com>
Source record: 106103

>John: Did you ever program yourself a graphics/sound "simulator"
>to enable yourself to prototype game ideas on the fly?

Not really. Although I did have a nice character graphics design tool that let me draw screens easily.

Sounds I always had a dreadful time with.

Does anyone remember/like the explosion sound in the On-Line game Threshold? I did that one, and thought it came out interesting.

>What do you think of Forth, as compared to 6502?

I think it's interesting. Which is more than I can say for C or any of the popular high level languages. None of the Forth implementations on the Atari could produce self-contained compiled code as I remember though. That pretty much wiped it out as far as software development. I never really did much with it except play around with its unique structure. I loved the interactive ability.

As far as the second part of that statement, "Nothing compares to assembly", IMHO. Every major piece of work I ever do will be in assembly, and I wish more people felt that way.

>What do you think of C64 (Ha Ha!!)?

I can't comment on the durability. I couldn't stand to use one long enough to find out. I appologize to any C64 lovers out there, but there's several reasons I loved and continued to use the Atari, and the C64 didn't have any of them. First and foremost, the OS. Then, a better full screen editor, better DOSes, graphics that I thought were more fun to program, and lots of flexibility in designing screen modes, and more of them. From the programming side of things, the nail in the 64's coffin for me was when I read the technical programming manuals that stated, "After writing to this register, you need to wait xx microseconds and write it again, just in case the first one didn't take." I suppose I should be more lenient, but I really thought that was seriously kludgy.

On the plus side, it did have nicer sound capability. It theoretically had nicer graphic ability on paper, but the poor quality of the video signal eliminated any of those potential advantages.

John Harris - jharris@cup.portal.com

2446. Kermit-65 & P:R: Update..

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 05:50:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <742646829.AA02487@tdkt.kksys.com>
Source record: 105958

Quoting from WINSTON SMITH to ALL

> Something you might try if KERMIT-65 is giving you problems is to
> attempt to make the transfer using ACTION! KERMIT. ACTION! KERMIT has no
> user terminal interface to speak of, but it may not give you the same

Ok, I'll give ACTION! Kermit a try, but what are it's requirements?

> problems that KERMIT-65 ("NR" edition) does. If I were to make an educated
> guess, the problem might be that KERMIT-65 is using very short packets,
> whereas the mainframe Kermit is using a much larger packet size and has to
> "self-adjust" downwards. KERMIT-65 has a packet size of 94. You might try
> adjusting the size of the data packet on the mainframe to match and see
> whether or not that might help.

Yes, I have also tried this as well, but still no luck. When I
first got the 2400 modem, adjusting the packet size on the site to 94 did
seem to help for a couple of transfers, but since then I haven't
been able to duplicate the results.

*SX212 to the rescue...which is definitely odd. Using the SX212
direct-connected with an R: handler works great, but when connected
through the P:R:Connection, has the same problems as the Zoom modem.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "So, like, that's my tagline for today, so good day, eh ..." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2447. Re: Spellchecker query

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 08:14:13 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <eq5N7B3w165w@cyberden.sf.ca.us>
Source record: 105968

Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:

> Can anyone tell me if there is a spellchecker that will work with
> Textpro on the 8-bit? Also is there an Ansiterm that will run at 2400
> baud (or higher)? I would prefer an answer to the newsgroup as these
> queries are for someone that has read access but not write access to
> this group.
>
> _________ ____________________________ _________________
> | _ | | |
> | _ | Dawn Scotting is:- | Please turn off |
> | /_ > | pandora@pinn.nacjack.gen.nz | your quoting |
> | </ | _ | option before |
> | /~> | (_)o Kia Ora from | posting email |
> | /_/ | /\ \ New Zealand | to me. |
> |__o_______|_____________________________|_________________|

Well.... re: TextPro... sure, TextPro is GREAT, but AtariWriter+ is also
great. Here's my point ;) ... TextPro is a VERY good text pro<essor (I
use it ALWAYS with DDIII), and AtariWriter+ is a VERY good word pro<essor
(it does spell-<he<k, print-preview, et<...). I like them both about
the same. Here's the deal- if you <an get ahold of AtariWriter+ with
it's spell-<he<ker, then all you need to do is save your TextPro file to
an Atari 2.5 / @ompatible disk, then boot AW+, spell<he<k, resave, then
<opy the file from the Atari DOS disk ba<k to Sparta/MyDOS/whatever
(unless you have pat<hes or something for AW+, where the middle-man disk
would be obsolete) and print it (with AW+, PrintStar, DDIII, whatever)

My two points- textpro is great- still "supported" (!? ehhe)
very versitile
but also AtariWriter+ is great- very easy to use (I love blo<k
highlighting ;)), spell@he<ker,
et<... only problems is 12k
buffer size (w/o expanded memory)
the inability to jump ba<k to DOS,
and the Atari DOS 2.5 boot disk..

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>> Now DAS jus SA-ahd! <<<<<<<<<< Now that is just sad

2448. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 08:19:16 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Ty5N7B4w165w@cyberden.sf.ca.us>
Source record: 105969

jharris@cup.portal.com (John D Harris) writes:

>
> Yes, you guessed right. Games from a long time ago actually. Another
> reason why the name probably isn't familiar.
>
> John Harris - jharris@cup.portal.com

What games, tho? I dont THINK I re<ognize the (ahem ;) YOUR) name, but I might re<ognize some game names... then again, I wasnt an "A@TIVE" Atari 8bitter (ie, buy programs/magazines) way-ba<k-when... soo....

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>>>>>>> Now DAS jus SA-ahd! <<<<<<<<<< Now that is just sad

2449. I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 08:23:05 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <755N7B5w165w@cyberden.sf.ca.us>
Source record: 105970

I swear the other day I heard some post somewhere saying something like:

"I just <alled I@D's BBS and THEY ARE SUPPORTING THE 8BIt AgAIN!"

as in they're selling stuff again.

Anyone verify this?

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK

2450. RAM DISK / HARD DRIVE OWNERS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 08:24:39 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <s85N7B6w165w@cyberden.sf.ca.us>
Source record: 105971

```
**************************************************************************
* *
* A T T E N T I O N A T A R I @ L A S S I @ U S E R S . . . . *
* *
**************************************************************************
* ATTENTION ATARI *
* @LASSI@ USERS.. *
********************
```

IF YOU OWN AND USE EITHER
A RAM DISK
OR A HARD DRIVE

PLEASE E-MAIL ME AND TELL ME!!!

This is a pretty important survey.

Thank you,
Bill Kendri<k

Email address follows:

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK

2451. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 08:43:49 UTC
From: jharris@cup.portal.com
Message-ID: <85462@cup.portal.com>
Source record: 105957

>I have seen some such system on the Cable system here in Montgomery County,
>Maryland- right outside D.C. One of the channels (I can't recall the exact
>one) displays some sort of 'Public Message Screens" I can tell (from years
>of experience) those Atari graphics modes- but they are just straight modes-
>nothing outside of stock that I can see. They just flash these messages up
>in between programs. Is this what your doing?

This is the type of programs I'm doing, yes. Older programs I did for
other companies used the stock modes. It was done to their specifications,
and they were uninterested in doing anything more. It is possible that you
are seeing one of those early systems, although I am not the only one who
did programs like this.

Only my most recent system has hand drawn, proportionally spaced and
auto-kerned fonts done in the 320x200 mode. It is harder to recognize as
an Atari 8 bit, just because there isn't anything 'stock' looking on the
screens.

>: through the entire cycle of programming in less than 3 minutes. This means
>: users can scan for 'what's on next' within the time break between programs.
>
>Are the people at home just watching the CG scrolling along?

It doesn't scroll, but it does flip screens using a kind of venetian (sp?)
blind effect. And yes, the people just watch through those screens. It is
not like the interactive systems being pushed now, and I don't know what
those systems will do to our market. I personally feel our format is very
clean, and gets the information across very effeciently. It's also
dramatically less expensive, since the interactive systems need to have an
electronic device in every home to provide that extra control. That cost
factor should hopefully leave us with plenty of maarket potential.

Strangely, my partner feels the interactive system isn't going to work out
very well for the bulk of consumers. You know, the ones who don't know how
to program a VCR. He feels the technology is advancing beyond the
capabilities and interests of the masses. The way I look at it, since
major cable companies have a stock in these interactive guides, they're
going to get pushed in whether people want them or not.

John Harris - jharris@cup.portal.com

2452. Re: 800xl info needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 12:32:58 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CA5Muz.C5r@news.cso.uiuc.edu>
Source record: 106043

In <21s7jpINN8of@west.West.Sun.COM> popp@fledge.West.Sun.COM (Jeff Popp) writes:

>Atari was notorius for using cheap IC sockets and PCB boards. Just for grins
>I'd suggest opening up your system and reseating any socketed chips.

Boy, I'll say! My old 800XL used to work intermittently, depending upon how the motherboard was flexed (i.e. if you flexed the MB or sometimes the entire case it would work). Finally got so non-intermittent that I found an 800 to replace it with (and just last week tossed the XL into the dumpster in preparation for my move).

I think the 400/800s were built better...

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and not fall off the face of the earth."

2453. Re: Mule for PCs

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 14:25:14 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul14.142514.5657@dcc.uchile.cl>
Source record: 105959

In article <C9wLD5.H9D@news.cso.uiuc.edu> coleman@alexia.lis.uiuc.edu
(Scott Coleman) writes:
>In <1993Jul8.133833.19531@ix.de> us@ix.de (Ulrich Schmitz) writes:
>
>>an additionaly Information: the new Mule for PCs is named
>> "The Sun of Irata".
>
>I don't know about the above, but the original MULE already exists for
>PCs. I even have a copy, but can't play it because it runs too fast on
>my '386. ;-)

Just press the TURBO key included in your computer... it must slow
down the processor speed ;-)

I think this is the only use for that stupid key (as the HELP key in 8bit's)

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2454. Re: Atari WP

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 15:00:20 UTC
From: mbfarah@isluga.puc.cl
Message-ID: <1993Jul14.150020.3745@tolten.puc.cl>
Source record: 105960

Scott - Maxwell (ScottM@cup.portal.com) wrote:
>I finally decided to get a word processor for my 800xl. Which one is the
>best? AtariWriter? Any opinions or suggestions appreciated.
>

The First Xlent Wordprocessor 2.1. It's great!!!

--
MIGUEL FARAH // "Trust me - I know what I'm doing."
mbfarah@isluga.puc.cl // - Sledge Hammer
#include <disclaimer.h> //

2455. AC Database (Used to be: Micromiser)

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 15:08:46 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307141417.AA01038@smithkline.com>
Source record: 105961

As I work my way thru the email that accumulated while I was away working on the August AC, I continue to be astounded by the many pundits out there who are suddenly experts on how to operate magazine databases. I'm sure these posts are well-intentioned, but coming as they do from people who haven't the faintest idea what AC is all about I am doubly glad I have the self-confidence to proceed as I am & not to heed the "advice" of these self-styled pundits.

Richard Dell, for example, seems to know all sorts of details about the financial operations of AC, details I myself am reading here for the first time & which come as news to me.

For the record:

Subscriber money is NOT involved in my effort to secure rights to TurboFile; this is an assumption on Mr. Dell's part, & is patently false. The effort is a purely PRIVATE one involving several individuals & completely PRIVATE funding. Mr. mentions a sum of $2500 that was "being invested in this project". Where he got that figure I have no idea. News to ME. Obviously the product of an over-active imagination. I have never mentioned any sums of money nor do I intend to.

As the how "easy" it would be to find local IBM programmers who would set up the application on my 286, Mr. Dell fails to supply details. I'm sure my employer would just *LOVE* to have me spend several hours of paid time calling all around to evaluate the the services of the zillions of IBM programmers in my area. I spend 8 hours a day in a chemistry lab, Mr. Dell (& steal time between experi-ments to log onto the Net; my boss sees me banging on this computer & thinks I'm doing company work).

Mr. Dell, being not even a subscriber to the AC enterprise, is not aware of how the AC database got started. If he had read mt article in the June, he would perhaps have more perspective. Where were you last year during the Mail Campaign, Mr. Dell? Sorry if I feel a bit resentful of Johnny-come-latelies who show up after all the hard work is done & then proceed to tell you how it *should* have been done.

And finally, despite the flaws in TurboFile the fact remains that it is absolutely THE most powerful database ever written for our machines. I have employed it successfully & efficiently to genaerate mailing lists for 4 issues of the magazine, with all the complexities involved in that (which I dwescribed in gory detail in the June AC). Aside from the fact that I'm not about to monkey with success, the fact remains that I have neither space in my home nor the time to devote to a total reconstruction of this vital asset. My real job consumes 10 hours/day, & my work on work on the magazine averages 30 hours per week (for which I, like the rest of the Staff, receive no pay).

I believe that TurboFile is a program worth saving & restoring to our market.

Mr. Dell is a computer enthusiast who happens to have an interest in the Classic Ataris, so from that perspective his views are probably valid. My perspective, however, is quite the opposite. I am a Classic Atari enthusiast who just happens to own/use other machines. If I had the outlook Mr. Dell holds, I would not have the inspiration to produce AC. I am totally dedicated to the Classic Atari.

I have to be, else I would have no emotional basis for my near-fanatical devotion to the magazine.

And if anyone should doubt that it takes fanatical devotion, I'll be glad to hand it over to you, so you can see for yourself. The requirements of the operation would crush the casual observer in less than a week.

- BEN POEHLAND
Managing Editor
Circulation Editor
ATARI CLASSICS Magazine

****

2456. Apology to Carina

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 16:32:12 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <221cec$dee@usenet.INS.CWRU.Edu>
Source record: 105962

I would like to retract what I said in an earlier post about Carina BBS being useless. It is not. BBCS was/is worse than useless. I apologize to Carina and people who use it. I got out of control and did not mean to put down a current product. I had problems back in 1987 with Carina 1.0. I modified the BASIC modules and the board crashed every day. I did get decent customer service, but gave up on it. My apology to Mr. Horanoff. I also have very high regards for Jim Dillow. I'm sure it is a much improved product today than it was six years ago.
I would suggest that first time purchaser's of Carina try it out for several weeks perfectly stock, just like it comes, before modifying it in any way. The beauty of Carina is that it is so flexible that relatively modest 'programmers' can modify it.

2457. MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 17:33:18 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307141721.AA02893@smithkline.com>
Source record: 105963

This is for Richard Dell,

OK, yes, apology accepted.
And, I offer one of my own, since I responded rather strongly to your ealier post before catching up on my mail & seeing your apology.
No, the input you contributed was not useful.
Yes, it was a hindrance.

- BEN POEHLAND

2458. Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 17:56:08 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307141732.AA02986@smithkline.com>
Source record: 105964

Just responding to Jim King's comments on the XEP80.
The only bugginess I've experienced with my XEP80's (I have several) has been using AtariWriter-80. Those bugs have pretty well been described in AC, & they are all mosly harmless (if somewhat anoying).

I've been using my XEP80's for several years with BobTerm 1.22 & NEVER had a problem. The BobTerm XEP80 interface is very solid, in my experience. I've used BboTerm w/XEP80 on a Supra 2400 modem, on GEnie, CompuServe, a few BBS's, & mainframe VAX (both via modem & hardwired port). No problems ever. Maybe something screwy with your modem or host system?

I also use my XEP80 for all the AC database work, under BXL-SDX. Never a problem with the display.

There IS, I'm almost sure, a problem with the parallel port on the XEP80. It's timeout is too short. If you send a very long file to your printer thru the XEP80 printer port, & you don't have a hefty buffer (like 64K min.), then as the transmission falls further & further behind the printer's capacity to dump the data to paper in time, the XEP80 gets tired of waiting for the printer buffer to clear & will quit transmitting. I used to use the printer port on the XEP80 a lot & only solved my problem with long printouts by installing a 128K parallel printer buffer.

I can't say for sure, but I think early version ROMs for the 850 had this problem too. I think Atari lengthened the handshake timeout in later versions. Can anyone verify this?

- BEN POEHLAND
The 8-Bit Alchemist

****

2459. Re: AC Database (Used to be: Micromiser)

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 18:03:35 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CA625z.9u7@cbfsb.cb.att.com>
Source record: 105966

In article <9307141417.AA01038@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>As I work my way thru the email that accumulated while I was away working on the
>August AC, I continue to be astounded by the many pundits out there who are
>suddenly experts on how to operate magazine databases. I'm sure these posts

Perhaps not on the specifics of magazine databases, and certainly I don't
claim to be an expert, but since databases are a very large part of my
job, I have a certain degree of experience, on many different databases and
machine archetectures.

>are well-intentioned, but coming as they do from people who haven't the faintest
>idea what AC is all about I am doubly glad I have the self-confidence to proceed
>as I am & not to heed the "advice" of these self-styled pundits.
>
>Richard Dell, for example, seems to know all sorts of details about the
>financial operations of AC, details I myself am reading here for the first time
>& which come as news to me.
>
>For the record:
>
>Subscriber money is NOT involved in my effort to secure rights to TurboFile;
>this is an assumption on Mr. Dell's part, & is patently false. The effort is
>a purely PRIVATE one involving several individuals & completely PRIVATE funding.

For any implications otherwise, I have, and do, apoligize. It was not
clear to me, and so I asked. And as a personal project, I would have
made the same suggestions if you were a personal friend, but definitely
inapproriate for our non-relationship.

To repeat .. I apoligize for any suggestions of impropriety that
may have been implied by my posts.

>Mr. mentions a sum of $2500 that was "being invested in this project". Where he
>got that figure I have no idea. News to ME. Obviously the product of an over-

I read the figure in a post here .. but not having saved the post, I
have no idea where it came from, or even if I may have confused a post
about other software with the posts about your database software.

>active imagination. I have never mentioned any sums of money nor do I intend
>to.
>
>As the how "easy" it would be to find local IBM programmers who would set up the
>application on my 286, Mr. Dell fails to supply details. I'm sure my employer

Not living in your area, would not not know specifics. Local college,
local computer store, local IBM PC user group. All of these are available

here, and I know are valid avenues. I am always getting requests for help
from people and wondering "now how in the heck did they find _me_".

>would just *LOVE* to have me spend several hours of paid time calling all around
>to evaluate the the services of the zillions of IBM programmers in my area. I
>spend 8 hours a day in a chemistry lab, Mr. Dell (& steal time between experi-
>ments to log onto the Net; my boss sees me banging on this computer & thinks I'm
>doing company work).

I would certainly not presume to suggest you steal time from your employer.

>
>Mr. Dell, being not even a subscriber to the AC enterprise, is not aware of how
>the AC database got started. If he had read mt article in the June, he would
>perhaps have more perspective. Where were you last year during the Mail
>Campaign, Mr. Dell? Sorry if I feel a bit resentful of Johnny-come-latelies

I did not have an active Internet access account, and was thus obviously
bypassed by the mail campaign.

>who show up after all the hard work is done & then proceed to tell you how it
>*should* have been done.

Hmmm ... not to flame here ... I am aware of the high level of emotion
while this was written, but does this mean you won't take help or listen
to advice? Please don't let resentment blind you.

I, for one, appreciate how much work an undertaking like Atari Classics
takes and am glad that someone has taken the initiative to keep communications
open regarding the Atari 8bit machines in a formal publication. But does the
fact that I was unaware of the undertaking diminish my interest? Or make my
opinions worthless? This does not sound encouraging. Now perhaps if I had
been aware of the campaign and silent, and only now butting in ... but
that is not the case. Even if it was, should those with awakening interest
be shut out?

By the way, as a "Johnny-come-lately", are back issues available? And
can I order them at the same time as my subscription (which should go
out by Friday, I can finally see the hobby pile on my desk).

>
>And finally, despite the flaws in TurboFile the fact remains that it is
>absolutely THE most powerful database ever written for our machines. I have
>employed it successfully & efficiently to genaerate mailing lists for 4 issues
>of the magazine, with all the complexities involved in that (which I dwescribed
>in gory detail in the June AC). Aside from the fact that I'm not about to

If it works, and you're satisfyed with it, by all means use it! From the
effort to repair the bug, I thought you were not satisfied with it.

>monkey with success, the fact remains that I have neither space in my home nor
>the time to devote to a total reconstruction of this vital asset. My real
>job consumes 10 hours/day, & my work on work on the magazine averages 30 hours
>per week (for which I, like the rest of the Staff, receive no pay).

I would like to repeat my appreciation for your time and dedication to
breathing life into the Atari 8bit machines.

>
>I believe that TurboFile is a program worth saving & restoring to our market.

Now this seems to be the explanation as to why you pursue the project,
although relatively satisfied with the subscription database application.

>
>Mr. Dell is a computer enthusiast who happens to have an interest in the Classic
>Ataris, so from that perspective his views are probably valid. My perspective,

Minor correction .. suggestions, not views. I was suggesting alternatives,
which happens to be one of the things I do quite a bit, even when my personal
view is completely different from that which I suggest. Though my personal
view that computers are just tools, and whatever is actually used is better
than the most eligent solution not used, was expressed throughout, possibbly
in multiple ways.

>however, is quite the opposite. I am a Classic Atari enthusiast who just
>happens to own/use other machines. If I had the outlook Mr. Dell holds, I would
>not have the inspiration to produce AC. I am totally dedicated to the Classic
>Atari.
>
>I have to be, else I would have no emotional basis for my near-fanatical
>devotion to the magazine.
>
>And if anyone should doubt that it takes fanatical devotion, I'll be glad to
>hand it over to you, so you can see for yourself. The requirements of the
>operation would crush the casual observer in less than a week.

And again, is appreciated. See above about my suggestions if you were
a personal friend, and please, don't over stress yourself. Try not to
take on too much without giving yourself some time to recharge. I have
had 2 co-workers striken recently due to stress related problems, and
also have a family history of stress related troubles, so don't overreact
to the inappropriateness of my suggesting that you be careful. The
concern is sincere.

>
> - BEN POEHLAND
> Managing Editor
> Circulation Editor
> ATARI CLASSICS Magazine
>
>***

Besides, from what I understand, without your spark, there would be no
Atari Classic fire <smile>.

Now, if I may suggest, if this thread must continue, let's take it
to email. If enough has been said, then let bygones be bygones.

--
RIchard Dell

2460. International Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 18:31:14 UTC
From: jbowyer@cis.vutbr.cz
Message-ID: <1993Jul14.183114.20138@cis.vutbr.cz>
Source record: 105985
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc

Please share your systems expertise with our mailing list.

INSOFT-L on LISTSERV@CIS.VUTBR.CZ Internationalization of Software
Discussion List

Internationalization of software relates to two subjects:

1. Software that is written so a user can easily change the
language of the interface;

2. Versions of software, such as Czech WordPerfect, whose
interface language differs from the original product.

Topics discussed on this list include:

-- Techniques for developing new software

-- Techniques for converting existing software

-- Internationalization tools

-- Announcements of internationalized public domain software

-- Announcements of foreign-language versions of commercial
software

-- Calls for papers

-- Conference announcements

-- References to documentation related to the
internationalization of software

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Czech Republic

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2461. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 18:35:16 UTC
From: ken@cup.hp.com
Message-ID: <CA63Ms.4p7@cup.hp.com>
Source record: 105965

John D Harris (jharris@cup.portal.com) wrote:
> Ok, here it is. The demonstration of the interrupt problem in the 6502.
> Oddly, it doesn't even have to use an IRQ, as the software BRK in this
> example shows. Results are the same, no matter which IRQ and NMI we are
> talking about. Anything can get skipped.
>
[code and description deleted]

Well, this piece of code exercises an obscure 6502 bug which is fixed in
the 65C02, and I assume also the 65802/65816.

Suprisingly, in my collection of data books, I don't have a 6502 manual. I
do have a photo copy of a 6502 data sheet, but that was useless.

I also have photo copies of the 65C02 data sheets, which is where I found this
bug documented. I also found a mention of it in the book "Programming the
65816, including the 6502, 65C02, and the 65802" by David Eyes and Ron Lichty,
on page 547.

Basically, the text goes like this:
When an interrupt occurs immediately after the fetch of a BRK
instruction on the 6502, the BRK is ignored; on the 65C02, the BRK is
executed, then the interrupt is executed.

This is also mentioned on the 65C02 data sheets, in a table called "Micro-
processor Operational Enhancements."

Finally, someone posted a 6502 Programming Quirks list to c.s.a.8 back
in 9/87. I saved it, and it is mentioned there also.

You said the NMI service routine had the return address of the BRK instruction
plus 2. Since the BRK is a two byte instruction, this would be the return
point if the BRK instruction was ignored. Also, you state that the BRK
bit in the pushed status register is set. I'd say this was never noticed
before, since most NMI handler routines don't check the BRK bit in the saved
status register.

> All responses to this will be most appreciated. This problem has cost me
> months of debugging time over several different projects trying to find
> bugs that didn't exist. It has been an obsession, and I'm eager to talk
> more about it.
>
Of course, this only has to do with skipping BRK instructions. If other
interrupts are being skipped, this doesn't explain it. If an NMI and IRQ
are asserted together, the NMI is definately serviced first, but is the
IRQ then serviced, or does it get serviced only if the IRQ pin has never gone
high during the service of the NMI routine?

Remember the old Rev. A OS ROMs on the original 800? Occasionally, during disk access, the system would go to sleep, and either waiting or hitting the "break" key would bring the disk access back to life. This was fixed in the Rev. B ROMs, and had something to do with missing interrupts, if I remember correctly. Anyone know the details? Is this related?

Just a few things to think about...

> John Harris - jharris@cup.portal.com
>

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

2462. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 18:59:24 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CA64r0.EIq@cbfsb.cb.att.com>
Source record: 105974

In article <9307141721.AA02893@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>This is for Richard Dell,
>
>OK, yes, apology accepted.

Thanks.

>And, I offer one of my own, since I responded rather strongly to your ealier
>post before catching up on my mail & seeing your apology.

Accepted.

>No, the input you contributed was not useful.
>Yes, it was a hindrance.
>
> - BEN POEHLAND

Any hinderence unintential.

--
Richard Dell (violating own 'move it to email' request)

2463. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 19:33:54 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <87Zo7B1w165w@TheRat.Kludge.COM>
Source record: 105975

John; BTW: My girlfriend spent 100's of hours playing Frogger in the
early '80s on an 8 bit & she wanted me to tell you she thinks it is one
of the best games ever.
I took a look at that code you posted for interrupts. You're right in
that it falls out of what should be an infinate loop & reaches that
border color change code about every second or so. I also noticed two
things. If use a $C0 vs $80 for $D20E you should see 3 colors on PFII
since the VBI restores PFII from the shadow reg during the VBI, but no
go. I also did a little bit more complicated of DLI where it erases a
character & plots another character one over every DLI by just:
ADC 20
TAY
STA ($58),Y
etcetera.
My DLI runs fine *IF* it's installed W/O your BRK loop. With your BRK
loop it randomly leaves characters on the screen at odd locations
=> carry flag seems to be being corrupted by the BRKLP code. I've also
had a ton of trouble with the stack. Quoting Bill Wilkinson, "With an
8-bit you have interrupts occuring all over the place!" I'm assuming that
the BRK status in the P reg isn't properly cleared during the BRKLP so
the OS rather then the 6502 series processor is making the mistake. Have
you ever looked there to see if that's the problem? You are right though,
I get a border color change about 1/sec which seems to indicate an
improper handling of the BRK with transfer going to PC+2 on return.
=>almost like it's exiting through a PLA RTI in the OS vs vectoring
through $206.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2464. **** For Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 20:05:39 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34087@galaxy.ucr.edu>
Source record: 105967

This poor starving student needs money. Therefore I decided to sell the
following. If you don't like the price, make me an offer.

TG-16

Turbo Graphics 16 system w/ 1 controler, RF cable & switch box, power supply,
and Keith Courage in the alpha zones game $40

Atari 8-bit computers <no manuals>

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Pac-man $7.50
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Star Raiders $7.50
Desert Falcon $7.50
Ghostbusters $10.00 <disk>
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Gauntlet $10.00 <disk>
Koronis Rift $10.00 (disk>
The Elideon $10.00 (disk>
Summer Games $10.00 <disk>

Coleco

Colecovision system w/ two controlers, RF cable & switch box, power supply,
Donkey Kong cart. $50
Expansion Module #1 VCS (2600) emulator $25
Zaxxon $5
Smurf Rescue $5

Magazines
____
A.N.A.L.O.G. Computing #24-last issue $1.50 each

Please e-mail all orders to:
phruby@ucrengr.ucr.edu

We will discuss shipping then.

--Paul Hruby

2465. "Short Circuit" for the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 20:14:16 UTC
From: sourada@iastate.edu
Message-ID: <sourada.742680856@vincent1.iastate.edu>
Source record: 105972

Has a version of the game "Short Circuit" been produced for the Atari 8bits?
I've seen it (only) on the Apple 8-bits, but I'd like to see it on the Ataris.

In case you haven't heard of it, the scenario of the game is that you are
working to disarm a device that will blow up the world. It has a number of
microchips in it that can be destroyed by overloading them with power,
there're neutrons running around trying to get you, etc...

Thanks,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Don't believe everything you read

2466. Disk-based data transfer between Atari and Apple

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 20:18:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.742681093@vincent1.iastate.edu>
Source record: 105973
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

Anyone know of a way to transfer data on disks between Atari 8bits and
Apple]['s? More specifically, between Atari 8bits with Happy 1050's and
Apple]['s with stock Apple 5 1/4" drives?

Thanks,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Don't believe everything you read

2467. Re: I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 21:26:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <me6o7B2w165w@cyberden.sf.ca.us>
Source record: 105976

anyone@cyberden.sf.ca.us writes:

> I swear the other day I heard some post somewhere saying something like:
>
>
> "I just <alled I@D's BBS and THEY ARE SUPPORTING THE 8BIt AgAIN!"
>
> as in they're selling stuff again.
>
> Anyone verify this?
>
> >>> anyone@cyberden.sf.ca.us <<< Coasties SUCK

I just heard last night (spoke too soon!) that they are NOT, it was an
error. <sigh> Oh well.. It'd've been <ool, esp. if A<tion! and Ma<65
were sold new again...

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA
>>>>>> PRIMUS SUX <<<<<< DO YOU HAVE A RAMDISK? IF SO, EMAIL ME! |||||

2468. Atari 8-bit items for sale CHEAP -- MUST GO!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-14 23:44:25 UTC
From: Rob-G@cup.portal.com
Message-ID: <85493@cup.portal.com>
Source record: 105984

```
################################################################################
Hardware
################################################################################

Atari 800XL (64K, works, but keyboard is flakey -- probably a loose
connection where the keyboard plugs into motherboard)...15
Atari CX85 Numeric Keypad.....................................5

################################################################################
Programs & Games (All on Disk except where noted)
################################################################################

Atari's Timewise (disk, manual, box)..............................10
Caverns of Mars (disk, manual, box)...............................10
Ballblazer (disk, box, manual)....................................10
Tigers in the Snow (disk, box, manuals)...........................10
Silent Service.....................................................5
Touchdown Football.................................................5
Text Wizard (Datasoft).............................................5
Jewels of Darkness (with docs).....................................5
Silicon Dreams (with docs).........................................5
SSI Tigers in the Snow (in box w/all docs).........................5
Zork I ............................................................5
Fort Apocalypse....................................................5
F-15 Strike Eagle (w/docs).........................................5
OSS's Action! Runtime Library.....................................10
Hardball...........................................................5
Print Power (Commodore/Atari) (w/all docs).........................5
Award Ware (Commodore/Atari) (w/all docs).........................5
Spell Checker!.....................................................2
Crush, Crumble & Chomp! (cassette -- in box w/docs)................5
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....3
Zaxxon (cassette -- in box w/docs).................................3

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Your Atari Computer ...all for 20

################################################################################

Prices do not include shipping.

If you're interested in any of these items, please send me Email. If
you don't like the price, make me an offer! I'm tired of this stuff
```

2469. TurboFile / TurboBase

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 01:18:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <222b9f$674@usenet.INS.CWRU.Edu>
Source record: 105977

In a previous article, poehland%phvax.dnet@smithkline.com () says:

>
>And finally, despite the flaws in TurboFile the fact remains that it is
>absolutely THE most powerful database ever written for our machines. I have

What about MicroMiser's TurboBase? Wasn't TurboFile the stripped-down
version of TurboBase?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2470. Grass is always greener

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 03:28:25 UTC
From: G44@delphi.com
Message-ID: <01H0JTE2L5BM9366OJ@delphi.com>
Source record: 105979

The Grass is always Greener on the other side is a common phrase among 8-bitters.
I'm not immune to the notion.
But when it comes to applications, the 8-bit is capable, with the right memory config and storage media, to tackle
most any task, as TurboFile proves.
After playing with DISKBASE even that is most capable for even large databases.
Since it uses the DISK as the primary storage, not MEMORY, the 64K can be put to use for sorting and features!
I looked into the AMIGA recently, and although it is attractive, the
idea of spending a LOT of money to add SCSI, accellerators,
FPU, SOFTWARE, and DRIVES, will push the initial $150 investment well over
$700-1000 or more!!

When it comes to 16 bit it is hard to "go slumming".

And if I am going to spend THAT kind of money I want a SERIOUS performance increase, and a 7.xx 68000 is just not
going to do that.

People would say that by virtue of x mhz in comparison to 1.79 that the performance increase would be rather
obvious.

I disagree.

In actual operation and practice I find the effective throughput of the Atari 8-bit to be more in the range of
about 5 mhz, something faster overall than a 4.77 mhz early PC.

This is due to the OS and the custom chips and stuff.

Then add a hard drive or large ramdisk and you are essentially running at 16-bit
memory kinda via storing data which most 16 bit systems use memory for in
ramdisk or hard disks.

on my Carina system it is extended even further....

By writing an ML CORE and several BASIC MODULES, you don't need a constant 500K overhead, you can load modules
to overcome the 64K limit.

The workarounds do just that, they work.

Certain things we miss, I'll grant you that, but for the price range it is hard to beat.

And if we work together maybe we can overcome more obstacles, like using
a BASIC XE like programming environment for other languages, as Jim King has
said is being worked on locally in his area.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2471. Carina

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 03:36:28 UTC
From: G44@delphi.com
Message-ID: <01H0JTPCQ24O9366OJ@delphi.com>
Source record: 105980

I can not say Carina is perfect...
At its current incarnation it is a mega-patched 2.0 (2.6) and has a couple serious bugs in relation to
message bases and the net which scramble the first 20 messages of a full base.

Plus its file allocation scheme is very limiting, at present only 1 partition per sig, which means adding more sigs
just to add more filebases, kinda kludgy and still an 8 drive limit.

It is at the end of its development curve within the Carina II compatibility
phase and with Carina III it will have the "look and feel" of Carina II but
without the limitations, and be essentially a rewrite from top to bottom,
getting rid of what didn't work, or what was kludgy, and adding the necessary
features of TODAY's telecommunications developments:

High speed
Flexible translation support
-ANSI and CGS, etc...
BANK_MIO/BB filebase support, 128 meg limit per sigs, not bad.
Fewer faster running modules
A faster lower-cost network system
Attached files

etc...

Oh, and a proprietary offline reader system only for 8-bitters that would essentially be a program you run
that is a "mini Carina" offline.

I can claim facilitating the PCPursuit netowork system, which is a boon to the net and potential networking sysops
without much funds.

I also wrote a CGS demo for my board which proves it CAN be done on Carina.

In fact, I could implement it fully if I desired, but noone locally really has te hardware to use it, save sysops
who just want to call quickly and leave.

I will wait for TOM to add more enhancements to CGS -- like cursor positioning,
and to resolve the problems with getting it to run under MYDOS.
TOM is a big SpartoPhile and although he makes concessions to MYDOS/2.5
users he doesn't always make enough
even though as far as CGS is concerned, there is NO reason for it to be
DOS specific!

2472. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 08:42:50 UTC
From: jharris@cup.portal.com
Message-ID: <85530@cup.portal.com>
Source record: 105983

> When an interrupt occurs immediately after the fetch of a BRK
> instruction on the 6502, the BRK is ignored; on the 65C02, the BRK is
> executed, then the interrupt is executed.
>
>This is also mentioned on the 65C02 data sheets, in a table called "Micro-
>processor Operational Enhancements."

If you had any idea how many people I have fruitlessly tried to convice
that a bug like this existed, you might be able to understand how
incredible it feels that people have actually documented this thing.

Many thanks Ken for sending this.

>Finally, someone posted a 6502 Programming Quirks list to c.s.a.8 back
>in 9/87. I saved it, and it is mentioned there also.

Could EMail this to me, or repost it?

>You said the NMI service routine had the return address of the BRK instruction
>plus 2. Since the BRK is a two byte instruction, this would be the return
>point if the BRK instruction was ignored. Also, you state that the BRK
>bit in the pushed status register is set. I'd say this was never noticed
>before, since most NMI handler routines don't check the BRK bit in the saved
>status register.

This was one of those 'forest through the trees' things for me. Somehow, I
had never realized that the PC is probably bumped by 2 before being pushed,
so that an NMI at this point would have that address.

The BRK bit in the pushed status register is normally not set. It was set
only in the instance of the skipped BRK, where I had theorized that the
BRK and NMI had somehow gotten fused together.

What may be happening, is that the processor gets as far as adding 2 to the
PC, and setting the B status, and somewhere in this time frame the NMI
takes control.

>Of course, this only has to do with skipping BRK instructions. If other
>interrupts are being skipped, this doesn't explain it. If an NMI and IRQ
>are asserted together, the NMI is definately serviced first, but is the
>IRQ then serviced, or does it get serviced only if the IRQ pin has never gone
>high during the service of the NMI routine?

In the same example program, NMIs are skipped just as easily. And when I
used the $FFFA vector in a more complex example, it means that skipped DLIs
are not caused by something external like NMIST not being set. It's
definately the NMIs.

If the processor is doing the same internal operation with a BRK as it does with an IRQ, the skip could happen in the same way.

Here's another curious point. In the example program, there is no way for the BRK to interrupt the NMI. (Obviously) And yet, either the BRK or the NMI can get skipped. The NMI interrupting the BRK is causing *two* anomalies. That of skipping either one of them. I believe that must be determined by how far along in the internal CPU process the NMI occurs.

There's apparently still one more piece to this thing.

>Remember the old Rev. A OS ROMs on the original 800? Occasionally, during >disk access, the system would go to sleep, and either waiting or hitting >the "break" key would bring the disk access back to life. This was fixed >in the Rev. B ROMs, and had something to do with missing interrupts, if I >remember correctly. Anyone know the details? Is this related?

Well, there were multiple fixes. There was one fix in the B ROMs, but that didn't fix it. Another fix came in the latest XE ROM, and I know someone who knows exactly what they did there. I'll find out and get back here with it. I still have the bug in my 130XE, and I'll have to check if I have the most recent ROMs. I've jumped into the monitor when I had an SIO timeout, and found that the OS had received 255 bytes, and looking at the input buffer, I could tell that there was one missing byte in the middle of the data. I was reasonably convinced that this was caused by the missed int problem. It will be interesting if Atari fixed it, because I had talked to several people about the missed int problem, and it didn't seem like any of them believed me.

Other real world manifestations of the problem could include serial I/O errors in null-modem cable transfers. (Or any serial I/O, but with cable transfers, there are fewer alternate causes). DLI screen flashes when key presses or other IRQs interfere. Missing keystrokes. Have you ever had a missing keystroke where you, "thought sure you pressed that key?"

>Just a few things to think about...

:-) I've certainly had plenty of that.

Thanks,
John Harris - jharris@cup.portal.com

2473. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 08:42:58 UTC
From: jharris@cup.portal.com
Message-ID: <85531@cup.portal.com>
Source record: 105981

Rick,

Thanks for the Frogger compliment.

>If use a $C0 vs $80 for $D20E you should see 3 colors on PFII
>since the VBI restores PFII from the shadow reg during the VBI, but no
>go.

The reason you won't see the other change, is because the VBI process looks at the stack, and if it interrupted an IRQ routine, (of which BRK is a member), it will exit without doing the shadow updates in an attempt at making the quickest possible return to time-critical code.

I also did a little bit more complicated of DLI where it erases a
>character & plots another character one over every DLI by just:
>ADC 20
>TAY
>STA ($58),Y
>etcetera.
>My DLI runs fine *IF* it's installed W/O your BRK loop. With your BRK
>loop it randomly leaves characters on the screen at odd locations
>=> carry flag seems to be being corrupted by the BRKLP code.

You'd have to take the SBC #1 out of the delay loop. You can replace that part with:

```
TAX
DELAY DEX
BPL DELAY
```

>I'm assuming that
>the BRK status in the P reg isn't properly cleared during the BRKLP so
>the OS rather then the 6502 series processor is making the mistake. Have
>you ever looked there to see if that's the problem?

You're right about the B status, but since there's only one type of IRQ, and one type of NMI going on, the OS makes no such mistakes. Also, my more complex tests disabled the OS completely and used the $FFFA and $FFFE vectors. No mistakes there, and the results were the same.

John Harris - jharris@cup.portal.com

2474. Re: RAM DISK / HARD DRIVE OWNERS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 08:43:04 UTC
From: jharris@cup.portal.com
Message-ID: <85532@cup.portal.com>
Source record: 105982

Hard Drive. - Yes.
Ram Disk. - Almost never.

John Harris - jharris@cup.portal.com

2475. Re: Atari WP

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 11:58:21 UTC
From: us@ix.de
Message-ID: <1993Jul15.115821.3017@ix.de>
Source record: 105987

I think the best one is the austrian Austro-Text. First of all, it`s great
to use the Software-Option for editng and reading 80 Characters per Inch.
On every good monitor, you can work without problems with this display-feature.
Only on TV, it`s a little bit difficult to work a long time with it.

The other thing is, that you can connect the AUstro-Base DataBase with
Austro-Text for Letters or whatever you want. Austro-Text is very good, and
i think there are some Distributors in AUstria today, where you can order
it.

Ulli

2476. A couple of questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 14:49:04 UTC
From: mam65@cas.org
Message-ID: <1993Jul15.144904.275@cas.org>
Source record: 105986

Hello everyone,

I'm new to this group. Well, I've been following it for several months, but this is my first post. I've done practically nothing with my Atari for several years except using it as a terminal to log in to my workstation at work. So I have been very 'out of it' as far as new software and developments. I'm planning to subscribe to AC as soon as I get my bills caught up so that I can catch up with the rest of the Atari 8bit world. (What's left of it!)

I'm glad to see once again that some of the best hackers in the world are Atari 8-bitters. I guess that you have to do your own hacking as a community if practically no one, including the manufacturer, is willing to do it for you. I want to thank everyone who has been involved in any way to the continuing existance and development of the 8 bit platform! It requires a lot of dedication to continue this uphill battle which only gets steeper and steeper. Frankly, I don't think I could do it!

I have a couple of problems that I hope someone can help with...

My system was down for several months when my modem died. I just bought a new high speed one - a US Robotics Sportster w/fax (14.4 baud) and am having problems getting it to work at speeds higher than 4800 baud. The problem doesn't have anything to do with other modems or phone lines. I can't even get reliable data transfer between the computer and the modem. When using Bobterm 1.2, I can type 'AT' at 9600 and about 3 out of 4 times I will get 'OK', but sometimes I will get something like 'OK[['. Other times the modem will not recognize my 'AT' (i.e. I don't get any response). If I type 'ATI4' (I think?) to display the current settings, I get some garbage along with the text. When I go to 14.4 (19.2 on Bobterm), the problem only gets worse. Maybe only 1 time out of 5 will get an 'OK' response, most of the time it is something like '^!$jk'. (Is it trying to tell me something? ;) I have let a friend with a Mac borrow the modem to test it out, and he said that it worked flawlessly at 9600. He didn't test it 14.4 though because he didn't think it would work to set the rate on the term program at 19.2. The only thing I can think of is that I am getting some interference from somewhere.

I am using a 800XL with a 256k Newell upgrade and a PR Connection. I have checked all the SIO & modem cables for shielding and they all look ok. All the shielding inside the computer looks normal except for a notch for the upgrade wires. I tried moving the modem about 6 feet away from everything (i.e. the TV, drives, power supplies, etc.). I've even disconnected the SIO chain from the PR Connection to make

sure I wasn't getting interference from further on down the line. I'm very frustrated that I bought a nice fast modem and I'm stuck at 4800 baud (2400 with Omnicom). Any suggestions?

I can use 4800 baud with Omnicom for kermit file transfers with no problems, but for viewing text I lose lots of data if a lot of scrolling occurs cause its tiny buffer (256 bytes?) keeps overflowing. Does anybody know of a hack or something for Omnicom to use the extra memory of an upgraded machine for the buffer? That would be great!!!

I also have another problem...

When my 1050 died, I got an XF551 (now I have two). They were both apparently early models since both were shipped with DOS 2.5 instead of DOS XE. I have found that I cannot get either drive to read the extra sectors of an enhanced density disk. You know, the files with '<>' around them? I think I get an NAK error - I forget. Say a large file begins around the 600th sector and fills the rest of the disk. It can read the file until it gets to around sector 707 and then it dies with an NAK. I have been able to get around this once or twice by using the more.com pager which reads the disk while it writes to the screen (is that called concurrent IO?). As long as the beginning of the file was before the 707 sector, it was able to read the entire file. After using the pager, the drive was able to read any other file on the disk normally. However, I have had trouble trying to duplicate this.

This problem makes a good portion of my enhanced disks useless! I have tried using DOS 2.5, Sparta x3.2d and xf3.2d (high speed skew 3.2) with no luck. Absolutely no problems with single and double density though. Does anybody know if this is a bug in the drive? Can a new rom or upgrade like those from CSS be installed to correct this?

BTW, I found out that the Sparta xf3.2d (high-speed skew) only works on drive 1. If a high-speed disk is put in drive 2, it takes about 3 times longer to read than REGULAR speed! Since most of my disks are formatted in this form, this makes my second drive practically useless also, unless someone is aware of a fix for this program. For those not familiar with what I'm talking about, it is a small basic program that will modify a 3.2 dos disk to automatically read/write/format in high speed at all times on an XF551. It can read non-hs disks also. But like I said, it only works on drive one. Bummer!

I figure if I can't get any solutions here, there just aren't any!

Oh yeah, what are some 'MUST HAVE' files on the archive? (Games, tools, or utilites) I've already got Bobterm, Discomm, MyDos, Superarc/Unarc, and Wedge. Is Bobterm 1.22 on the archive? I could only find 1.20.

Sorry for rambling.... Thanks in advance!
--

Marco Moreno
mam65@cas.org

2477. The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 19:35:33 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307151916.AA13961@smithkline.com>
Source record: 105988

I just noticed Tracy Brooks post about PILL games.

The PILL is a product of Computer Software Services. It allows you to copy games from various sources onto disk. These games only run when you have The PILL inserted in your cart port.

The PILL itself is a sealed module that plugs into the cartridge port. It probably got its name from the fact that it is a chunky white thing, it LOOKS something like a very large pill.

Because you need the special cart to run the games, it is NOT a pirating device.You can copy PILL games & give them to someone else, but they can't run them unless they also have a PILL.

I haver one myself but find it frustrating to use, it's like those other cart-copying schemes where you have to lift up the special device from the slot at some point in the copy process, just a little to clear one foil. I could never master the technique. I think Alpha Systems made a similar device, forget what theirs was called.

The PILL is still available. Contact CSS at 716-429-5639. $24.95. Now in improved version called the Super Pill, doesn't need the switch.

Check the CSS ad in the JUne AC.

- BEN POEHLAND
The 8-Bit Alchemist

****

2478. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 19:43:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <9aVq7B2w165w@cyberden.sf.ca.us>
Source record: 105992

Jeff_M_Lodoen@cup.portal.com writes:

> Two things...
>
> I've been in more than a few hotels with an 'information' channel, and
> it's easy to tell the 8-bit.. Kinda gives you a warm feeling.
>
>
> Also, Prevue Guide is better than it used to be (lists the next 1 1/2
> hour block) but the font is so large you can't read the title.... And
> I once saw it crash for a few hours ("Guru Mediation Error, press
> left mouse button.", don't they isolate these things?)
>
>
> Jeff_M_Lodoen@cup.portal.com

Yep... like "<<Gone With" .... what? I suppose Gone With The Wind?
Hehe

SHRINK THE FONT!

get rid of the infomer@ials <YAWN>

very annoying @hannel.. any of you in the bay area may re@ognize the
name "@hambers @able" - the dreaded "MTV remover". We get it from
12:30-6:30 A M !!!!

oh well.. I only wat@h MTV for Beavis & Butthead (that's usually at 2 or
3 am! D'OH!) so I dont @are m'self...

But still... **NOBODY** seems to like Prevue Guide, let alone PROTEST
against its removal

:)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2479. Re: Text Editor...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 19:46:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DFVq7B3w165w@cyberden.sf.ca.us>
Source record: 105991

rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:

>
> Both Atariwriter+ and PaperClip easily support the banked RAM in the
> 130XE (and expanded XLs). PaperClip does it transparently, but IMO
> Atariwriter+ does a better job of handling the extra banks than
> TextPro.
> Using PaperClip on my 256K Rambo 1200XL I have 112K of free RAM
> available for text. I don't know how much it would be with a 128K
> computer.

What do you mean by "transparent"? @an you set the amount of RAM used?
(Ie, set up a RAMdisk as well as xtra WP RAM? (like talked about in the
latest _A@_ as a matter of fa<t!))

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2480. Re: Blackboard/logo screen

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 19:47:17 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iHVq7B4w165w@cyberden.sf.ca.us>
Source record: 105993

ScottM@cup.portal.com (Scott - Maxwell) writes:

> I've read about the blackboard (400/800) and logo (XL/XE) screens in the
> Atari 8-bits. How does one go about seeing the logo screen?
>
> Thanks,
> Scott
> /==\
> |Scott Maxwell * Hey Butt-Head, why don't you analyze |
> |scottm@cup.portal.com * the friction caused by digitally |
> |Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
> |1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
> |Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
> \==/

Well, BLA@KBOARD is really @alled "MEMO PAD." This is the bootup on
400/800's. If you have no @arts. plugged in, and no drives atta@hed, it
will jump to this.

Also, typing "BYE" in BASI@, or "DOS" (if you havent booted with any
drives) and I'm guessing a "? USR(something)" (Dunno where in ROM this
ditty starts) would do it, too. Supposedly, typing "BYE" from BASI@,
then hitting [RESET] will get you ba<k to BASI@ w/o rebooting, and I
think your program is supposed to be inta<t. I'm not positive about this
(so save first! hehe)

As for the "LOGO" .. this is the big, rainbow-@olored "ATARI" that
appears when you do the above to a 1200XL. It may also be the same on
the 1400XL/1450XLD's, but who <ares? Not many people have these gems!

Anyways... Pressing [HELP] from here will get you to the SELF-TEST menu.
Hitting [RESET] from either the LOGO or the SELF-TEST area will reboot
(and wipe main RAM).

Again, getting to these is a simple "Boot w/o @art or Drive" or type
"BYE" from BASI@.

Finally, there's the REST of the 8bits: the other XL's and the XE's.
These have neither a MEMO PAD nor a LOGO. They just have the SELF-TEST.
Booting w/o @art. (AND HOLDING DOWN [OPTION], to keep built-in BASI@ from
starting up) and w/o disk will get you to the SELF-TEST menu, as will
typing BYE from BASI@.

Does anyone know what bit of OS ROM in the XL/XE's is the <ode that
repla<es the old "ATARI"? And how was that image stored? Most likely
not as redefined @hara@ters (??) be<ause [^F4] doesnt do anything to it
(then again the [^F#] keys are killed by BobTerm (why!?)) Was it stored

as a bitmap? Is it drawn when you first boot up? (Ie read from a data table and then the OS PLOT/DRAWTO/XIO-FILL's were used????)

Very interesting question, if I do say so myself ;)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2481. FOLLOWUP!!! D'OH! RAMDISKS/HARDDRIVES!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 19:58:19 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <wZVq7B8w165w@cyberden.sf.ca.us>
Source record: 105994

```
##############################################################################
##############################################################################
### ###
### A T T E N T I O N A T A R I @ L A S S I @ U S E R S . . . ###
### ###
##############################################################################
##############################################################################
### ###
### IF YOU OWN AND USE A RAMDISK OR HARD DRIVE ###
### ###
### P L E A S E E - M A I L M E . . . . ###
### ###
##############################################################################
##############################################################################

IN YOUR REPLY, PLEASE STATE THE FOLLOWING INFORMATION:

1) SIZE OF RAMDISK (IF ANY) AND TYPE
2) SIZE OF HARD DRIVE
3) WHAT DOS YOU USE WITH THIS SETUP
4) YOUR HOME ADDRESS AND THE NEXT TIME YOU'LL BE ON VA@ATION
^ ^ ^ ^ ^ ^ ^ ^ ^ JUST KIDDING! ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^

THANK YOU!

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...
```

2482. Re: The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 20:10:28 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CA82pI.955@cbnewsc.cb.att.com>
Source record: 105990

From article <9307151916.AA13961@smithkline.com>, by Ben Poehland:

> I just noticed Tracy Brooks post about PILL games.
>
> The PILL is a product of Computer Software Services. It allows you to copy
> games from various sources onto disk. These games only run when you have The
> PILL inserted in your cart port.
>
> The PILL itself is a sealed module that plugs into the cartridge port. It
> probably got its name from the fact that it is a chunky white thing, it LOOKS
> something like a very large pill.
>
> Because you need the special cart to run the games, it is NOT a pirating
> device. You can copy PILL games & give them to someone else, but they
> can't run them unless they also have a PILL.

But it would be construed as a pirating device by purist, and rightly so.
Sure everyone that uses the game off the disk must own a PILL or SUPER PILL,
but not everyone has to own the original game/application/whatever. Once
you have written it to the disk, you could sell the game cartridge or give
it back to it's rightful owner and you now have an unauthorized copy of
the game that you can play to your hearts content.

The only legal use for the PILL is to copy cartridges that you own to disks
so you can protect the original cartridge. Personally, I find such
devices of dubious value since I have had a LOT more trouble with disks
going bad than cartridges. In fact I can't remember a cartridge going bad
on me although I have had to clean some fingers from time to time.

All the best....

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2483. Help 130XE Troubleshooting

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 20:44:08 UTC
From: meyer%nyneve.dnet@delcoelect.com
Message-ID: <9307152036.AA11059@koedgw01.delcoelect.com>
Source record: 105989

I have a 130XE that died. The symtoms (without a drive hooked up) are a blue screen with the cursor in the upper left corner. There is no BASIC or SELF TEST functions. During an inspection of the inside, I touched a RAM data line and got an error code displayed on the screen. I assume that the processor is working ok. My guess is a bad RAM chip. Unfortunately half of the chips are not in sockets. Does anyone have any suggestions or schematics that might assist me in troubleshooting this problem. I'm trying to use my 800XL schematics as the best documentation that I have.

Thanks,
Marc Meyer
meyer%nyneve.dnet@delcoelect.com
mameyer@solaria.mil.wi.us

2484. 6502 "bug" or "quirk"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-15 21:59:28 UTC
From: G44@delphi.com
Message-ID: <01H0KWDL9HGI8ZDXBQ@delphi.com>
Source record: 105995

Okay, what I want to know is, is it a BUG or a QUIRK.
Is it something that screws up programs left and right, or is it something
to be aware of, and program around in anticipation of the skipped BRK?
I believe the issue was when dealing with Non Maskable Interrupts, which you
really CAN'T control, at least not well, one could easily program and fall into
a trap that is not his fault...
One has to proof the program to scan for the possibility of an NMI/BRK/IRQ deal
that would set it off, and try to avoid it.
My question is: for the sample program, IS there a way to avoid it, and
has this BUG afflicted any programs in any way?
I find it hard to believe that the 6502 could be produced over a period of 20 years or so
(if you count the Nintendo
still being sold) with an honest to goodness BUg in it.
That is, of course, if the more modern 6502-based machines use a 65C02...
That would be fixed...
Kinda makes you wonder....

I can only say that I haven't come across any bugs like that that I would attribute to the
CPU.
But it is HARD to find a smoking gun when there are a myriad of possibilities
for a program to CRASH or have little variances in color or what not.

2485. BLITZ.ACT

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 01:01:39 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <g20q7B1w165w@cyberden.sf.ca.us>
Source record: 105996

Following is the Action! version ofmy little snow program "BLITZ."
Add a "SOUND(0,40,8,15)" statement somewhere, if you want :)

```
-------------------------snip---------------------------------------------
; BLITZ DEMO

INCLUDE"D:RUNTIME.ACT" ; remove or comment this out if not wanted...

Card Ch
Byte A,B

Proc Main()
Graphics(0)
PokeC(709,15)
PokeC(82,9984)
Poke(752,1)
Print("") ; clear screen character (aka "Put(125)")
Ch=Peek(106)-16
Poke(756,Ch)
Ch=Ch*256
PrintE("!!! ! ! !!! !!!")
PrintE("! ! ! ! ! !")
PrintE("!! ! ! ! !")
PrintE("! ! ! ! ! !") ; some of the "!"s are inverse.. looks better
PrintE("!!! !!! ! ! !!!")
Poke(764,255)
Do
For A=0 TO 7 Do
B=Peek(53770)
Poke(1536+A,B)
Od
MoveBlock(Ch+8,1536,8)
Until Peek(764)<255 Od
Poke(764,255)
Graphics(0)
Return
```

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...

2486. BLITZ.TBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 01:03:56 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <050q7B2w165w@cyberden.sf.ca.us>
Source record: 105997

LISTed TurboBASIC XL (original) version. VERY slow compared to Action!
Also pretty slow compared to Compiled TurboBASIC XL (but that's still
slower than Action!...)

```
-----------------------------------snip-----------------------------------
0 REM S."D:BLITZ.TBS":RUN
10 GRAPHICS %0:DPOKE 709,15:DPOKE 82,9984:POKE 752,%1
11 ? CHR$(125);:CH=PEEK(106)-16:POKE 756,CH:CH=CH*256
20 ? "!!! ! ! !!! !!!"
22 ? "! ! ! ! ! !"
25 ? "!! ! ! ! !"
27 ? "! ! ! ! ! !":REM some "!"s are inversed.. looks better
30 ? "!!! !!! ! ! !!!"
35 FOR A=%0 TO 7:POKE 1536+A,RAND(255):NEXT A:MOVE 1536,CH+8,8:IF
PEEK(764)=255 THEN 35
37 GET N:GRAPHICS %0:END
```

```
>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...
```

2487. Re: A couple of questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 04:03:19 UTC
From: dillera@wam.umd.edu
Message-ID: <2259a7$oob@cville-srv.wam.umd.edu>
Source record: 105998

<marco has probles with 4800+ bps on the Atari.

Af far as I know, you need special cables to HARWARE HANDSHAKE the high speed modem (speeds above 4800) from the atari to the modem.

On my mac (and on IBM & amigas) when using a high speed modem, you lock the modem and the computer at the fastest rate they can handle- say 19.2- and then the modem buffers the incoming/outgoing data at what ever you connect at. Of course, v42 & 42.bis come into effect in switching & massaging the data stream and moving the speeds around, but maybe the atari can't simply handle those insane speeds? (Insane for the 8-bit atari!) They never dreamed of 14.4 over phones back then.

At least I think you need a harware handshaking cable for the high speed. My mac went nuts when I tried to hook up my 9600 bps modem to it- using the oly modem cable that woked fine for years at 2400 bps. i had to go out and buy the NEW h.h. cable- and it works fine now.

Anyone else have direct experience with the Atari & high speed modems??

--

/|_|_|_ Andrew Diller
|_ |_ ---------------
/|_ |_ dillera@wam.umd.edu
|_|_|_

2488. Re: A couple of questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 05:29:04 UTC
From: Bill.Marcum@launchpad.unc.edu
Message-ID: <225eb0$h08@samba.oit.unc.edu>
Source record: 105999

I don't think the PR Connection is capable of 19.2. 9600 on a good day, maybe. For 19.2, you need an MIO or a Black Box interface. The Sparta high-speed patch could probably be modified to work with drives other than D1, if it's like the patch that works with Mydos. Someone would have to disassemble it and look for the tables that set the i/o speed and the SIO command bytes.

Bill Marcum bmarcum@delphi.com

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2489. PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 12:44:08 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CA9CpK.M9w@news.cso.uiuc.edu>
Source record: 106040

The following question came up recently in nother newsgroup. I have my own gut feelings about it, but I'd like to run it by some 8-bit gurus and get some additional opinions.

The comment was made that some games re-use their sprites in order to make a limited set appear like more. It was asserted that the Atari 8-bit machines did this on occasion, and the Joust game was cited as an example (i.e. the warbirds were all players which were being cleverly re-used so as to have one player show up as multiple birds in different places on the screen).

After pondring it a bit, it didn't seem to me to be possible in the general case, and extremely tricky in the rare instances where it could be done (if indeed there were any at all). One would have to use DLIs to change the bitmap associated with each player as well as the horizontal position register several times during each display refresh cycle. One would have to insure that the electron beam was scanning a line below the current vertical position of the visible portion of the player bitmap, to insure that it would be displayed. There would also be added complexity in dealing with players which need to appear in certain positions simultaneously. For example, if we have each player representing 4 screen objects (P0 -> O0, O1, O2 and O3; P1 -> O4, O5, O6, O7, etc.) we can't display a situation whereby objects 2 and 3 appear on the same horizontal scan line during the same screen refresh cycle - this would be physically impossible for one player to accomplish. To work around this would require players to be able to dynamically switch the objects they represented, depending upon which objects needed to be represented on which areas of the screen at which times. I suppose it could be done by assigning each player to a vertical band on the screen, and having the player for that band represent all objects which happen to be within that zone for that refresh cycle, but it would be complicated to program. Also, you could never have two objects within the same zone occupying the same horizontal scan line (as noted above).

BTW, we resolved the issue WRT Joust: it's clear that the game was implemented using standard playfield animation techniques - each warbird is multicolored, and players are monochromatic. However, the question of the general player re-use technique still remains. I'd be interested to read the comments of you 8-bit programming experts.

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and not fall off the face of the earth."

2490. Re: The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 12:48:39 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CA9Cx3.MEs@news.cso.uiuc.edu>
Source record: 106042

In <CA82pI.955@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

>But it would be construed as a pirating device by purist, and rightly so.
>Sure everyone that uses the game off the disk must own a PILL or SUPER PILL,
>but not everyone has to own the original game/application/whatever.

Not only is it a pirating device, but a PD cleverly designed to increase
revenues for the manufacturers of the PD. ;-)

>The only legal use for the PILL is to copy cartridges that you own to disks
>so you can protect the original cartridge. Personally, I find such
>devices of dubious value since I have had a LOT more trouble with disks
>going bad than cartridges. In fact I can't remember a cartridge going bad
>on me although I have had to clean some fingers from time to time.

For the record, I've lost at least 1 cart so far (and that's the cart whose
carcass I plan to use for my HA I/O terminal).

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2491. Serial Port for an 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 13:22:36 UTC
From: tmkk@uiuc.edu
Message-ID: <CA9EHo.49@news.cso.uiuc.edu>
Source record: 106041

As some of you may have gathered from previous posts, I'm planning a project which will convert an unused 8bit (an 800) into a dedicated I/O terminal for my HA (Home Automation) system. The HA system will consist of various smart modules all connected via an RS-485 network running over UTP throughout the house. Thus, to connect the 8bit to the HA system, I have to cook up an RS-485 interface for it. I'm trying to work out the best approach given my hardware skills, budget, and time constraints.

One approach would be to cook up an RS-485 version of the R-Verter. For those of you not familiar with it, the R-Verter is a serial interface which plugfs into the SIO port and terminated in a DB25 connector, ready to plug into a modem. It also comes with software (R: drivers, a term package, etc.) and schematics for the device. A buffer chip, the NS75176B RS-485 chip, some resistors and capacitors, and an SIO cable would be enough. The upside to this approach would be simplicity of implementation - I already have a schematic for a device which works for RS-232; with only minor modifications, it could be made to work for RS-485 instead. The downside is that all the grunt work would have to be done by the 6502. Since the RS-485 net runs at 9600bps, this might be tricky, especially since I want the I/O terminal to also do other things, like maintain a system status display and watch for incoming IR commands via the Xanadu Zapper connected to the joystick ports.

Another approach would be to whip up a UART-based serial port. This would be more complex, have a higher chip count, a higher cost, and it would be more difficult to implement since I'm a software guy and not a hardware guru. The upside is that since the hard part is done in hardware via the UART, the 6502 is freed up to perform other tasks. Also, if I were to pick up a used 800XL, I could interface to the parallel bus and the interface could be completely interrupt-driven.

Opinions? Comments? Questions? Which route would YOU take?

2492. Not as eloquent as Jeff's "goodbye"...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 15:08:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m9cs7B1w165w@cyberden.sf.ca.us>
Source record: 106002

But hey, I'm only going to be gone until Tuesday. I'm going @amping (leaving in two hours.. I guess I had better get ready? ;)) with a friend's family until Sunday, and starting Sunday I'll be going to SSU's orientation, whi<h lasts until Tuesday.

I'm still re<eiving mail (as is my "anyone" a<<ount, and hopefully it will give you autoreplies...??) - so all you RAMdisk/HardDrive users, keep informing me. (Anyone@<yberden.sf.<a.Us)

btw: tried to fix this keyboard... no lu<k... YET
SEE YA!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2493. Re: International Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 16:12:07 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul16.161207.29975@btree.uucp>
Source record: 106000
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc

```
In article <1993Jul14.183114.20138@cis.vutbr.cz> jbowyer@cis.vutbr.cz writes:
>
>Please share your systems expertise with our mailing list.
>
>
>INSOFT-L on LISTSERV@CIS.VUTBR.CZ Internationalization of Software
> Discussion List
>
> Internationalization of software relates to two subjects:
>
> 1. Software that is written so a user can easily change the
> language of the interface;
>
> 2. Versions of software, such as Czech WordPerfect, whose
> interface language differs from the original product.

[ Specifics Deleted To Save Disc Space And Keep SysAdmin Happy ]

Isn't that why GEM uses *.RSC files? All of the operator interface
is kept separately from the program so that all you need to do is
edit the *.RSC file and ship the edited file with the *same* program.
That reduces the issue to "where can I find someone who can trans-
late all these messages?"

Or am I _missing_ something, here?

-- George Crissman

*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
*************************************************************************

--
*************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

2494. Re: Help 130XE Troubleshooting

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 17:59:05 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <226q99INNb76@west.West.Sun.COM>
Source record: 106001

You are indeed fortunate! Becasue the 130XE has two banks of memory, it is possible to cross circuit them to determine if one has a bad chip.

Here is the proceedure:

On the circuit board near the memory chips you will find two 33 ohm resistors (color code: orange, orange, black, silver (or gold)) labeled R110 and R111.

R110 feeds the enable line to the primary bank, while R111 feeds the secondary bank.

Disconnect the left side of R111 and jumper that end to +5 volts.
Disconnect the left side of R110 and jumper it to the spot where the left side of R111 used to be.

This will then have the system using the secondary bank of memory as the primary.

If the system then works, you've got a bad memory chip in the primary bank.

The bad news is from there you'l have to trial-and-error replacing chips until you hit the bad one.

I do have offical Atari schenatics if you think they will help.

2495. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 20:52:23 UTC
From: David James Alexander Hanley <U34465@uicvm.uic.edu>
Message-ID: <93197.155224U34465@uicvm.uic.edu>
Source record: 106004

I too, am interested in making an emulator for the atari 8-bit. Since an
emulator for the 6502 is available, all we need to do is simulate the hardware.
Perhaps we could make it a group project. One person or team of persons for
each chip. I imagine processing display lists is real time in software will
be hard. Than again, most of these screens were only 8k or so.
So mabye not.

2496. Copy protection woes

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-16 20:56:49 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2274mhINNdna@uwm.edu>
Source record: 106003

I have the game "Rescue on Fractalus" which has some nasty copy protection check when it is first loaded. I have only been able to run this game off of an 810 drive. I recently gave my sister my old 800 and 810 drive, and am left with my 130XE and Indus drive. "RoF" will not load off the Indus! It beeps a few times and then gives an error.

Does anyone know a way around this problem? "RoF" is one of my favorite games and I sure would like to be able to play it again!

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2497. AC Subs & Back Issues

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 00:08:35 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307162346.AA26093@smithkline.com>
Source record: 106005

This is for Richard Dell,

OK, let bygones be bygones.
I appreciate your concern for my well-being. Given the general level of
effort I exert these days, it is entirely possible my stress levels are
a little high. Or at least, a tad higher than I'd like them to be <grin!>.

Yes, back issues of AC- magazine & disk- are readily available. If you'll
e-mail me your postal mailing address, I'll be glad to send you some info
& our handy-dandy order form. Use of the order form is preferred since it
helps keep our Circulation Editor (uh.. who is *also* me) from going bonkers.

Interested parties can always send email to Ben Poehland at:

poehland@smithkline.com
or
poehland%phvax.dnet@smithkline.com

For info on AC. Please include your POSTAL mailing address so I can send
you an order form.

All back issues are well in stock except for Feb. '93 which is almost gone,
I think there's only 8 or 9 of those left.

The cover letter accompanying the form will explain our policies about
ordering subscriptions and back issues.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

2498. Re: Spellchecker query

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 00:09:36 UTC
From: ScottM@cup.portal.com
Message-ID: <85658@cup.portal.com>
Source record: 106007

Does the XLEnt word processor have a spelling checker? If not, is there one available that will work with it?

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2499. Re: RAM DISK / HARD DRIVE OWNERS

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 00:09:53 UTC
From: ScottM@cup.portal.com
Message-ID: <85659@cup.portal.com>
Source record: 106008

```
>Hard Drive. - Yes.
>John Harris - jharris@cup.portal.com

John,
What kind of a hard disk setup are you using?

/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diaherria |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2500. TurboFile / TurboBase

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 00:40:15 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307170014.AA26238@smithkline.com>
Source record: 106006

This is for Michael Current,

Yah, Michael, you're right, TurboFile IS the "stripped-down" version of TB.
Strictly speaking, it was proably incorrect of me to say that TF was THE most
powerful database, since TB really had ALL the bells & whistles- not to mention
that 700-page manual (!).

It's a matter of perception for me. I just don't think of TB as a "database",
it was really designed for running a business. It's WAY overblown for just
ordinary database stuff, so in my mind it's a whole different beastie. It was
priced at $160 or so, which probably put it in the Top Ten most expensive 8bit
programs. (Uh-oh, now watch, a zillion people will come outta the woodwork
to prove there were 58 other programs more expensive... eeeek!).

I don't see TurboBase as a good candidate for "software salvage". From what I'm
told by MicroMiser the code is very messy, then there's that nasty copy
protection thingy, plus that *lovely* 700-page manual (ugh!). I know a guy in
NJ who bought TB but was so intimidated by the manual he barely used the
program.

MicroMiser's other contrution to XEP80 computing, TurboWord, is an "iffy"
candidate for software salvage. Messy code. Dunno about bugs or the
manual. Jeff McWilliams, AC's Moonlight Workshop Columnist, uses it & seems
to like it (which counts for something, since Jeff knows his stuff).

Both TW & TF interface to TB, both smaller progs are spinoffs of TB.
TW & TF could have a ready market among fans of the XEP80, but TB is too much
of a kludge in my opinion to make any headway in the market (it wasn't exactly
a big seller in its heyday, either).

Just my $.02....

- BEN POEHLAND

****

2501. Re: Hey! How do I use my Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 00:45:03 UTC
From: winston@merk.com
Message-ID: <CAAA35.2FI@merk.com>
Source record: 106011

The simplest method I use for reading from the disk is to copy a file to the screen handler via DOS. I issue the "C" command, then "FILENAME.EXT, E:". The 1.79 MHZ ATARI is slow enough that I can then stop and start the screen display with CONTROL-1, which is the ATARI OS equivalent of CONTROL-S / CONTROL-Q. Not very classy, but it gets the job done.

2502. Re: 6502 "bug" or "quirk"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 00:45:12 UTC
From: jharris@cup.portal.com
Message-ID: <85662@cup.portal.com>
Source record: 106009

>Okay, what I want to know is, is it a BUG or a QUIRK.

I definately consider the skipping of a non-maskable interrupt a BUG.
The fact that it's 'fixed' in later processors supports this.

>Is it something that screws up programs left and right, or is it something
>to be aware of, and program around in anticipation of the skipped BRK?
>I believe the issue was when dealing with Non Maskable Interrupts, which you
>really CAN'T control, at least not well, one could easily program and fall int
o
>a trap that is not his fault...
>One has to proof the program to scan for the possibility of an NMI/BRK/IRQ dea
l
>that would set it off, and try to avoid it.
>My question is: for the sample program, IS there a way to avoid it, and

The bug will eventually occur if the interrupts are allowed to mix freely.
The only possible way to avoid it, is not to allow NMI/IRQ/BRK to occur at
the same time. This can be very difficult to do, depending on the nature
of the program.

For instance, if you have either VBIs or DLIs running, you cannot do any
free format IRQs like keyboard or POKEY serial interrupts without
generating skipped ints. Most people wouldn't find a rare screen flash, or
one extra serial I/O error that objectionable, but it's still a bug. What
I had to do in my program, is disable keyboard IRQs and process keystrokes
from the $D209 hardware register directly. And when doing serial I/O, I
have to put up a temporary screen with no DLI's.

I attempted to get around the BRK problem in my debugger, by placing BRKs
at both the requested address, and at the address+2. While this catches
the missed BRKs, it also causes problems when branching code gets to the
address BRK+2 without going through the BRK itself. I eventually removed
the routine from the debugger, since it caused more problems than it fixed.

>has this BUG afflicted any programs in any way?

You bet. See my earlier examples of SIO timeouts, screen color flashes,
Bug/65 lock-ups, and others. I think most programs are affected in some
way, but just a small enough way that most users don't notice, or don't
care.

Also, realize that this bug is quite rare. My BRK example generates about
37,000 BRKs per second, and on the average, only 1 or 2 per second are
skipped. Even fewer DLIs. That's an incredibly small percentage, and
unless your a purist, it's not likely to be a big deal.

>I find it hard to believe that the 6502 could be produced over a period of 20
y
>ears or so (if you count the Nintendo
>still being sold) with an honest to goodness BUg in it.

This is why I had so much trouble convincing people it existed. The rarity
and alternate explanations outweighed my beliefs.

>I can only say that I haven't come across any bugs like that that I would attr
i
>bute to the CPU.
>But it is HARD to find a smoking gun when there are a myriad of possibilities
>for a program to CRASH or have little variances in color or what not.

Yes, there are often several explanations for a particular program quirk,
and the last thing that would come to mind is a failure of the CPU. This
is why it took me so long to find out what was really going on. Most of
the time was spent trying to find non-existant bugs in my code.

I'd venture that everyone who has used the 8 bit has seen an instance of
this problem, but didn't realize it.

John Harris - jharris@cup.portal.com

2503. Atari 7800 carts for sale - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 01:08:39 UTC
From: Rob-G@cup.portal.com
Message-ID: <85665@cup.portal.com>
Source record: 106010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Attention Atari 7800 collectors!

I have access to a limited number of the following Atari 7800 video game cartridges. These are NEW, in the box, in the shrinkwrap, with manuals. I can sell these for $5 each plus $1 per cartridge for shipping. Please send me Email if interested!

Pole Position II
Jinks
Choplifter
Robotron: 2084
Crossbow
Hat Trick (hockey)
Food Fight
Asteroids
Ballblazer

2504. Re: Atari 7800 carts for sale - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 07:07:35 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <cNLT7B4w165w@cybernet.cse.fau.edu>
Source record: 106012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Rob-G@cup.portal.com (Robert - Glover) writes:

> Attention Atari 7800 collectors!
>
> I have access to a limited number of the following Atari 7800 video game
> cartridges. These are NEW, in the box, in the shrinkwrap, with manuals.
> I can sell these for $5 each plus $1 per cartridge for shipping. Please
> send me Email if interested!
>
> Pole Position II
> Jinks
> Choplifter
> Robotron: 2084
> Crossbow
> Hat Trick (hockey)
> Food Fight
> Asteroids
> Ballblazer
>

Are you willing to throw in the 7800 as well?
Grin...

2505. Re: Copy protection woes

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 11:53:40 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <228p84$2ue@usenet.INS.CWRU.Edu>
Source record: 106013

Wants to know how to get Rescue on Fractalus to load with his
Indus drive.
Only suggestion I would have is get Chipmunk or Black Patch
and make a backup of the disk. I don't know where you would get
Chipmunk, or if it has RoF on it. Black Patch is from CSS and
I don't know if it has RoF on it.

2506. Re: The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 14:12:50 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2291d2$m6k@msuinfo.cl.msu.edu>
Source record: 106014

kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

>But it would be construed as a pirating device by purist, and rightly so.
>Sure everyone that uses the game off the disk must own a PILL or SUPER PILL,
>but not everyone has to own the original game/application/whatever. Once
>you have written it to the disk, you could sell the game cartridge or give
>it back to it's rightful owner and you now have an unauthorized copy of
>the game that you can play to your hearts content.

So, then... Guilty until proven innocent, right? Simply becuase one
has in his possession the tools of piracy doesn't make that person a
pirate.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2507. Transparent Banking

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-17 15:19:53 UTC
From: G44@delphi.com
Message-ID: <01H0NB3ZHZAQ8ZEA1H@delphi.com>
Source record: 106015

Transparent banking means not having to press Start B or anything.
It will automatically distribute the text into the banks and also scroll through the banks without
you even knowing that banks are being used.
Paperclip, I hear, stores every line as a string which is kinda wasteful, but
still, it is the only WP of its kind I know of, and the technique is a
desirable one to employ on upgraded machines.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2508. Re: The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 00:28:41 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <85738@cup.portal.com>
Source record: 106016

I think Kit was responding to this.

From article <9307151916.AA13961@smithkline.com>, by Ben Poehland:
> Because you need the special cart to run the games, it is NOT a pirating
> device. You can copy PILL games & give them to someone else, but they
> can't run them unless they also have a PILL.

If you distribute the software, it's piracy. I can't believe Ben
doesn't realize this. Why would you be giving copies
of games to people who can't run them? And what if they buy a Pill?

(Anyway, it would seem possible to alter a 'Pill game' so it
doesn't require the Pill.. isn't it?)

I won't accuse anyone of anything. The Pill does have it's uses;
physical problems make cart switching difficult for some. And menu
operations are nice to have.

Jeff_M_Lodoen@cup.portal.com

2509. FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 01:33:39 UTC
From: syzygy@eskimo.com
Message-ID: <CAC6w5.AoC@eskimo.com>
Source record: 106018

OK, I realize I'm probably the millionth person to ask this, but is there a FAQ list for the Atari 8 bit? What about FTP sites? I recently dug out my old 800 and would be interested in any information about it. I'd like to see what I can make it do. Software would be neat, but I only have a tape drive and no way to get information on to the Atari other than typing it in (that I know of) so I guess I'm mostly looking for text files with neat information about programming, building add-ons, etc.

Actually, is there an easy way to use the peripheral port or joystick ports to transmit and receive information? How hard would it be to build a serial interface to my PC? Do I need to pay money and see if I can locate an 850 RS232 interface, or can I just rig something myself? I only have Atari BASIC and no real knowledge of assembly/machine language programming, though I'd like to learn it and I think the relative simplicity of the Atari would be a good place to start.

Thanks in advance...

P.S. Anyone want to sell me an Atari disk drive for cheap?

--

____
/___ _/ __ syzygy@eskimo.com (Chad Beeder)
//_//_ /_/ /_/ /_/ "And everything under the sun is in tune,
_____/__/_____/___/___/ but the sun is eclipsed by the moon."

2510. Re: The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 03:12:24 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.742965144@pv0a27.vincent.iastate.edu>
Source record: 106017

In <85738@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:

>I think Kit was responding to this.

>From article <9307151916.AA13961@smithkline.com>, by Ben Poehland:
>> Because you need the special cart to run the games, it is NOT a pirating
>> device. You can copy PILL games & give them to someone else, but they
>> can't run them unless they also have a PILL.

>If you distribute the software, it's piracy. I can't believe Ben
>doesn't realize this. Why would you be giving copies
>of games to people who can't run them? And what if they buy a Pill?

>(Anyway, it would seem possible to alter a 'Pill game' so it
> doesn't require the Pill.. isn't it?)

You can do the same thing without the Pill. The copy the Pill
makes is just a raw dump of the cartridge ROM. It just write
protects the RAM in the cart address space, since the protection
used on cartridges writes to the cart space to see if its in
ROM or RAM. Its also fairly simple to replace the MMU PLA to
do the same thing as the PILL.

>I won't accuse anyone of anything. The Pill does have it's uses;
>physical problems make cart switching difficult for some. And menu
>operations are nice to have.

I personnally don't like where the cart slot is on the 130XE,
but you still have to put the PILL in to play the games.
--
Todd Greenfield
tgreen@iastate.edu
--
Todd Greenfield
tgreen@iastate.edu

2511. Re: 6502 "bug" or "quirk"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 03:59:56 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <Lm8u7B1w165w@TheRat.Kludge.COM>
Source record: 106019

G44@delphi.com writes:

> Okay, what I want to know is, is it a BUG or a QUIRK.
> Is it something that screws up programs left and right, or is it something
IMHO: a bug is a bug is a bug. Now that it's been pointed out to mem I
can do little more then 'wish' it wasn't there, but it really seem to be
real.
You'll probably get a couple of answers, but here's mine.
I've been programming in M/L for about 16 years & have never used that
type of control structure so for 99% of what you write it could be
avoided with just a change of style. *BUT* I've never written a monitor
or debugger where that type of control is used EVERYWHERE. All those
single step commands in the ED/ASM or MAC/65 or Omnimon or etcetera use a
BRK instruction to regain control of the the program. Ergo for some
people it's indespensable.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2512. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 05:14:16 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CACH7s.9wG@cs.uiuc.edu>
Source record: 106020

In article <CAC6w5.AoC@eskimo.com>, syzygy@eskimo.com (Chad Beeder) writes:
|> Actually, is there an easy way to use the peripheral port or joystick
|> ports to transmit and receive information? How hard would it be to build
|> a serial interface to my PC? Do I need to pay money and see if I can
|> locate an 850 RS232 interface, or can I just rig something myself? I only
|> have Atari BASIC and no real knowledge of assembly/machine language
|> programming, though I'd like to learn it and I think the
|> relative simplicity of the Atari would be a good place to start.

I haven't used an 800 in years, I stupidly sold it :-(, so I don't know what serial interfaces are around. I bet there are smaller, simpler, RS232 interfaces available, and you'll probably learn about those.

But, if you are interested in hardware & low-level software hacking, making a working serial interface shouldn't be too hard. If I remember correctly, you can use the joystick ports as a poor man's parallel interface. If so, you should be able to easily get 8 bits of data and some control lines coming out there.

At this point, you need to interface these signals to RS232 serial. There are two things you need: the standard serial handshaking (start, stop, data bits) at the right speed, and the right voltage level (usually +- 12 V). You'll want to use some level conversion hardware for the second part. As far as the protocol is concerned, you might be able to fake this is software for slow baud rates. The better solution would be to get a simple parallel/serial transceiver (UART) to convert 8 bits of parallel data to a serial stream. Simple UARTs are fun, and dirt cheap. I recommend a 6402.

My guess is the hardware would cost about $10 or $15. If you want to pursue the hacker approach, feel free to send me email and I can try to answer your questions...

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2513. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 06:25:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85766@cup.portal.com>
Source record: 106021

I second John Harris' request for a repost of the "6502 programming quirks" posting from 9/87! I somehow managed to miss it, although I THINK I was here then. Oh well, maybe I wasn't quite here yet...

Thanks in advance,

Chris Chiesa
PS - phbill, I'll post the article and example programs about that Antic mode-change if and when I can find them. As for how-to-change-the-mode, are you familiar with POKE 623,<number> ? 623 is GPRIOR, a RAM shadow for location 53275 decimal ($D01B hex), so to do the "equivalent of POKE 623 in a DLI" you would stuff values into $D01B ...

2514. Re: I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 06:27:28 UTC
From: rhd@vpnet.chi.il.us
Message-ID: <1993Jul18.062728.15813@vpnet.chi.il.us>
Source record: 106036

They are giving away old 8-bit manuals, but that's it. When I saw the flyer in my mailbox last week I had to think for a second to remember who they were! Didn't know they were still in business. Haven't heard from them in years....

2515. Re: Mule for PCs

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 16:43:58 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZZ7V7B2w165w@cyberden.sf.ca.us>
Source record: 106031

vparada@inf.utfsm.cl (Victor Parada G.) writes:

>
> I think this is the only use for that stupid key (as the HELP key in 8bit's)
>

HEY! Sin<e when is the [HELP] key stupid? It's just not IMPLEMENTED!
The most likely reason - 400/800 @ompatibility... but then there are
things like SpartaDOS 3.2, TurboBASI@ XL, Qui<k, and on and on.. these
are all "XL/XE required!" programs (and programs written in TBXL are
XL/XE dependant, as are most/many/all? Qui<k programs). Guess what? The
only systems (that stupid ol' I know of) that DONT have [HELP] keys are
the non-XL/XE's!

I've on o<<asion used the [HELP] key in my programs, but I opted not to
for a while (ba<k when I knew nothing) when I thought only the funky
little 1200xl's had them (along with the [F#]un<tion keys).

Anyways... pressing [HELP] for help makes a lot more sense then [^O],
like you already do in Qui<k! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2516. Re: AC Database (Used to be: Micromiser)

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 16:50:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <gB8V7B3w165w@cyberden.sf.ca.us>
Source record: 106032

Ben Poehland wrote:

[A bun<h of stuff about "Johnny-<ome-latlies", TurboFile, et<.]

As my friends would say:

You GO, boy!

:)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2517. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 17:35:26 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85786@cup.portal.com>
Source record: 106022

Chad Beeder (syzygy@exkimo.com) writes:

>...is there a FAQ list for the Atari 8 bit?

Yes. It's posted here on a regular basis. Watch for it.

>What about FTP sites?

The official Atari 8-bit archive site is atari.archive.umich.edu. You want the Atari/8bit directory, of course. I believe this site is mirrored somewhere, but can't remember where. Anyone?

>I recently dug out my old 800 and would be interested in any information
>about it. I'd like to see what I can make it do.

You've made a good start, hooking up with this newsgroup: welcome aboard! I suggest you send $25 to Ben Poehland (whose address(es) appear/appeared in a posting just a few slots before this one) for a year's subscription to Atari Classics, _the_ remaining Atari 8-bit publication. I think you'll be amazed at what the ol' Atari 8-bit can do; I never put my Atari in a closet and am STILL amazed by the current crop of wonders.

>Software would be neat, but I only have a
>tape drive and no way to get information on to the Atari other than
>typing it in (that I know of) so I guess I'm mostly looking for text files
>with neat information about programming, building add-ons, etc.
>Actually, is there an easy way to use the peripheral port or joystick
>ports to transmit and receive information?

Oooh... that's a a bottleneck all right. Cheap solutions w/o building things might be:
- a disk drive; Atari disk drives are dirt cheap these days; someone recently posted here about getting a computer and two 1050's for $5! Couldn't you just DIE???
- an Atari SX212 modem; can be plugged right into the SIO daisy chain w/o additional hardware a la the Atari 850. Drawback: requires a special handler to be loaded into the computer. You'd have to either get the handler onto a tape, or get a disk drive and get the handler on a disk...
- get people from this newsgroup who still have tape drives (I have one, but it's been years since I operated it and I don't know if it still works) to mail you tapes with stuff on it.

There's at least one third-party commercial product (is it the P:R Connection, gang?) that uses the joystick ports to drive a modem, but again you'd need to get the driver and some way to load it in...

>How hard would it be to build a serial interface to my PC?

It's been done! There's a project called SIO2PC that does EXACTLY what you want: makes a PC emulate an Atari SIO-connected disk drive. You can even boot off it. There are some text files etc. on the Atari Archive FTP site.

>Do I need to
>pay money and see if I can locate an 850 RS232 interface, or can I just
>rig something myself?

There are still a number of vendors selling Atari 8-bit stuff, and I believe 850's ought to be fairly cheap these days... A vendor list gets posted here about as often as the FAQ, or you could post a request for the maintainer to mail it directly to you.

>I only
>have Atari BASIC and no real knowledge of assembly/machine language
>programming, though I'd like to learn it and I think the
>relative simplicity of the Atari would be a good place to start.

I agree. After years of VAX/VMS, Unix, and Amiga, I still love the Atari 8-bit because it is both FLEXIBLE and POWERFUL, while still being of a size and scope that a single individual can understand the ENTIRE SYSTEM. Try saying that about any other computer!

>Thanks in advance...
>
>P.S. Anyone want to sell me an Atari disk drive for cheap?

Where are you? Hit the garage sales, Swap Sheets (local buy/sell/trade newspapers), Goodwill stores, thrift stores, in addition to this newsgroup...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2518. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 19:02:42 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <8eDw7B2w165w@cybernet.cse.fau.edu>
Source record: 106023

David James Alexander Hanley <U34465@uicvm.uic.edu> writes:

> I too, am interested in making an emulator for the atari 8-bit. Since an
> emulator for the 6502 is available, all we need to do is simulate the hardwar
> Perhaps we could make it a group project. One person or team of persons for
> each chip. I imagine processing display lists is real time in software will
> be hard. Than again, most of these screens were only 8k or so.
> So mabye not.
>

Someone has done this on ST line of Atari computers (His name
eludes me at the moment) The sound capabilities of the 8-bit far exceed
the standard PC (Even a '486 I might add - Even if you did square wave
oscillations by cycling frequencies very quickly you still couldn't
approximate the 8-bits true sine wave generation) The standard PC is
woefully inadequate for Multimedia unless you purchase additional sound
cards and accelerator video boards to speed up the graphics. On another
note, the graphics on a PC are generated by using bit planes and the
Atari relies on synchronizing its graphics with the CPUs clock. In add-
ition, there would be no easy way to emulate/simulate player missile
graphics on a PC. There are many variances of luminance and hue which
even the PC could not approximate (granted, this is low-res but still
it has a very advanced graphics capability even by todays standards)
You would need to have experts in both the CTIA/GTIA/ANTIC and SVGA,
POKEY and Soundblaster/AdLib. Assuming you could get a motley group
like this together, they would spend an inordinate amount of time
designing (or using) special cards/chips to produce this emulator.
The truth is, the Ataris design is distributed to offload as much as
possible to dedicated chips. Something the multimedia pundits fail
to point out is that very few PCs come with this capability built in.
(VL-Bus might be an exception though) It's something that the old 8-bit
Atari has had for 15 years now (and the PCs are catching up/passing
just recently)

Jerolim Supe'
jsupe@cybernet.cse.fau.edu
CSE Major
Florida Atlantic University
Boca Raton, Florida

2519. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 19:41:29 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <u8ew7B1w165w@TheRat.Kludge.COM>
Source record: 106026

Some of my 'stuff' has made it around for hacking a joystick. It's a lot cheaper then $10 or $15, more like $3. My E-mail to Victor on the topic got truncated. If nobody minds I could dump it to comp.sys again.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2520. WANTED: Disk Drives (Cheap & Good)

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 20:02:58 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CADMCy.9LM@cs.uiuc.edu>
Source record: 106024

In a previous article, Chris Chiesa writes "Atari disk drives are dirt cheap these days".

I haven't been regularly reading this group, but if that is true, I want to buy some! I ham looking for 810, 1050, or Indus drives primarily --- and the drives need to be in excellent working condition.

So, if you have old Atari equipment sitting around that you would want to turn into liquid assets, send me some email to totty@cs.uiuc.edu!

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2521. Hyper E: ...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 23:19:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <742977451.AA03137@tdkt.kksys.com>
Source record: 106030

Quoting from JOHN D HARRIS to ALL

> >I for one have never heard of the "Hyper E: screen speedup program." Is
> >it part of some larger package?
>
> I'll upload it here. It can speed up text drawing by 200%. It makes a
> huge difference in the editor I wrote.
>

I have an older version of Hyper E: and really enjoy using it, except
that it does not work with SDX due to SDX's special devices. Would it be
possible to have a version for SDX or does the new version handle it?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "It's been Monday all week." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2522. Ansiterm...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-18 23:33:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <742977451.AA03138@tdkt.kksys.com>
Source record: 106029

Quoting from DAWN SCOTTING to ALL

> programme for the 8-bit, unfortunately the copy I/we have only does 1200
> baud and the Ansi bbs that we want access to doesn't accept anything
> under 2400. It's one of those boards where you can't turn the Ansi
> characters off hence extremely hard to read!

Just curious Dawn, but what version of AnsiTerm do you have? Is
it one of the beta versions or 1.0?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "One if by LAN, two if by C" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2523. Hooking up 1.44 meg drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 03:17:21 UTC
From: aj227@yfn.ysu.edu
Message-ID: <22d3o1$9er@news.ysu.edu>
Source record: 106025

I was just curious to know what the best method of hooking up a 1.44 3.5inch drive to an Atari 800xl? Thanks for any info.
--

2524. Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 05:56:38 UTC
From: ScottM@cup.portal.com
Message-ID: <85827@cup.portal.com>
Source record: 106028

Anybody know where copies of "The Hacker's Treasure Chest" (book/disk),
and "Atari Protection Techniques" (book/disk) can be had?

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2525. 850/MIO question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 06:04:17 UTC
From: eaeg254@orion.oac.uci.edu
Message-ID: <eaeg254.743061688@orion.oac.uci.edu>
Source record: 106027

Hi all.

I have both an 850 and an MIO. What I'd like to know is whether there's any reason to keep the 850. One user needed one, and both the 850 and MIO are currently collecting dust....Also, what's the going rate for an 850?

One other dumb question....what's the difference between "Summary" and "Subject" in the newsgroups? And, which one is used when nn is giving a short blurb about the messages available (the message selection thinger when one is in a newsgroup)...

Hasta,
Matt Koundakjian (eaeg254@orion.oac.uci.edu)

2526. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 11:43:23 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jul19.114323.7496@iplmail.orl.mmc.com>
Source record: 106033

There was an attempt in one of the video games groups to organize an effort to produce an Atari 2600 emulator for the PC (to run carts that were somehow downloaded to disk). Besides the obvious copyright issues involved in doing this, they quickly found out, as they dug deeper into the problems, that even the limited hardware of the 2600 would be very challenging to completely emulate in software on the PC. The 8-bit would probably be even more difficult to emulate.

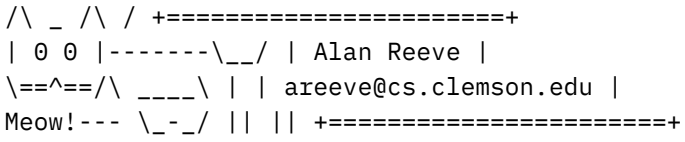
Larry Richardson

2527. Re: The PILL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 12:50:35 UTC
From: areeve@sutekh.cs.clemson.edu
Message-ID: <1993Jul19.125035.14193@hubcap.clemson.edu>
Source record: 106035

>Because you need the special cart to run the games, it is NOT a pirating device.You can copy PILL games & give them to someone else, but they can't run them
>unless they also have a PILL.
>
>I haver one myself but find it frustrating to use, it's like those other cart-
>copying schemes where you have to lift up the special device from the slot at
>some point in the copy process, just a little to clear one foil. I could never
>master the technique. I think Alpha Systems made a similar device, forget what
>theirs was called.
>

It certainly becomes a pirating device when someone elects to just buy the
Pill and borrow cartridges from friends...



2528. Re: Hooking up 1.44 meg drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 13:18:40 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22e6vg$com@usenet.INS.CWRU.Edu>
Source record: 106034

In a previous article, aj227@yfn.ysu.edu (Matthew A. Topinka) says:

>
>I was just curious to know what the best method of hooking up a 1.44 3.5inch
>drive to an Atari 800xl? Thanks for any info.

If you don't mind spending a fair amount of money you buy a Black Box and a
Floppy Board from Computer Software Services.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2529. Re: Atari WP

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 18:49:47 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul19.184947.14831@dcc.uchile.cl>
Source record: 106037

Hola mundo.

In article <85429@cup.portal.com> ScottM@cup.portal.com
(Scott - Maxwell) writes:
>I finally decided to get a word processor for my 800xl. Which one is the
>best? AtariWriter? Any opinions or suggestions appreciated.
>
>Thanks,
>Scott

Does someone know a word processor that supports international chars,
just like some of the PC's ones?

I don't want to type OPTION-O-some-code to write just a spanish letter.

I've heard abotut a spanish version of PaperClip. Is that true?

Thanks... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2530. Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 19:19:53 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul19.191953.14634@dcc.uchile.cl>
Source record: 106038

Hola mundo.

Yesterday, I saw "Cannonball Run II" on C-TV.
In one scene, one of the runners played a video game in his own car...
it was the 2600 version of PacMan.

Many other movies uses Atari games and animations. I can remember
2600 Basketball from "Airplane" (that's the name? It was translated to
"Y... Donde Esta El Piloto?").

Does someone recognize some other Atari game or screen in 90's movies
or TV series?

Bye... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2531. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 21:42:38 UTC
From: ken@cup.hp.com
Message-ID: <CAFLn3.KB8@cup.hp.com>
Source record: 106039

Chris_F_Chiesa@cup.portal.com wrote:
> I second John Harris' request for a repost of the "6502 programming
> quirks" posting from 9/87! I somehow managed to miss it, although I
> THINK I was here then. Oh well, maybe I wasn't quite here yet...
>
Well, I'll have to type them back in. This was when I was in college, and
the VAX 11/750 I had an account on had limited disk space. Therefore, I
printed many things out and kept them in hard copy format.

> Thanks in advance,
>
Your welcome (assuming I don't forget)
If you don't see a post in the next week, that means I forgot.

Bug me after the first week of August, when I get back from vacation, and
I'll post it then.

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

2532. Atari 7800 carts for sale (NEW!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-19 23:08:45 UTC
From: Rob-G@cup.portal.com
Message-ID: <85872@cup.portal.com>
Source record: 106044

Attention Atari 7800 collectors!

I have access to a limited number of the following Atari 7800 video game cartridges. These are NEW, in the box, in the shrinkwrap, with manuals. I can sell these for $5 each plus $1 per cartridge for shipping, up to $5. Please send me Email if interested!

The number next to the title is how many are left.
Pole Position II - 10
Jinks - 3
Choplifter - 10
Robotron: 2084 - 8
Crossbow - 3 (two not in shrinkwrap)
Hat Trick (hockey) - 2 (No shrinkwrap)
Food Fight - 1 (No shrinkwrap)
Asteroids - 2 (one not in shrinkwrap)
Ballblazer - 3
Xevious - 1 (No shrinkwrap)

A few of these are no longer in the shrinkwrap, but the package is in good shape, and I have tested the cartidges myself to ensure that they work.

2533. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 01:16:25 UTC
From: btribbl@eis.calstate.edu
Message-ID: <CAFvJD.2yG@eis.calstate.edu>
Source record: 106050

Well, the 2600 Pac-Man sounds are used as "generic video game sounds" in a lot of places... There's also Superman 3, I think Atari did the part where the people are playing the fake Superman game. (Also, the name of the movie is Airplane! with exclamation point =)

--
Bobby Tribble |8')
-=-=-=-=-=-=-=-=-=-=-=-=-
btribbl@eis.calstate.edu

2534. Re: PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 02:08:28 UTC
From: sourada@iastate.edu
Message-ID: <sourada.743134108@vincent1.iastate.edu>
Source record: 106047

It can indeed be done. Here's a general outline of a way to do it:

In the VBI routine:
Process the movements of the virtual players
Map the virtual players onto the real ones (a number of ways exist to do this)
Move the player data into the player memory
Make a (top-down ordered) list for the DLI's to use to change the horizontal position registers (and colors, if you want)
Set up the lines on which DLI's should occur

In the DLI routine:
Figure out which registers to change and change them from the list made up by the VBI

This is obviously simplified, the actual job of coding something like this is not terribly easy. But, it can work.

Later,
Steven Ourada
--
same static accepting stiffled INVERSION alive
Steven Ourada --- sourada@iastate.edu

2535. Re: I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 02:22:53 UTC
From: gt6373b@prism.gatech.EDU
Message-ID: <105581@hydra.gatech.EDU>
Source record: 106046

In article <1993Jul18.062728.15813@vpnet.chi.il.us> rhd@vpnet.chi.il.us (Rich Derr) writes:
>
> They are giving away old 8-bit manuals, but that's it. When I saw the
>flyer in my mailbox last week I had to think for a second to remember who
>they were! Didn't know they were still in business. Haven't heard from
>them in years....

Giving manuals away? Give me details...

--
--- WARNING! ---------- WARNING! ---------- WARNING! ---------- WARNING! ---
Computer Engineering Major: Keep in cool, dry place. Do not expose to
direct sunlight or other humans, except during quarter breaks.
---------- Nelse C. Hansen ------------- gt6373b@prism.gatech.edu ----------

2536. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 02:23:29 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CAFyn5.L95@news.cso.uiuc.edu>
Source record: 106045

Not wanting to start a flame war or anything, but rather just wanted to
quickly respond to a couple of points in your post:

In <8eDw7B2w165w@cybernet.cse.fau.edu> jsupe@cybernet.cse.fau.edu (\) writes:

>David James Alexander Hanley <U34465@uicvm.uic.edu> writes:

>> I too, am interested in making an emulator for the atari 8-bit. Since an
>> emulator for the 6502 is available, all we need to do is simulate the hardwar

>The sound capabilities of the 8-bit far exceed
>the standard PC (Even a '486 I might add - Even if you did square wave
>oscillations by cycling frequencies very quickly you still couldn't
>approximate the 8-bits true sine wave generation)

True enough.

>The standard PC is
>woefully inadequate for Multimedia unless you purchase additional sound
>cards and accelerator video boards to speed up the graphics.

I'll agree with you WRT the sound card (BTW, even the most basic AdLib
sound card supercedes the 8-bit's sound capabilities), but the graphics
don't necessarily need any acceleration to be adequate, especially for
the project under discussion.

>On another
>note, the graphics on a PC are generated by using bit planes and the
>Atari relies on synchronizing its graphics with the CPUs clock.

This in and of itself need not preclude an emulator from working.

>In add-
>ition, there would be no easy way to emulate/simulate player missile
>graphics on a PC.

Au contraire - ever played Commander Keen? The sprite graphics system employed
in that game, though entirely done in software, does everything the 8-bit
PMG system can do and more.

>There are many variances of luminance and hue which
>even the PC could not approximate (granted, this is low-res but still
>it has a very advanced graphics capability even by todays standards)

Again I must disagree. Even a lowly standard VGA can display 256 colors at
once out of a palette of 256,000 - this far exceeds the Atari's color
display capabilities, even the special purpose demos which use DLIs to
display all 256 GTIA colors simultaneously. A VGA card can do it with no

interrupts at all, and with higher resolution.

Furthermore, most PCs today come with SVGA cards, capable of 256 colors in high resolutions (800x600, 1024x768) and also of more bitplanes (e.g. the 32,000 color modes, or the higher end cards with 24 bit color). Emulating the colors would not be a problem in most cases. The PMG system, however, wouild need to be duplicated (and ID Software's sprite system isn't widely available just yet... ;-)

>You would need to have experts in both the CTIA/GTIA/ANTIC and SVGA,
>POKEY and Soundblaster/AdLib.

Very true.

>Assuming you could get a motley group
>like this together, they would spend an inordinate amount of time
>designing (or using) special cards/chips to produce this emulator.

See above - no custom chips required.

>The truth is, the Ataris design is distributed to offload as much as
>possible to dedicated chips.

True, but irrelevant. When you have a 32 bit processor operating at 33+MHz, you have plenty of horsepower to emulate 15 year old custom chips running at 1MHz.

>Something the multimedia pundits fail
>to point out is that very few PCs come with this capability built in.

I think that "very few" is inaccurate these days, but I'm willing to be convinced if you'll kindly cite a reference to the sales data from which you drew that conclusion. ;-)

In short, if anyone out there is interested in developing an 8-bit emulator for PCs, don't be discouraged by posts like this - it really COULD be done. It might take some genetic engineering such as combining a John Harris clone with a Peter Norton clone to produce the ultimate dual-platform programmer for this type of project, however! ;-)

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and not fall off the face of the earth."

2537. In need of info: power supply for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 02:48:22 UTC
From: demoydk@iitmax.iit.edu
Message-ID: <1993Jul20.024822.6405@iitmax.iit.edu>
Source record: 106048

A while ago, I went to one of those stores that carry second hand merchandise (for some charitable cause) and I got an Atari 800XL. I got it real cheap, but the catch was it had no power supply. All it came with is a BASIC cartridge.

Anyone have any idea about the power supply specs (ie voltage, amps, pinouts)?

Any hints/help is greatly appreciated!

Yung Kim
Illinois Institute of Technology
Pritzker Institute of Medical Engineering

2538. Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 02:55:11 UTC
From: demoydk@iitmax.iit.edu
Message-ID: <1993Jul20.025511.7780@iitmax.iit.edu>
Source record: 106049

I just remember from the old days:

I played a maze game, and it was a game of survival. The maze has constantly shifting walls, which makes it difficult (or time consuming) to move where you WANT to go. Its even more difficult with several enemies on the maze who try to kill your player.

Anyone remember this one?

If it helps, I remember it was only available on tape, not cartridge or disk.

Thanks

Yung Kim
Illinois Institute of Technology
Pritzker Institute of Medical Engineering

P.S. Anyone willing to part with their tape recorder for the Atari computers (preferably one that works for 800XL and/or 400)?

2539. Re: 6502 "bug" or "quirk"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 04:51:45 UTC
From: jharris@cup.portal.com
Message-ID: <85914@cup.portal.com>
Source record: 106051

Rick,

>You'll probably get a couple of answers, but here's mine.
>I've been programming in M/L for about 16 years & have never used that
>type of control structure so for 99% of what you write it could be
>avoided with just a change of style.

Just to refresh, it effects more than just the BRK instruction. It effects any IRQs and NMIs if they are used together, without some way of assuring that they doon't occur at the same time. This is not likely to be easy to do in most cases.

Most programs ever written will be subject to this bug. However, skipped interrupts don't necessarily create major problems. Most will either be completely transparent, or such a small and infrequent glitch that it will go unnoticed/uncared.

John Harris - jharris@cup.portal.com

2540. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 04:52:15 UTC
From: jharris@cup.portal.com
Message-ID: <85915@cup.portal.com>
Source record: 106052

>Ok... I wanna know HOW to <hange the modes... the first (and only!) time
>I <ame a<ross this was when I saw the OUR5oft demo. I WANt THOSE
>ISSUES OF ANTI@!!!!!!!!

I finally got a chance to see the OUR5OFT demo. It didn't run clean on my machine for some reason, but it did show that they were using the same method I described for getting mixed modes on a scan line. It's just a matter of changing GPRIOR into a GTIA mode, and then back to zero. Why the ANTIC chip pops into mode $E because of this, is probably a bug. (or quirk) :-) By definition, it should have returned to mode $F, which is what I was trying to get it to do when I stumbled upon this trick ny accident.

>And re: Hyper E:, it's just a little (just over 1k) repla<ement handler
>for the OS E: driver. I've had problems with the one I use, so I dont
>use it too mu<h (1) some programs timing is handled partly by the amount
>of time s<reen display takes... 2) some programs don't work with it (at
>least I'm guessing some wouldn't..?) 3) it has a bug (the version I
>have) with ES@ape <odes.)

Check and see if the verion number printed on your Hyper E: is '1.2JH'. If not, you don't have the latest version, and that one does have some compatability problems. To address your questions,

Only $90 bytes remain installed in Hyper E:.
1) Nothing can be done for the timing, except, slow it down. :-)
2) I haven't found any programs that don't work. I sent it to Tom Hunt right after I modified it, and he said every program that failed on the previous Hyper E:, worked with the new version.
3) Mine prints Esc codes okay, unless I don't understand what you mean.

>Not only does it do this 3-mode/line tri<k, but it also displays 24
>player/missles on the s<reen (oops... 25 hehe 8 3-<olor'ds plus 1
>single-<olored) ...

There's never more than 2 double players per line, so there's nothing that exotic here. Although, if they have a really nice managment routine for doing this -- that could have general purpose use, I'd like to see that.

John Harris - jharris@cup.portal.com

2541. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 04:52:25 UTC
From: jharris@cup.portal.com
Message-ID: <85916@cup.portal.com>
Source record: 106053

I haven't gotten any responses about the morals/legality of distributing some of the development tools I have. Again, these were originally in house tools for Synapse, which I picked up from them while I was working on projects with them. They have extensive mods done by me, but of course still contain much of their original code. One of the programs displays 'Synapse Confidential' on the main screen. To the best of my knowledge, these programs were never sold to the public, or sold to anyone for that matter. Therefore, where do the distribution rights sit with a product like this?

All right. I'll admit it. I'm a bit surprised that no one has asked to see the partially completed games I have, that were mentioned a little while ago. Perhaps I scared some people off when I suggested someone might want to help finish them. That wasn't a requirement. I would be happy just to get some feedback on them. Perhaps I just didn't give enough info to generate interest, so here goes. One of the games is similar to the arcade game 'Bag Man'. In fact, Synapse was negotiating for the rights to it, but the deal fell through. The game is graphically complete, and runs, but most of the collision detection is not implemented. The other game is a board game called Manuevering. This is playable as a two person game, but the computer strategy is, most likely, a dead-end. The AI routines are probably the most exotic to ever be attempted on an 8 bit machine.

John Harris - jharris@cup.portal.com

2542. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 04:52:35 UTC
From: jharris@cup.portal.com
Message-ID: <85917@cup.portal.com>
Source record: 106054

Here's an interesting set of routines I developed for managing DLI's. It works well for applications where you need to do a lot of manipulation. It works by setting up three tables. One stores which lines have DLIs active. The other two store the colors that get stuffed. All three tables need to have a length equal to the number of scan lines. To use the routines, put the color you want in the A register, the scan line in X, and JSR SETDLI. To remove a DLI, do a JSR CLRDLI with the scan line in X. You can also use an $FF in the A register to set a DLI without setting a specific color. The DLI will then use whatever is already in the color tables. This can be really useful to make lines pop up in a new color, without needing to know the color of the rest of the screen. Do a SETDLI with the desired color on the first line, and a SETDLI with $FF on the last line. Just make sure you use the SETCOL routine to fill the color table with the proper values first. The SETCOL routine uses what I find a convenient way to compute the intensity color as best contrast to the backround. Thus, only one color value needs to be declared.

What the DLI itself does, is look at the VCOUNT register, and compare it with what scan lines are supposed to have a DLI turned on. This is the way I got around having only two line resolution in VCOUNT. The tables allow DLIs to occur on even or odd scan lines, including adjacent lines. When DLIs are adjacent, the interrupt will stay in the routine to update successive lines. It will not exit until the next line has no DLI. SETDLI and CLRDLI automatically maintain the proper setting and clearing of DLI bits in the display list to make this happen.

These routines are set to work on a standard Graphics 8 screen. To work in GR.15, change the byte at SET4F to $3E, and change the DLI to set your desired colors. For any other modes, the changes would be significant, and overkill. The reason this routine exists, is because VCOUNT cannot give single line resolution. For all multi-scanline graphic modes, VCOUNT can point to the exact location. Thus DLITBL would not be needed, and VCOUNT can be used as a direct index, (shifting right if necessary), into color tables.

Anyway, here's the Gr.8 routines:

John Harris - jharris@cup.portal.com

```
;Enter with A=Color, X=Scan line.
;A=FF sets DLI only without setting
;color table.
;
SETDLI CMP #$FF
BEQ NOCOLR
LDY #1
```

```
JSR SETCOL
NOCOLR LDA #$80
STA DLITBL,X
LDA DLITBL+1,X
BEQ NOCLR
INX ;IF DLI ON NXT LN
JSR CD ; WAS SET, IT
DEX ; MUST BE CLEARED
NOCLR LDA DLITBL-1,X ;DO NOT SET IF
BNE NODLI ; PRV LN HAS DLI
SD LDA #$F0
BNE TODLI
;
CLRDLI LDA #0
STA DLITBL,X
LDA DLITBL+1,X ;IF NXT LN HAS A
BEQ CD ; DLI,
INX ; IT MUST BE SET
JSR SD ; SINCE PRV LN NO
DEX ; LONGER DOES IT.
CD LDA #$70
TODLI CPX #1
BCC SETA
BEQ SET4F ;1ST LMS BYTE
INX ;SKIP PAST ADR
INX
CPX #$65
BCC XOK
BEQ SET4F ;2ND LMS
INX
INX
XOK EOR #$40 ;TOGGLE LMS
SET4F EOR #$3F ;WILL TURN $70
SETA STA DLIST+2,X ; TO ANTIC MODE
NODLI RTS
;
;Routine to set color table. Enter
;with A=color, X=Scan line, Y=Height.
;The intensity is computed for best
;contrast with the backround color.
;
SETCOL STA SVCOL2
TYA
STX STOP
CLC
ADC STOP
STA STOP
LDA SVCOL2
AND #$F
CMP #6
```

```
BEQ MAX
LDA #$C
BCC LIGHT
LDA #$0
.HX 2C
MAX LDA #$E
LIGHT STA SVCOL1
SC1 LDA SVCOL1
STA COLOR1,X
LDA SVCOL2
STA COLOR2,X
INX
CPX STOP
BCC SC1
RTS
;
;DLI interrupt routine itself
;
DLI PHA
TXA
PHA
LDA $D40B
ASL A
TAX
LDA DLITBL-$1A,X
BEQ ODD
BMI EVEN
LDA COLOR2-$1A,X
STA $D40A ;XTRA WSYNC FOR
JMP BLNK ;BLNK MODE LINES
CONT STA $D40A
ODD INX
EVEN LDA COLOR2-$1A,X
BLNK STA $D01A
STA $D018
LDA COLOR1-$1A,X
STA $D017
LDA DLITBL-$19,X
BNE CONT
PLA
TAX
PLA
RTI
```

2543. Enchanter

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 05:36:19 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <22g08j$9hd@usenet.INS.CWRU.Edu>
Source record: 105905

I just dug up my old Enchanter disk and it wont boot, appears to have a #
of CRC errors on the first side.... I have checked the back side and it
appears fine...

Could someone out there send me a diskcomm of side 1 or instructions on
how to repair it?

I own the game and have the original disk, so would appriciate any help

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2544. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 06:39:24 UTC
From: jharris@cup.portal.com
Message-ID: <85926@cup.portal.com>
Source record: 105906

> There was an attempt in one of the video games groups to organize an
>effort to produce an Atari 2600 emulator for the PC (to run carts that were
>somehow downloaded to disk). Besides the obvious copyright issues involved in
>doing this, they quickly found out, as they dug deeper into the problems, that
>even the limited hardware of the 2600 would be very challenging to completely
>emulate in software on the PC. The 8-bit would probably be even more
>difficult to emulate.

Actually, I think the 8 bit would be easier. I've seen the emulator code
for the ST, and while it's not real-time, it is a pretty complete
emulation. A fast IBM clone could do an even better job than an 8 MHz ST.
Almost anything can be emulated if you have enough power.

On the 2600 though, it's a bit harder. There's so many aspects of 2600
programming that rely not on what you do, but *when* you do it. It has to
be +/- 0 cycles in many cases. Getting that kind of accuracy, or finding
some substitute, would be a real challenge.

John Harris - jharris@cup.portal.com

2545. Re: Hyper E: ...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 06:39:31 UTC
From: jharris@cup.portal.com
Message-ID: <85927@cup.portal.com>
Source record: 105907

> I have an older version of Hyper E: and really enjoy using it, except
>that it does not work with SDX due to SDX's special devices. Would it be
>possible to have a version for SDX or does the new version handle it?

I don't know what SDX's special devices are. It works with SD 3.2. All I
can say, is to try the new version, and if it doesn't work, let me know
what's wrong.

John Harris - jharris@cup.portal.com

2546. Re: PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 06:39:39 UTC
From: jharris@cup.portal.com
Message-ID: <85928@cup.portal.com>
Source record: 105908

>The comment was made that some games re-use their sprites in order to make
>a limited set appear like more.

It's definately been done in quite a few places. The easiest ones are games like Frogger, where the players never cross each other. But it's still very possible in more complex examples. Virtually every 2600 game has to do this since it only has 2 players available.

You don't have to worry about the player data itself, since the entire screen height is just sitting in memory anyway. You do need DLI's to switch the player locations, but those can be computed from the player positions. It's the kind of stuff that makes programming an 8 bit 'fun'.

On a related note, it's really fascinating to me to look at the progression of the graphic chip set from the 2600, to the 8 bit, to the Amiga. At each step, the new design has addressed the biggest programming challenges of the previous chips. I'll use PMGs for example. In the 2600 you had no DMA, and all the graphic registers had to be stuffed in real time. That's a lot of work. In the 8 bit, you have to move the player data in the up/down direction manually, and as pointed out, it can be a lot of work to generate multiple players. The Amiga chipset gives full X-Y positioning while retaining player size up to the full height of the screen. In addition, they can automatically generate interrupts at the completion of a given object, and automatically be placed at a new X-Y location -- all without any CPU involvement.

John Harris - jharris@cup.portal.com

2547. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 06:39:46 UTC
From: jharris@cup.portal.com
Message-ID: <85929@cup.portal.com>
Source record: 105909

>I just remember from the old days:
>
>I played a maze game, and it was a game of survival. The maze has constantly
>shifting walls, which makes it difficult (or time consuming) to move where
>you WANT to go. Its even more difficult with several enemies on the maze who
>try to kill your player.
>
>Anyone remember this one?

I did a game like this called Chase, but I don't think that's the one, since it only had one enemy. In any case, the game design came from an arcade game, (of the same name I think), in the very early days -- like the Pong and Tank era.

Hmmm, I didn't even think of this one when I came up against Atari and Midway in a lawsuit over Jawbreaker infringing the copyright of Pac-Man. The example I used, in an attempt to show that their maze chase game idea was not unique, was the game Head-On. A car in a rectangular maze, eating dots, being chased by computer controlled enemies. It's really pretty close.

If any of you have seen the Jawbreaker version that has a plain rectangular maze, what you've seen was the court 'prop' that I used to show a game in between Head-On and Pac-Man. It was never supposed to be shipped, and it was an accident that it got out. The third Jawbreaker maze was an attempt to cover that up, since On-Line had already announced the new version with the dual tunnels. Oh well...

John Harris - jharris@cup.portal.com - Pac-Who?

2548. 1st-Word to PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 09:06:55 UTC
From: billen@VNWZ00.UNI-MUENSTER.DE
Message-ID: <22gcjf$1ddb@obelix.uni-muenster.de>
Source record: 105910

Hi there!

I really like my Atari, but I'm using a very stupid Text-Processor: 1st-Word+. It's really to slow to edit and print a Text of 200 pages or more. Now I'm looking for a converter for my 1st-Word Files to a PC-Format (Word, WordPerfect etc.) or even LaTeX (this would be the best!). Does anybody know such a program? The only thing I found on FTP-Servers was 1stw2ps, a converter to PostScript. This is fine for printing, but not for editing.

Thank's in forward!
Elmar Billen, Muenster, Germany.

E-Mail: billen@uni-muenster.de

2549. Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 12:13:21 UTC
From: eric@ntsc-rd.navy.mil
Message-ID: <9307201213.AA07875@deepthought.cs.utexas.edu>
Source record: 105911

Victor Parada G. (VPARADA@UTFSM.BITNET) writes:

>Yesterday, I saw "Cannonball Run II" on C-TV.
>In one scene, one of the runners played a video game in his own car...
>it was the 2600 version of PacMan.
>
>Many other movies uses Atari games and animations. I can remember
>2600 Basketball from "Airplane" (that's the name? It was translated to
>"Y... Donde Esta El Piloto?").
>
>Does someone recognize some other Atari game or screen in 90's movies
>or TV series?

I know that I saw Atari Computer Basketball in some movie once, but I can't remember which one. Also, some movie ended with the "The End" screen from the arcade version of Missile Command.
On a related topic, the first song on one of the Cars albums has sound effects from Missile Command at the beginning (again, I can't remember off hand which album or song it was, but it was one of their earlier ones). Since the sound effects for the arcade version and the computer version were _exactly_ the same, I don't know which one they brought into the studio for recording. I wonder if Atari asked for royalties :-) I either read or heard that the arcade version of Missile Command used the POKEY chip for its sound effects. Can anyone confirm this?

Eric Anschuetz | Two wrongs don't make a right,
eric@ntsc-rd.navy.mil | but three lefts do

2550. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 13:21:42 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <CAGt47.B27@sunblossom.ge.com>
Source record: 105918

This is the second post to the same subject I have seen, and I'm surprised nobody has pointed the following out: the Atari (i.e. POKEY) does not do true sine-wave generation! In my memory, most of the sounds it makes are merely modulated square waves (controlled frequency and amplitude, as well as pseudo-random sequences). Only by using the "volume-only" modes can you approximate sine waves, and that with only 4-bits per sample (ugh)! Am I missing something?

--
Jeff Potter
...potter@sunny.dab.ge.com
...74030.2020@compuserve.com
...JDPOTTER@genie.geis.com

2551. Re: I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 13:38:30 UTC
From: gruber@austin.ibm.com
Message-ID: <CAGtw7.3772@austin.ibm.com>
Source record: 105913

In article <1993Jul18.062728.15813@vpnet.chi.il.us>, rhd@vpnet.chi.il.us (Rich Derr) writes:
> They are giving away old 8-bit manuals, but that's it. When I saw the
> flyer in my mailbox last week I had to think for a second to remember who
> they were! Didn't know they were still in business. Haven't heard from
> them in years....
>

What's their address ?

Thanks,

Scott

2552. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 14:03:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22gtuk$2nu@usenet.INS.CWRU.Edu>
Source record: 105912

In a previous article, jharris@cup.portal.com (John D Harris) says:

>I haven't gotten any responses about the morals/legality of distributing
>some of the development tools I have. Again, these were originally in
>house tools for Synapse, which I picked up from them while I was working on
>projects with them. They have extensive mods done by me, but of course
>still contain much of their original code. One of the programs displays
>'Synapse Confidential' on the main screen. To the best of my knowledge,
>these programs were never sold to the public, or sold to anyone for that
>matter. Therefore, where do the distribution rights sit with a product
>like this?

Well, Synapse later became part of Broderbund, which I assume is still out
there. So ideally I think you'd like to get yourself a little statement
from Broderbund saying that they don't care about their 8-bit Atari Synapse
software copyrights anymore.

Probably a large bother, but I think that'd be the legal way to go.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2553. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 14:41:58 UTC
From: tony@hpqtdla.sqf.hp.com
Message-ID: <CAGwtz.GDo@hpqmoea.sqf.hp.com>
Source record: 105914

: Victor Parada G. (VPARADA@UTFSM.BITNET) writes:
:
: >Yesterday, I saw "Cannonball Run II" on C-TV.
: >In one scene, one of the runners played a video game in his own car...
: >it was the 2600 version of PacMan.
: >
: >Many other movies uses Atari games and animations. I can remember
: >2600 Basketball from "Airplane" (that's the name? It was translated to
: >"Y... Donde Esta El Piloto?").
: >
: >Does someone recognize some other Atari game or screen in 90's movies
: >or TV series?

The arcade version of "Missile Command" (which I always thought was a
Williams game, was it not?) appears in "Terminator 2" - the giveaway
being the well known "THE END" screen....

Also, throughout the 80s, Atari got plenty of product placement opportunities.
Notable ones were in D.A.R.Y.L. (some niftily speeded up shots of "Pole
Position", running on an 800XL).

There was also a line in "The Goonies" :
"1492. Is that a year?"
"No, it's your high score on Pole Position!" (a slur indeed !!!)

Not forgetting their most famous placement of all - the enormous neon Atari
logo in "Blade Runner".

Eric Anschuetz (eric@ntsc-rd.navy.mil) wrote:

: On a related topic, the first song on one of the Cars albums has sound
: effects from Missile Command at the beginning (again, I can't remember off
: hand which album or song it was, but it was one of their earlier ones). Since
: the sound effects for the arcade version and the computer version were
: _exactly_ the same, I don't know which one they brought into the studio for
: recording. I wonder if Atari asked for royalties :-) I either read or heard
: that the arcade version of Missile Command used the POKEY chip for its sound
: effects. Can anyone confirm this?

This sort of thing is becoming increasingly popular. The track "Numb" on the
latest U2 album, "Zooropa", has an "Arcade Sounds : Brian Eno" credit....
They sound very "Space Invaders" like....

Cheers.

Tony.

2554. Re: PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 16:49:42 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <22h7n6$88j@constellation.ecn.uoknor.edu>
Source record: 105915

Ah, nothing like good ol' technical discussions about the 8bit!

With regard to getting more than 4 players out of your Atari 8bit,
Steven D Ourada (sourada@iastate.edu) wrote:
: It can indeed be done. Here's a general outline of a way to do it:
[deleted]

At one point in my life, I thought about writing a generalized
version of a multiple-player DLI/VBI routine like this, but never
came up with a satisfactory resoluton of what, exactly, to do
when you want, say, 8 of your "virtual sprites" on the same
horizontal line.

You may notice on Joust (and on Ms. Pac Man, if I'm not mistaken)
that in those rare instances when you can cause more than 4 (or
2, if they're multicolored) virtual sprites to appear in the same
horizontal band, horrendous flickering occurs. I presume that the
VBI in that case decides to devote alternate screen refreshes to
alternate players. Now that I think about it, it wouldn't be THAT
hard to write a generalized routine to handle multiple virtual
sprites. If only I had the time....

Norman

2555. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 16:57:16 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <22h85c$8rl@constellation.ecn.uoknor.edu>
Source record: 105916

Tony McAlinden Student QTDRD (tony@hpqtdla.sqf.hp.com) wrote:

: Also, throughout the 80s, Atari got plenty of product placement opportunities.
: Notable ones were in D.A.R.Y.L. (some niftily speeded up shots of "Pole
: Position", running on an 800XL).

In case anyone cares, you'll notice on this movie that the shots of the
game are (not surprisingly) patched together inconsistently. The kid
playing suddenly jumps from having about 3 seconds left to having about
40 seconds left. (And no, he didn't cross the checkpoint.)

-Norman

2556. Re: In need of info: power supply for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 18:02:29 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <uyZZ7B6w165w@iowegia.dsm.ia.us>
Source record: 105929

demoydk@iitmax.iit.edu (Yung D. Kim) writes:

> A while ago, I went to one of those stores that carry second hand merchandise
> (for some charitable cause) and I got an Atari 800XL. I got it real cheap, b
> the catch was it had no power supply. All it came with is a BASIC cartridge.
>
> Anyone have any idea about the power supply specs (ie voltage, amps, pinouts)
>
> Any hints/help is greatly appreciated!
>
> Yung Kim
> Illinois Institute of Technology
> Pritzker Institute of Medical Engineering
>

It is a 5V supply, about 3 amps- so get a switching
regulator that can deliver 5 amps. Three pins are for +5 and
three pins are for ground. I don't remember which pins are which,
just that they oppose each other. Take the cover off and check.
Find the processor, pin 40 should show continuity to the plus side
of the power jack. The rest is academic.............sq

(radio shack sells the plug you need- anyone carries switching
regulated 5V power supplies. Anyone EXCEPT radio shack....)

2557. Atari hardware forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 18:40:52 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <22he7k$e3g@usenet.INS.CWRU.Edu>
Source record: 105917

```
Atari 1050 disk driv w/ PS - $50
Atari 850 Interface w/ PS - $60
Percom AT88 SD disk drive $45
Atari 1050 disk drive w/ PS/Orig Box/Dos 3 - $60
Atari 400 - $20
Atari 800 - $45
Atari 800xl (Stereo upgraded) - $65
Casette drive free w/ any hardware you buy, i have too many! :)

Carts:

Name Part # Stat Box Book Overlays Maker
------------------------------------------------------------------------------
Basketball CXL4004 Avail N N N/A Atari Inc
Mountian King ----- Avail N N N/A CBS Software
Frogger II ----- Avail N N N/A Parker Bros
Donkey Kong RX8031 Avail N N N/A Atari Inc
Donkey Kong RX8031 Avail N N N/A Atari Inc
Atari Logo RX8032 Avail N Y N/A Atari Inc
Includes 3 Logo Programming Books/Manuals
Basic CXL4002 Avail N Y N/A Atari Inc
Basic CXL4002 Avail N Y N/A Atari Inc
Pitstop ------ Avail Y Y N/A Epyx
Dig Dug RX8026 Avail N N N/A Atari Inc
Defender CXL4025 Avail N N N/A Atari Inc
Star Raiders CXL4011 Avail N Y N/A Atari Inc
Missle Command CXL4012 Avail N Y N/A Atari Inc
Gorf ------ Avail N N N/A Roklan
Centipede CXL4020 Avail N N N/A Atari Inc
JumboJet Pilot THA12002Avail Y Y N/A Thorn EMI
Submarine
Commander THA12001Avail Y Y N/A Thorn EMI

GT Estate Word Processer Disk/Book
GT Albert E Spreadsheet Disk/Book(2)
GT Data Manager Disk/book
Title Bout Disk/Boxer Disk/book/box
Computer Quarterback Disk/book/box
Starbowl Football Disk/book/box
Star Leauge Baseball Disk/book/box
Summer Games Disk/Book/Box
Magniprint II/Disk/Book/Box
Mail Order Monsters Disk/Book
OS/A+ Disk/Manual
Dos XL Disk/Book/Manual
```

Gauntlet Disk/Book/Box
WarGames Disk/Book
GhostBusters Disk/Book
F-15 Strike Eagle Disk/Book/Box
Tail of Beta Lyrae Disk/Book/Box
Anti-Sub Patrol Disk/Book
Sports Spectacular Disk/Book/Box
AutoDuel Disk(2)/Book/Box
Spycatcher Disk/Book/Box
Racing Destruction Set Disk/Book
World Championship Karate Disk/Book/Box
Beach Head/II/Raid Over Moscow TriplePack Disk(2)/Book/Box
Bruce Lee/Disk/Book/Box
Dogfight/Disk/Book/Box
SoloFlight/Disk/Book/Box
LavaRun/Disk/Book/Box
Armor Assult Disk/Book/Box
The Hula SAGA/Disk/Book
Warlocks Revenge/Disk(2)/Book/Box
Shattered Alliance/Disk/Book
Infiltrator/Disk/Book/Box
Dos 3 Master Disk(25)/Book
Touchdown Football/Disk/Book/Box
Zaxxon/Disk/Book/Box
Timewise Master Diskette/Disk
Cut and Paste w/p disk(2)/Book/Box

Reply via e-mail

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2558. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 21:11:10 UTC
From: potter@sunny0.dab.ge.com
Message-ID: <CAHEun.J0D@sunblossom.ge.com>
Source record: 105930

I have witnessed Darek Mihochka's PC emulation of an Atari 8-bit. He brought it with him on a 386 laptop (!) to the AtariFest in Chicago in '91 (I believe). It ran Atari BASIC, a little slow, but it was working. Apparently he had trouble with Atari allowing him to release their 8-bit ROMs in another product...so I think he tabled development.

--
Jeff Potter
...potter@sunny.dab.ge.com
...74030.2020@compuserve.com
...JDPOTTER@genie.geis.com

2559. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 23:00:41 UTC
From: gbennett@friendly.es.com
Message-ID: <22htep$hp4@cnn.sim.es.com>
Source record: 105920

In article <85926@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes:
> > There was an attempt in one of the video games groups to organize an
> >effort to produce an Atari 2600 emulator for the PC (to run carts that were
> >somehow downloaded to disk). Besides the obvious copyright issues involved in
> >doing this, they quickly found out, as they dug deeper into the problems, that
> >even the limited hardware of the 2600 would be very challenging to completely
> >emulate in software on the PC. The 8-bit woullator code
> for the ST, and while it's not real-time ....
> [STUFF DELETED]
>
>

Apparently Darek Mihoka (creator of the ST 8-bit emulator) began such a project
several years ago, and from what I hear he actually had a working demo. I read
one of his posts a long time ago that when he demoed the software at a pc
convention, nobody really took the project seriously so he abandoned it. I
believe Darek can be contacted via e-mail at darekm@microsoft.COM. Someone may
want to contact him about completing the emulation. BTW, Darek is also the
creator of the Gemulator (the Atari ST emulator for the PC). And no, his
8-bit emulator will not work on the Gemulator :(;however I did hear that he
was going to modify it so it would work :)

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

2560. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-20 23:19:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22hui0$gma@usenet.INS.CWRU.Edu>
Source record: 105919

In a previous article, tony@hpqtdla.sqf.hp.com (Tony McAlinden Student QTDRD) says:

>The arcade version of "Missile Command" (which I always thought was a
>Williams game, was it not?) appears in "Terminator 2" - the giveaway
>being the well known "THE END" screen....

The Missle Command arcade game was definately by Atari...
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2561. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 03:33:42 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85982@cup.portal.com>
Source record: 105921

John Harris (jharris@cup.portal.com) writes:

>I haven't gotten any responses about the morals/legality of distributing
>some of the development tools I have.

Pure greed impels me to open my eyes wide ("Sincerity? I can fake that!"), nod a lot, and say "Why, it's COMPLETELY LEGAL to distribute them, John - go right ahead!" :-) :-) [Note for the humor-impaired: I'm KIDDING. I don't actually know the status of these things, but I'm champing at the bit (yes "champing" is the right word; look it up) to SEE the tools so am hoping-against-hope that they CAN be distributed eventually. C'mon, you who know more about these things; where's it all stand?]

>I'm a bit surprised that no one has asked to
>see the partially completed games I have, that were mentioned a little
>while ago. Perhaps I scared some people off when I suggested someone might
>want to help finish them. That wasn't a requirement. I would be happy
>just to get some feedback on them.

In my particular case, I was so blown away by the mere fact of your appearing here, that it completely escaped me that you offered to share your partially-completed games with us! I'd like to see 'em, myself, and dare I presume to have any kind of skill worthy of adding code to them? (Or, dare I presume that my feeble software development tools will be up to the task? Recent experience suggests otherwise...)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com (no, I've never met John, even though we post from the same Internet host!)

2562. Sega gun -> Atari gun

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 03:45:58 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34401@galaxy.ucr.edu>
Source record: 105922

Back by popular demand!

Sega gun to Atari gun conversion.

From Antic Magazine, August 1988, Vol. 7, num. 4
"First look: Inside the XE Game System: Hardware surprises revealed!"
by Matthew Ratcliff
page 45

To modify the Sega gun for the Atari, you'll have to cut off
the incompatible connector. The wires must be stripped back and soldered
into an Atari joystick connector as follows:

SEGA GUN ATARI JOYSTICK PORT
Blue wire Pin 1 stick FWD
Gray wire Pin 6 trigger
Green wire Pin 7 +5 volts
Black wire Pin 8 Ground

Because of the close fitting connections for the XEGS ports,
don't wire in a DB9 female connector that has "ears". Most joysticks
don't have wires for unused signals, so cutting up an old joystick cable
may not work. Specifically, an Atari joystick does not need the +5 volts,
so there isn't likely to be a wire connected to Pin 7. However, you
can find joystick extension cables at Radio Shack, which have all nine
pins wired from male to female. Antic disclaims responsibility for any
damages that might occur during improper implementation of this, or any,
hardware modification project we publish.

Once it's all hooked up, you'll notice that gun fires when you release
the trigger, which is annoying. The Sega trigger wiring is the opposite
of what the Atari light gun uses. To rewire the trigger switch, remove the
five screws (one is under the Sega logo on the side). Find the trigger
micro-switch with three connections. Wire to the normally closed contacts
instead of normally open.

2563. Analog/Antic magazines for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 03:58:31 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34405@galaxy.ucr.edu>
Source record: 105923

Analog Computing

74 75 50 29 28 27 79 78 77 76 72 24 73 48 51 52 34 33 42 38 45
44 47 46 67 68 64 63 62 61 60 65 66 53 59 69 70 71 58 57 56 55 49

Antic Magazine
Aug. '88 Nov. '88
Dec. '87 Nov. '83
Mar. '87 Jan. '86
Dec. '86 Oct. '84
Oct. '85 Nov. '83
Nov. '86 Mar. '88
Oct. '86 Jul. '88
Feb. '86 Feb. '88
Feb/Mar. '90 Apr. '88
Oct/Nov. '89 May. '88
Apr. '89 Jun. '88
Mar. '89
Feb. '89
Dec. '88
Jan. '89
Sep. '88
Oct. '88

$1.50 each
Shipping depends on number of magazines ordered.

E-mail to: phruby@ucrengr.ucr.edu

--Paul

2564. 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 04:01:48 UTC
From: ScottM@cup.portal.com
Message-ID: <85990@cup.portal.com>
Source record: 105924

Does the 850 need a disk based driver or is it in the interface's ROM?

Thanks in advance,
Scott

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2565. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 04:03:50 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <85991@cup.portal.com>
Source record: 105925

John Harris (jharris@cup.portal.com) writes:

>If any of you have seen the Jawbreaker version that has a plain rectangular
>maze, what you've seen was the court 'prop' that I used to show a game in
>between Head-On and Pac-Man. It was never supposed to be shipped, and it
>was an accident that it got out. The third Jawbreaker maze was an attempt
>to cover that up, since On-Line had already announced the new version with
>the dual tunnels. Oh well...

I've always been somewhat mystified by the various descriptions of Jaw-
breaker, Jawbreaker II, and whatnot, since they never seemed to jibe with
my experience of the game(s) which went by those names on various (let's
face it, pirated) disks I inherited in the process of buying up some
other folks' used Atari systems.

The first "Jawbreaker" game -I- saw, consists of five big horizontal "runs"
separated by walls in which there's a single gap which moves rapidly back
and forth. Four of the five "runs" are occupied by large PMG "smiley faces,"
each a different color, moving back and forth, and each rotating in a dif-
ferent manner (a nice touch,hat I've always thought). The player controls
a movable, continuously-chomping set of teeth that can move horizontally
in the "runs," and vertically from one "run" to another through the gap-in-
the-wall when it goes by. The smileys can travel off the edge of the
screen, but the teeth can't. This sounds almost like the "plain rec-
tangular maze" you may be describing, John, but IS it really? The credits
also say "by Chuckles," is that a pseudonym of yours, or is it someone
else? For what it's worth, this game has never struck me as being par-
ticularly reminiscent of PAC-MAN, and I've always thought Atari should've
gone right to the ultimate judge of game similarity: the people who PLAY
'em. After all, it has always seemed to me that the people who play
the games are VERY sensitive to the similarities and differences between
games which, to the uninitiated, may "look" different or the same re-
spectively. I'd expect a corporate lawyer to be VERY out of touch with
this sort of thing.

The game I know as "Jawbreaker II" on the other hand, is VERY reminis-
cent of PAC-MAN, I'm sorry to say, although JB2's graphics appear to be
somewhat higher-resolution than PAC-MAN's (all of this on the 800 and
800XL, BTW, not, say, the 2600 et al). I'm not all that "hip" to the
details of the individual mazes or levels on PAC-MAN _or_ any game like
it, though, so can't comment on which set of mazes THIS game has.

Also I'm a bit fuzzy still on the exact effect on the public of your
legal confrontation with Atari. I will say that I still remember being
TOTALLY BLOWN AWAY by the PAC-MAN cartridge for the 800, in that it was
far and away superior to the several TRULY LAME versions I'd seen for

the 2600. Looked just like the arcade console as far as I was concerned. I was, and still am, mightily impressed. Can I assume THAT was yours, John? I still can't get beyond about the fourth or fifth maze, even after all these years... :-)

'Tis really great to have you here to reminisce and talk with, John. Hope you hang in here for a good long time. (On a related note, what ever became of Phillip Price, music programmer, who stuck his head in here for a few weeks last winter and then disappeared? I thought he was going to share Antic Music Processor code with us?)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2566. Re: A couple of questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 04:05:20 UTC
From: ScottM@cup.portal.com
Message-ID: <85992@cup.portal.com>
Source record: 105926

>At least I think you need a harware handshaking cable for the high speed.
>My mac went nuts when I tried to hook up my 9600 bps modem to it- using the
>oly modem cable that woked fine for years at 2400 bps. i had to go out and
>buy the NEW h.h. cable- and it works fine now.
>
Only the Mac needs a hardware handshake cable. Had to get one for my
mother's IIci.

>Anyone else have direct experience with the Atari & high speed modems??
>
Not yet. Although I am planning on hooking up my SupraFaxModem v32bis to my
850 as soon as my cable arrives. :-)

> Andrew Diller
> dillera@wam.umd.edu

/==\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\==/

2567. FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 05:35:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <743251490.AA03696@tdkt.kksys.com>
Source record: 105881

On <18 Jul, 11:35>, Chris_F_Chiesa wrote to All :

C> Chad Beeder (syzygy@exkimo.com) writes:
C> >What about FTP sites?
C>
C> The official Atari 8-bit archive site is atari.archive.umich.edu. You want
C> the Atari/8bit directory, of course. I believe this site is mirrored some-
C> where, but can't remember where. Anyone?

Yes, it is mirrored at wuarchive.wustl.edu in, I believe,
mirror/archive.umich or something like that. Mirror sites are also located at
src.doc.ic.ac.uk and archie.au (the Australian archie site). I can't remember
the directories offhand though...

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2568. Kermit65, P:R:Connection & Omnicom...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 05:46:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <743251490.AA03697@tdkt.kksys.com>
Source record: 105880

Well, I still haven't been able to get Kermit65, my P:R:Connection and
2400 bps modem to cooperate. But on the other hand, I have been able to do
Kermit file transfers at 2400 with Omnicom. I've had Omnicom for a while and
forgot about its ability to do Kermit file transfers. So now I can use it, but
I miss Kermit65's flexibility, at least at being able to configure the different
parameters. But, Omnicom will do for now. Whew, not a hardware problem...
-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2569. Thanks for the help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 05:49:08 UTC
From: demoydk@iitmax.iit.edu
Message-ID: <1993Jul21.054908.30506@iitmax.iit.edu>
Source record: 105927

Everyone that gave me advise or offered me the tape player/recorder, thanks. And for the tape deck - I got a deal from a local, so all is cool; thanks guys/gals who offered me.

Oh, is it just rumor (I haven't been on this news group too long) or is the 800XL a "problem child" with quality? Mine seem to work, then didn't. I guess it was DOA when I got it from a 'junk' store - one plus is that I got a BASIC cartridge (replacing the one I lost for the 400).

Anyways, thanks for the help!

Yung Kim
Illinois Institute of Technology
Pritzker Institute of Medical Engineering

2570. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 06:05:24 UTC
From: ken@cup.hp.com
Message-ID: <CAI3L1.6K@cup.hp.com>
Source record: 105928

>Chris_F_Chiesa@cup.portal.com wrote:
> I've always been somewhat mystified by the various descriptions of Jaw-
> breaker, Jawbreaker II, and whatnot, since they never seemed to jibe with
> my experience of the game(s) which went by those names on various (let's
> face it, pirated) disks I inherited in the process of buying up some
> other folks' used Atari systems.

> The first "Jawbreaker" game -I- saw, consists of five big horizontal "runs"
> separated by walls in which there's a single gap which moves rapidly back
> and forth. Four of the five "runs" are occupied by large PMG "smiley faces,"
> each a different color, moving back and forth, and each rotating in a dif-
> ferent manner (a nice touch,hat I've always thought). The player controls
> a movable, continuously-chomping set of teeth that can move horizontally
> in the "runs," and vertically from one "run" to another through the gap-in-
> the-wall when it goes by. The smileys can travel off the edge of the
> screen, but the teeth can't. This sounds almost like the "plain rec-
> tangular maze" you may be describing, John, but IS it really? The credits
> also say "by Chuckles," is that a pseudonym of yours, or is it someone
> else? For what it's worth, this game has never struck me as being par-
> ticularly reminiscent of PAC-MAN, and I've always thought Atari should've
> gone right to the ultimate judge of game similarity: the people who PLAY
> 'em. After all, it has always seemed to me that the people who play
> the games are VERY sensitive to the similarities and differences between
> games which, to the uninitiated, may "look" different or the same re-
> spectively. I'd expect a corporate lawyer to be VERY out of touch with
> this sort of thing.

> The game I know as "Jawbreaker II" on the other hand, is VERY reminis-
> cent of PAC-MAN, I'm sorry to say, although JB2's graphics appear to be
> somewhat higher-resolution than PAC-MAN's (all of this on the 800 and
> 800XL, BTW, not, say, the 2600 et al). I'm not all that "hip" to the
> details of the individual mazes or levels on PAC-MAN _or_ any game like
> it, though, so can't comment on which set of mazes THIS game has.

I'd say you have Jawbreaker II and Jawbreaker mixed up. When my dad got
our 800 my Junior year of high school, I remember driving my moped 20 miles
in 20 degree (Farenheit, not Celsius, this clarification brought about
for those people who live in enlightned, Metric countries:-) weather to buy
a copy of the orignial Jawbreaker. This was followed by MANY months of
entertainment inside a _WARM_ house. :-) It was very much like pac man.

Jawbreaker II is the 5 horizontal rows game. I never played it much.

> Also I'm a bit fuzzy still on the exact effect on the public of your
> legal confrontation with Atari. I will say that I still remember being
> TOTALLY BLOWN AWAY by the PAC-MAN cartridge for the 800, in that it was

> far and away superior to the several TRULY LAME versions I'd seen for
> the 2600. Looked just like the arcade console as far as I was con-
> cerned. I was, and still am, mightily impressed. Can I assume THAT was
> yours, John? I still can't get beyond about the fourth or fifth maze,
> even after all these years... :-)
>
Since Atari made pac man, and John was in a legal battle with them, I'd
say he didn't do pac man. It is an almost exact duplicate clone of the
arcade game, though. However, I think I like Jawbreaker better, because it
moves faster in the earlier levels, and the goons are smarter.

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

2571. FORSALE: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 06:25:11 UTC
From: mat@unh.edu
Message-ID: <MAT.93Jul21062511@metro.unh.edu>
Source record: 105934

I noticed up in the attic that I had a printer just collecting dust.

Atari 1025 printer, I don't have a XIO cable to go with it though.

Make an offer.

Mike
--
```
(o o)
---------------oOO--(_)--OOo----------------------------------------
Mike Thomas | The important thing was that I had
mat@unh.edu | an onion on my belt, which was the
Computer Science Major | style at the time.
University of New Hampshire | -- Grandpa Simpson
```

2572. Re: Anyone know what the PILL is?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 10:23:37 UTC
From: gjs@delcam.co.uk
Message-ID: <GJS.93Jul21112338@dx1.delcam.co.uk>
Source record: 105948

I have seen the other items posted back about this so won't reply on it
but for nostalgia purposes.....

Does anyone remember the Multicart program that did similar things???

It was the heaviest cartridge I ever had..... I use it as a door wedge now!

--
--
Delcam International Plc. | Gary J Sabin
Talbot Way | Principal Software Engineer
Small Heath Business Park | Delcam Development (Data Exchange)
Birmingham | gjs@delcam.co.uk
B10 0HJ | Tel:021-766-5544 (International +44 21-766-5544)
United Kingdom | Fax:021-766-5511 (International +44 21-766-5511)

2573. 1040 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 13:44:18 UTC
From: manf5853@audi.gmi.edu
Message-ID: <manf5853.743262258@audi>
Source record: 105931

I recently unpacked my old Atari 1200XL and 1050 disk drive. Much
to my amazement, about 1/2 of my old disks still worked. I was
quite impressed, since I'd basically tossed the disks in a drawer
and forgot about them. Realizing that the disks that still worked
probably don't have much life on them, I bought some brand new floppies
to transfer the files onto. Only I have one problem. My 1050 doesn't
seem to want to format these disks. Upon further analysis, I've
discovered that I can read from my disks easily, but any attemp
t to write to them usually gives me one of several errors.

Does anyone know why this is or what I can do to fix it, short of
buying a new drive???

Any input would be greatly appreciated,
John

2574. Anyone have an old 800/800XL/1200XL to unload?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 14:58:17 UTC
From: J056600@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93202.28697.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 105932

I'll admit it. I'm feeling *very* nostalgic.

I wish I never sold my old Atari system.

I'm remembering all the times my brothers and I got together a few years back and played all those old Atari games...while the graphics were crude by today's standards, they were very good at the time and remain very playable even to this day. I still have a few of those games, and I'd love to play them again...

Does anyone here have (or know a source for) an old Atari system, including disk drive and power supply, and all necessary cables? I'm looking for either an 800, 800XL or 1200XL plus an 810, 850 or 1050 disk drive (I think those are the right numbers). I'm not sure what these things are selling for these days, though I'd think $100 would be about right. I'd prefer to deal with someone local to the San Jose area, so I wouldn't have to deal with shipping and all that, but that's not an absolute necessity.

As someone who hasn't played M.U.L.E. in years, and misses the cool music in Ultima III, I'm counting on you...

Tim Irvin
****

2575. Re: Anyone have an old 800/800XL/1200XL to unl

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 16:23:14 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <22jqhiINNhv3@west.West.Sun.COM>
Source record: 105933

Try Best Electronics

(408) 643-2950

or stay tuned to this alias. There's stuff up for sale all the time.

2576. Re: Thanks for the help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 17:44:51 UTC
From: J056600@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93202.38691.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 105936

In <1993Jul21.054908.30506@iitmax.iit.edu>, Yung D. Kim writes:

>Everyone that gave me advise or offered me the tape player/recorder, thanks.
>And for the tape deck - I got a deal from a local, so all is cool; thanks
>guys/gals who offered me.

>Oh, is it just rumor (I haven't been on this news group too long) or is the
>800XL a "problem child" with quality? Mine seem to work, then didn't. I
>guess it was DOA when I got it from a 'junk' store - one plus is that I got
>a BASIC cartridge (replacing the one I lost for the 400).

I've heard lots of bad things about the 800XL. I personally had a 1200XL between 1983 and 1985; I never had a single problem with it. I've had no experience with the 800XL. My brother had an 800 which he sold a few years back (so I can't buy it back from him :( ).

Since I'm in the market for another old Atari 8-bit system, I do have a few questions (I'm new here, so if it's on the FAQ, my humble apologies). What's the difference between the 800 and the 800XL? Between the 800XL and the 1200XL? If I remember correctly, the 800 has 48K while the XL series has 64K. What other differences are there?

Second question: disk drives. There's an 810, an 850 and a 1050; that much I know. The 810s are the old ones--that much I know as well. What other differences are there? Do some have larger capacities than others? Are some faster than others? I'd like to make an informed buying decision, and it's been years since I've dabbled in Atari hardware. Thanks for the help!

Again, I apologize if this stuff is in the FAQ.

Tim Irvin
****

2577. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 18:04:34 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <22k0fi$ga6@nz12.rz.uni-karlsruhe.de>
Source record: 105935

In article <85786@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

>>What about FTP sites?
>
>The official Atari 8-bit archive site is atari.archive.umich.edu. You want
>the Atari/8bit directory, of course. I believe this site is mirrored some-
>where, but can't remember where. Anyone?

Another mirror of atari.archive.umich.edu I've used a few times
is wuarchive.wustl.edu. The umich mirrors is supposed to be somewhere in the
mirrors3 directory.

Marek

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2578. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 18:25:38 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <22k1n3$gsq@nz12.rz.uni-karlsruhe.de>
Source record: 105937

In article <CAGwtz.GDo@hpqmoea.sqf.hp.com> tony@hpqtdla.sqf.hp.com (Tony McAlinden Student QTDRD) writes:

>Also, throughout the 80s, Atari got plenty of product placement opportunities.
>Notable ones were in D.A.R.Y.L. (some niftily speeded up shots of "Pole
>Position", running on an 800XL).

Yep, do you know the TV series called "Magnum" (at least it's called this
way in Germany) ? In one of the 1986-1988 episodes, an ATARI 400 played
quite a significant role.

You know, there was a little guy in a hospital with his 400 Classic Atari
who helped Thomas Magnum to login on a companie's computer.
Apparently the screen showing the logon message was faked i.e. definitely
not of the Atari. You can see this phenomena quite often in movies;
someone is hacking on a particular computer's keyboard while what you can see
on the screen in no way resambles what the real computer can generate.

Anyway, the guy in the hospital plays also several games on his 400.
One of them is Defender.

What I was amazed about on that episode was the strange keyboard on the
400. It looked like an add on keyboard placed on the top of the original one.
Was this made for this TV series only, or do those add-ons really exist?

Marek

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2579. Re: 1040 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 18:52:04 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <22k38k$hqh@nz12.rz.uni-karlsruhe.de>
Source record: 105938

In article <manf5853.743262258@audi> manf5853@audi.gmi.edu (John Peter Manfreda) writes:
>to transfer the files onto. Only I have one problem. My 1050 doesn't
>seem to want to format these disks. Upon further analysis, I've
>discovered that I can read from my disks easily, but any attemp
>t to write to them usually gives me one of several errors.
>
>Does anyone know why this is or what I can do to fix it, short of
>buying a new drive???

John,

I've had similar problems with my 1050 several times. You have to know that
my 1050 stays in a rather "dusty" room. Therefore once in a while the
the whole where the write-protect-sensor is located get filles with dust.
I guess you have the same problem with your 1050 as, like you said, you haven't
used it for a while.

All you have to do is to disassemble the case carefully. When you look at
the drive from above (the way you usually look at it) you'll discover the
sensor at the lower left. It's fixes with a Philips (sp?) screw.
Now remove the screw and the sensor carefully and remove all dust from
the whole. Be sure to remove all dust from the deeper part of the whole as well.

That's it. Now put all the things together in reverse order and your
1050 should be able to format and to write disks again.

Hope (no, I'm sure) it helps.

Marek Tomczyk

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2580. Re: Thanks for the help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 19:03:18 UTC
From: J056600@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93202.43398.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 105939

In <93202.38691.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>, I erred:

>Second question: disk drives. There's an 810, an 850 and a 1050; that much I
~~~~~~

Oops, what was I smoking? :-)

For some reason, I thought "810," I thought "1050," and put them together and
came up with "850." For any newbies lurking, the 850 is *not* a disk drive,
it's an interface box. Even ex-Atariphiles know that...

Tim Irvin
****
~~~~~~

2581. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 19:43:14 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Jul21.194314.15764@newshub.ists.ca>
Source record: 105940

In article ga6@nz12.rz.uni-karlsruhe.de, uj1g@rzstud1.rz.uni-karlsruhe.de (Tomczyk Marek) writes:
>In article <85786@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
>>>What about FTP sites?
>>
>>The official Atari 8-bit archive site is atari.archive.umich.edu. You want
>>the Atari/8bit directory, of course. I believe this site is mirrored some-
>>where, but can't remember where. Anyone?
>
>Another mirror of atari.archive.umich.edu I've used a few times
>is wuarchive.wustl.edu. The umich mirrors is supposed to be somewhere in the
>mirrors3 directory.
>

I'm ftp'ed into wuarchive even as I type. The mirror of atari.archive.umich.edu is indeed wuarchive.wustl.edu; the good stuff is located in /mirrors/archive.umich.edu/atari/8bit.

- Mike Jewison
mjewison@nereid.sal.ists.ca

2582. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 19:57:57 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul21.195757.6757@apgea.army.mil>
Source record: 105942

```
In article <CAFvJD.2yG@eis.calstate.edu> btribbl@eis.calstate.edu (Bobby Tribble) writes:
>Well, the 2600 Pac-Man sounds are used as "generic video game sounds" in a
>lot of places... There's also Superman 3, I think Atari did the part where
>the people are playing the fake Superman game. (Also, the name of the
>movie is Airplane! with exclamation point =)
>
>--
>Bobby Tribble |8')
>-=-=-=-=-=-=-=-=-=-=-=-=-
>btribbl@eis.calstate.edu
>

Yes, Atari did do the "fake" superman game. I remember reading in
Eletronic Games how they spent months on the 60 seconds on the screen
project. They wanted to have something that videogames of the 21st century
would look like. (little did they know that in little than 3 years, there
were game systems and computer that put that scene to shame.)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

2583. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 20:10:55 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Jul21.201055.8769@apgea.army.mil>
Source record: 105943

```
>
>Not forgetting their most famous placement of all - the enormous neon Atari
>logo in "Blade Runner".
>

I forgot. Thats why Atari has had a bad time. See, Blade Runner is cursed!
Every major company (except 2) which had their names appear in that movie
have gone out of business, been bough out and no longer exist, or have
filed chapter 11 more than once. I think Atari and Coke are the
only 2.

more movie appearances

Cloak and Dagger (which was based on a 5200 game, or vise versa)
Solient Green (The very FIRST video game that atari's creator ever made,
space war, was given as a present in the beginning of the film)
>
>This sort of thing is becoming increasingly popular. The track "Numb" on the
>latest U2 album, "Zooropa", has an "Arcade Sounds : Brian Eno" credit....
>They sound very "Space Invaders" like....
>

That also reminds me. I have a mint condition copy of the Album, Pac Man Feaver
. Kinda werid.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I don't think that God put me on this planet to judge others. I
I I believe he put me on this planet to collect specimens to I
I take back to my home planet." I
+---------------------------------------------------------------------+
```

2584. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 21:25:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930721162511MIS0160@MVS.UDEL.EDU>
Source record: 105941

In article <1993Jul21.194314.15764@newshub.ists.ca>,
mjewison@nereid.sal.ists.ca (Mike Jewison) writes:

>In article ga6@nz12.rz.uni-karlsruhe.de, uj1g@rzstud1.rz.uni-karlsruhe.de (Tomczyk Marek)
writes:
>>In article <85786@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>
>>>>What about FTP sites?
>>>
>>>The official Atari 8-bit archive site is atari.archive.umich.edu. You want
>>>the Atari/8bit directory, of course. I believe this site is mirrored some-
>>>where, but can't remember where. Anyone?
>>
>>Another mirror of atari.archive.umich.edu I've used a few times
>>is wuarchive.wustl.edu. The umich mirrors is supposed to be somewhere in the
>>mirrors3 directory.
>>
>
There are quite a few useful programs at the Atari archive, but
it's too bad the files 8-bit.cat and 8-bit.text are so out-of-date.
It's not always obvious by the title what the program is all about.
Maybe someone out there would volunteer to update these files?

2585. Re: Hey! How do I use my Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 21:47:05 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <71527B1w165w@cyberden.sf.ca.us>
Source record: 105954

winston@merk.com (Winston Smith) writes:

> E:". The 1.79 MHZ ATARI is slow enough that I can then stop and start the
> screen display with CONTROL-1, which is the ATARI OS equivalent of
> CONTROL-S / CONTROL-Q. Not very classy, but it gets the job done.
>
>

Well... it's not TOTALLY the 1.79 mhz that keeps it slow. Ever use Hyper
E:? It's a replacement for the OS E:ditor handler. It runs about 200%
as fast (the one I have has an [ESC] bug tho!! ...)^;). Anyways...

OH HEY! Isn't the 400/800 OS E:ditor slower than the XL/XE? It seems
like it, to me...??? hmmmm!

As for [^1] ... well, the set of [1] -> [3] [CONTROL] key combinations is
actually QUITE classy, I think. The normal [CONTROL] characters are
VISIBLE, and have ASCII/ATASCII values. This, to me, is a WAY better way
of doing it than how IBMs do it. (I've seen HEX-editors on IBMs. They
show Decimal/Hex/ASCII representations of the bytes. It's crap, though,
because only about 30-40% of the 256 byte values are actually VISIBLE.. o
so you end up with a bunch of little "." like dots instead of the nifty
inverse and [control] characters you would on the Atari's...)

As for those who don't know (I wouldn't be too surprised.. it doesn't
seem the most obviously documented (I know.. I know.. exaggeration) set
of keystrokes), the [^1-3] commands are:

[^1] - pause OS editor display. Including OS PRINT/PLOT/DRAWTO/Fill(?)
Notice on TurboBASIC that TEXT and CIRCLE and PAINT (?) are not
effected by [^1]. As are many "dumped to screen"/"page flipped"/
"scrolled"/etc. ways of putting stuff onto the screen.. So only
"standard" ways of doing it (send to E:ditor) are paused.
[^2] - buzzer. This is a valid ATASCII character, though.
[^3] - EOF. (end of file) This is the E:ditor's version of reaching the
end of a file (like you would with the D:isk drives, C:assettes,
etc.). Unfortunately, with the E:ditor (I guess vs. the K:eyboard
????), you MUST hit [RETURN] at the end of your last typed line
otherwise it will be ignored. (You can go back and edit the
current line and all that crap, though, which is what's good about
doing things like [C]opy E:ditor,file/printer INSTEAD of copying
K:eyboard,file/printer... also, with E:ditor, you can see the
stuff you type (the INPUT command sort of just copies E:ditor to
a place in RAM (string, variable, etc.)

Very cool OS these puppies have, eh?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2586. Re: Transparent Banking

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 21:56:39 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5g627B2w165w@cyberden.sf.ca.us>
Source record: 105953

G44@delphi.com writes:

> Transparent banking means not having to press Start B or anything.
> It will automatically distribute the text into the banks and also scroll thro
> you even knowing that banks are being used.

COOL! I want PaperClip! :) Does it have spellcheck, etc.? (I suppose
I could flip through my dozens of catalogs to find out all about it, but
still, they wouldnt inform me of any quirks or annoyances with it)

Is it DOS dependant (ie, BOOT or die, rather than boot your DOS, then
[L]oad it or .EXEcute it?)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2587. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 22:02:08 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <0P627B4w165w@cyberden.sf.ca.us>
Source record: 105855

Chris_F_Chiesa@cup.portal.com writes:

> Chris Chiesa
> PS - phbill, I'll post the article and example programs about that Antic
> mode-change if and when I can find them. As for how-to-change-the-
> mode, are you familiar with POKE 623,<number> ? 623 is GPRIOR, a
> RAM shadow for location 53275 decimal ($D01B hex), so to do the "equiv-
> alent of POKE 623 in a DLI" you would stuff values into $D01B ...

Question: how does one sync the GPRIOR (yes I knew of it! sheesh! ;)) to
switch DURING a scanline, not just between..?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2588. UART

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 22:04:49 UTC
From: G44@delphi.com
Message-ID: <01H0TAD0BPC699DHIM@delphi.com>
Source record: 105944

I'd say the UART approach will work best.
You may be able to simplify things by using 2-4 joystick ports as the lines.
It is also possible to do stuff by adding another PIA chip, Jeff McWilliams could tell you about that kind of thing.
The SIO would work okay too, but the 800 does have the 4 joystick ports.
A PBI device is not needed since 9600 is well within SIO speed abilities.
And it is non-text so no screen handler junk to worry about.
Free up your cycles, it is the only way to allow you the freedom to add the features you want.
With a "slow" machine, it is much better to do stuff in hardware whenever possible.

2589. 130xe + for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 22:26:46 UTC
From: sguthri@andy.bgsu.edu
Message-ID: <CAJD0q.94v@andy.bgsu.edu>
Source record: 105945

I'm running out of room and have to sell my well cared for
130xe, 1025 printer, 1050 and indus drives, 825 interface
(I think it's a 825) and a modem interface and program.
Also assorted games and programs. Make an offer. I'm running
a BBS (Darnarius Space Port) and it's hungry for stuff...

Scott Guthrie
Email or call
419-353-1999
419-353-8779 Darnarius

:

2590. Re: Ansiterm...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-21 22:30:22 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <B2727B6w165w@cyberden.sf.ca.us>
Source record: 105858

You mentioned AnsiTerm 1.0

Well.. I have 0.3, so I'm guessing that 1.0 came out not too long ago, if
at all.

So if it DID, where does one GET a copy!?!?

Thanx!

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...

2591. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 01:14:15 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <22kpl7$e6k@charm.magnus.acs.ohio-state.edu>
Source record: 105946

Well, in an episode of Murphy Brown, when they are at Murphy's almost bought farm cottage. One of the characters is playing a Gameboy, but the sounds are from the old 2600 pacman. Busts my sides to see gameboy downgraded this way.

Michael Steve jr.
The sequel

2592. Re: 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 03:49:17 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <86069@cup.portal.com>
Source record: 105947

Scott Maxwell (scottm@cup.portal.com) writes:

>Does the 850 need a disk based driver or is it in the interface's ROM?

Sort of both, actually. The original support for the 850, from Atari, consisted of a little 6-sector AUTORUN.SYS file (for Atari DOS 2.0) which at boot time issued a couple of undocumented SIO commands to the 850, causing the 850 to respond with the actual hardware-initialization code, handler, etc. As I recall, the first undocumented command caused the 850 to return a packet which then became the command issued to the 850, causing the "real" R: device handler to load and initialize.

Chris Chiesa
```
>/============================================================\
>|Scott Maxwell * Hey Butt-Head, why don't you analyze       |
>|scottm@cup.portal.com * the friction caused by digitally   |
>|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
>|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis          |
>|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
>\============================================================/
```

^^^^^^^^^^^^^^^^^^^^^ I'm glad to see I'm not the ONLY non-Mac, non-PC computer polyglot around here! I have a couple of Atari 8-bits, an Altos Xenix system, Amiga 1000, and AT&T 3b1 here in the room with me, and a VIC waiting to be brought home from work...

2593. Re: I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 04:58:47 UTC
From: rhd@vpnet.chi.il.us
Message-ID: <1993Jul22.045847.23154@vpnet.chi.il.us>
Source record: 105865

In article <105581@hydra.gatech.EDU> gt6373b@prism.gatech.EDU (Nelse C. Hansen) writes:
>In article <1993Jul18.062728.15813@vpnet.chi.il.us> rhd@vpnet.chi.il.us (Rich Derr) writes:
>>
>> They are giving away old 8-bit manuals, but that's it. When I saw the
>>flyer in my mailbox last week I had to think for a second to remember who
>>they were! Didn't know they were still in business. Haven't heard from
>>them in years....
>
>Giving manuals away? Give me details...

Quoted straight from the flyer:

FREE ATARI 8-BIT AND ST MANUALS

During our spring cleaning we found hundreds of extra manuals for our
old Atari 8-bit products as well as a few for our Atari ST products.
Instead of selling them individually we decided to pack them in a bundle
and give them to you for free! A bundle usually has 5 to 7different
titles and includes at least four of the following: SpartaDOS X,
SpartaDOS Construction Set, MAC/65, Action1, BASIC XE, and Personal
Pascal version 2 (Atari ST). There is a catch of course! Because it is
a lot of paper, you have to pay for the shipping! So hurry up, it may
be the last chance to fill your library.

Manual bundle ..... FREE! Shipping $13.00

Plus a $2.00 handling fee no matter how much you order.
--RD

2594. Re: PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 08:08:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <gsX37B2w165w@cyberden.sf.ca.us>
Source record: 105857

Wanna see a WONDERFUL "use" of re-using P/M graphics, check out the Our5oft demo. This demo ALSO does that mode8/mode9/mode15 all-in-one line trick which has been talked about a lot lately, too.

The screen ends up looking like this:

area for 16 x ? x 2 player to move back/forth
area for large mapped IRG text scroller

area for:
graphics 8 graphics 9 graphics 15 (1 line!)
8 3-colored player/missles (aka 24 true PMs!!!!!!!!!)
1 double-width player

again, the last three lines all take up the SAME area of the screen. And the 24 PMs are NOT all on seperate lines... they fly around in a sort of sideways figure-eight pattern!!!!!!!!!!!!!!!!!!

Again, this is the small (20k?) Our5oft demo. Loadable from DOS, even! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2595. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 08:12:05 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <uyX37B3w165w@cyberden.sf.ca.us>
Source record: 105856

Re: 2600 PAC-MAN is "generic video game noise"

My favorite example was one of those "reenactment" 911 / COPS / etc.
style shows.

The girl was explaining how her little brother was playing Nintendo when
she went to look out the window or something

In the reenactment, you see some little kid playing "Bayou Billy" (sp!?)
on the Nintendo, but guess what sounds it made!?

WANKA WANKA WANKA WANKA! You got it! 2600 Pac Man! Hehehehehaha!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2596. MAKEMAZE.ACT

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 08:13:49 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <q2X37B4w165w@cyberden.sf.ca.us>
Source record: 105860

Unfortunately, the word wrap here is less than 75 (which I set Action!'s line length to. D'OH!), so some lines need to be [s^DEL]'d together in some cases (all will be comments which fell to the next line at the space.)

This program uses the same (converted to Action! by myself) routine for generating a 2D maze as the program Hidden Maze (from Compute!'s 1st Book of Atari Games) does. Hidden Maze was by Gary Boden. I think I'll post that bit of code before I go on:

```
480 GRAPHICS 17:POKE 756,CHSET/256
490 SC=PEEK(88)+256*PEEK(89):SETCOLOR 2,0,0
500 DIM A(3):A(0)=2:A(1)=-40:A(2)=-2:A(3)=40:WL=129:HL=0:TRAP 32767
510 A=SC+21
520 FOR I=1 TO 21:?#6;"!!!!!!!!!!!!!!!!!!":NEXT I:POKE A,5
- between quotes are 19 * INVERSE * "!"'s...
530 J=INT(RND(1)*4):X=J
540 B=A+A(J)
550 IF PEEK(B)=WL THEN POKE B,J+1:POKE A+A(J)/2,HL:A=B:GOTO 530
560 J=(J+1)*(J<3):IF J<>X THEN 540
570 J=PEEK(A):POKE A,HL:IF J<5 THEN A=A-A(J-1):GOTO 530
580 RETURN
```

```
--------------follows is MAKEMAZE.ACT--------req. Action!--------------
; [ MAKE ] version Action!
; [ MAZE ] 0.0 version

; by Bill Kendrick (c) NBS 1993 *\

; < GLOBALS >
Byte Width,Height,W,X,Y ; Width/Height/(X,Y) variables
Byte Timer=20 ; Timer variable (POINTS TO ADDRESS 20, LOWEST
BYTE OF INTERNAL TIMER)
Byte Array Maze(10000) ; Maze is stored in this array
Int Array Move(5),HMove(5) ; Used for movement in array

; < MAZE SIZE PARAMETERS INPUT PROCEDURE >
Proc GetParams()
; < Locals >
Byte Ok ; Ok flag (used for valid/novalid values)
Graphics(0) ; 40 x 24 text mode
Poke(82,0) ; Text display left margin at 0 (far left)
Poke(83,39) ; Text display right margin at 39 (far right)
SetColor(1,0,15) ; White text
PrintE("MAKE MAZE") ; Title (w/ EOL at end)
PrintE("By Bill Kendrick (c) NBS 1993")
```

```
PrintE(" ")
PrintE("Size of maze?");Prompt
Do ; Repeat
Print(" Width (5-35)?")
Width=InputB() ; Input byte value from keyboard, store in width
If Width<5 Or Width>35 Then ; If it's not in range,
Ok=0 ; then it's not Ok
Else ; Otherwise,
Ok=1 ; it is Ok
Fi
Until Ok=1 Od ; Keep going until it's an ok value
Width=Width*2+1 ; Double it, add 1 (has to do with number of
cells needed in maze)
Do ; Repeat
Print("Height (5-20)?")
Height=InputB() ; Input byte value from keyboard, store in height
If Height<5 Or Height>20 Then ; If it's not in range,
Ok=0 ; then it's not Ok
Else ; Otherwise,
Ok=1 ; it is Ok
Fi
Until Ok=1 Od ; Keep going until it's an ok value
Height=Height*2+1 ; Double it, add 1 (has to do with number of
cells needed in maze)
Return

; < MOVE-ARRAY SETUP PROCEDURE >
Proc SetUp()
W=Width+1 ; Used for array movement
Move(0)=2 ; Used for random direction movement in the array
Move(1)=-W*2 ; ...
Move(2)=-2
Move(3)=W*2
HMove(0)=1
HMove(1)=-W
HMove(2)=-1
HMove(3)=W
Return

; < MAZE GENERATION PROCEDURE >
Proc Generate()
; < Locals >
Byte X,Y,Dir,CurDir,Ok ; (X,Y), Direction, Last chosen direction, Ok
flag
Card Pos,New ; Position/New position variables
Graphics(21) ; 80 x 48 graphics mode
SetColor(0,0,15) ; White color 1
SetColor(1,12,8) ; Green color 2
For Y=0 To Height+1 Do; Start Y-loop
For X=0 To Width Do ; Start X-loop
If X<Width And Y<Height Then
```

```
Ok=10 ; Maze wall value
Else
Ok=0 ; Nothing value
Fi
Pos=Y*W+X ; Find position of this (X,Y) in the maze array
Maze(Pos)=Ok ; Set the position in the Maze array
Od
Od
Pos=W+1 ; Starting position (1,1)
Maze(Pos)=5 ; Set it to "starting" value
Ok=1 ; Ok flag (used here for whether or not to find
; a random direction)
Do ; Repeat
If Ok=1 Then ; If Ok flag is on,
Dir=Rand(4) ; find a random direction
CurDir=Dir
Fi
New=Pos+Move(Dir) ; Find new position (Pos. + val.from Move array)
If Maze(New)=10 Then; If it's a wall,
Maze(New)=Dir+1 ; store direction val. at spot in Maze array
Maze(Pos+HMove(Dir))=0;Erase wall between here and new position
Pos=New ; Update position
Ok=1 ; Next time we will find new direction
Else ; Otherwise,
If Dir<3 Then ; if Dir. isn't already the 4th
Dir=Dir+1 ; pick the next one
Else ; Otherwise (it is the last)
Dir=0 ; pick the first
Fi
If Dir<>CurDir Then ; If direction isn't the same anymore,
Ok=0 ; then don't pick a new direction
Else ; Otherwise,
Ok=1 ; do pick a new direction next time
Dir=Maze(Pos) ; find out which way we came
Maze(Pos)=0 ; erase this data (make a non-wall)
If Dir<5 Then ; If it isn't the "starting" value,
Pos=Pos-Move(Dir-1) ; Move back
Fi
Fi
Fi
Until Dir>=5 Od ; Keep going until we got back to the "start"

Color=1 ; Set color to 1 (white blocks)
For Y=0 To Height Do ; Start Y-loop
For X=0 To Width Do ; Start X-loop
Pos=X+Y*W ; Find position in Maze array for this (X,Y)
If Maze(Pos)=10 Then; If it's a wall,
Plot(X,Y) ; then draw a dot
Fi ; (Otherwise leave it blank)
Od
```

```
Od
Return

; < PLAYER POSITION UPDATE PROCEDURE >
Proc NewXY(Byte Ch) ; <- This procedure will change
; the player's (X,Y) according to ASCII values
If Ch=' Then ; If [Right-arrow]
X=X+1 ; move one to the right
ElseIf Ch=' Then ; If [Left-arrow]
X=X-1 ; move one to the left
ElseIf Ch=' Then ; If [Up-arrow]
Y=Y-1 ; move one up
ElseIf Ch=' Then ; If [Down-arrow]
Y=Y+1 ; move one down
Fi
Return

; < GAME PROCEDURE >
Proc Play()
; < Locals >
Byte OldX,OldY,Ch ; Temporary (old) (X,Y) values
; (used if you hit a wall) and keyboard
variable
Card Pos ; Position in Move array variable
Close(1) ; Close I/O Channel #1
Open(1,"K:eyboard",4,0) ; Open Keyboard device for Input thru Channel
#1
X=Width/4
X=X*2+1
Y=Height/4
Y=Y*2+1
Do ; Repeat
OldX=X ; Store old positions
OldY=Y
Color=2 ; Set color to player color (green)
Plot(X,Y) ; Draw player (green dot) at (X,Y) (player
pos.)
Ch=GetD(1) ; Get a character from channel 1 (keyboard)
; DO NOT PASS HERE UNTIL A KEY IS PRESSED!
Color=0 ; Set color to background color (black)
Plot(X,Y) ; Erase player
NewXY(Ch) ; Adjust (X,Y) according to keys pressed
Pos=X+Y*W ; Find position of (X,Y) within Maze array
NewXY(Ch) ; Adjust (X,Y) again (so moves are by two's)
If Maze(Pos)=10 Then ; If the position in the Maze array is a wall,
X=OldX ; then set back to the old (X,Y) position
Y=OldY
Fi
If X=Width-2 And Y=Height-2 Then ; If the (X,Y) is the bottom-right,
Ch=27 ; then pretend use hit [ESC]
(won!)
```

```
Fi
Until Ch=27 Od ; If user pressed [ESC] (or won, which does
same
Return ; thing to Ch variable), then we're done!

; < WIN! PROCEDURE >
Proc Win()
; < Locals >
Byte Temp,Colr ; Temp (loop) and Colr (rotating color)
variables
Colr=0 ; Set color to 0
For Temp=0 To 19 Do ; Start loop
Colr=Colr+1 ; Add 1 to color
If Colr=4 Then ; If it's out of range,
Colr=0 ; start back at 0
Fi
Color=Colr ; Set color to Colr
Plot(X,Y) ; Draw player
Timer=0 ; Clear internal timer
Do
Until Timer>0 Od ; Do nothing until the Timer has moved
Od
Return

; < END OF GAME (FUNCTION) >
Byte Func End()
; < Local >
Byte Ch ; Variable to be gotten from keyboard
Graphics(0) ; Text screen
SetColor(1,0,15) ; White text
PrintE("Play again?") ; Prompt
Do ; Repeat
Ch=GetD(1) ; Get key (wait)
Until Ch='Y Or Ch='N Od ; Don't leave until [Y] or [N] is pressed
Return(Ch) ; Send out the typed character (Ch)

; < MAIN PROCEDURE! (TRUNK) >
Proc MakeMaze()
; < Local >
Byte Ok ; Ok variable
GetParams()
SetUp() ; Set up
Do ; Repeat
Generate() ; Generate the maze
Play() ; Play the game
Win() ; Flashy "win"
Ok=End() ; End (or is it?)
Until Ok='N Od ; Keep going until [N] was pressed during End()
function
Close(1) ; Close channel #1
Return
```

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2597. Joust/Players/Our5oft/Mario Bros. for that matter

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 08:25:10 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <Nky37B10w165w@cyberden.sf.ca.us>
Source record: 105859

Ok... I read the post about Joust doing the funky stuff with PMG....

WELL guess what BILL just remembered!?!?!?

Look at the Joust enemies? The birds: what colors are they? Red, White, Blue. If I recall, the red was identical to other reds in the background. My best guess about Joust is that the ENEMIES were bitmapped graphics being placed onto the screen, while the PLAYERS were PMGs....

THis goes the same for Mario Bros. BOTH versions - the 82/83? version and the 88 version (I have the 88 and have played/seen the 82/83 as well). The players (Mario and Luigi) are either red (?) or green (?) with other colors for skin, etc. The background is Graphics 15 or IRG 40x24 text, AS ARE Mario and Luigi (more likely Gr.15, like Joust seems to be). The turtles, crabs, etc., all have the same colors as the background.

So THERE!

But there ARE the games and programs (like the Our5oft demo, and the Eight Player (guess what IT does!?) demo) which do TRULY use a ton of players on the screen at once. Ever play Mirax Force? It has about SIX 2 or 3- colored enemies on the screen at once.

Guess what else, though? In Mirax Force, the only thing that can move VERICALLY is the HUMAN player. The enemies come randomly in verical positions (great for messing w/ DLIs!) on the screen, but all at the same levels, and these levels do NOT overlap.

As for ZEPPLIN / COGNITO / whoever games like Zybex and Draconus, the graphics is done like THIS:

Zybex: Scrolling background bitmap (most likely 40 x 12 IRG text) and scrolling "foreground" - enemies, bullets, tokens, weapons, probably in graphics 7 160 x 96 mode.
The enemies, etc. etc., all the forground stuff, is placed onto the screen as bitmapped graphics. WHOOPS! I'm sure I'm wrong about the IRG mode. I'm sure it's 100% Graphics 7. Pause the game and look carefully. Look for an enemy who is on top of the background. It does not flicker, it is not some inbetween color. The bitmapped graphics here is probably handled SO well that when enemies/background/other enemies overlap, they are placed on the screen ONE pixel at a time!

The HUMAN players in this game consist of two 2-colored PM's...

Draconus: VERY similar to Zybex. No scrolling, though. Weapons (except one) are PMG as well (flame, animation of "grabbing").
The enemies, though, are NOT meshed onto the screen in the same way Zybex enemies are. Sure, it's 160 x 96 x 4 mode, but the enemies are sort of PAGEflipped onto the screen somehow. Very difficult to say, as I've never seen the concept in any other software, let alone written DOWN! Pause the game and look at the enemies. If they are touching background, they sort of blend in a flickery way. This game actually uses what could be considered a 160 x 96 x 16 color mode.

Of course, dont quote me as I may be totally wrong about ALL of this, but as I've played/examined all of these games (joust/mirax force/mario bros/mario bros release 2 (for XEGS)/zybex/draconus), I feel that I sort of know what's going on with them.

Well, enjoy staring at the above games (if you feel like it). You may just end up believing me! :) And then trying to code some of this yourSELF!

Oh yeah, as to why Zybex and Draconus only use 4 colors per screen (the game part, at least - ie, not including score/status/etc), instead of 8 (as in pallete colors, not combine, where you'd get 16, like in Draconus) is beyond me.

Maybe it had to do with speed???

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...

2598. Re: Grass is always greener

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 08:49:51 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <22lkbf$ado@nz12.rz.uni-karlsruhe.de>
Source record: 105949

In article <01H0JTE2L5BM9366OJ@delphi.com> G44@delphi.com writes:

>In actual operation and practice I find the effective throughput of the Atari 8-bit to be more in the range of
>about 5 mhz, something faster overall than a 4.77 mhz early PC.

I agree with that! I remember my first programming classes at school some years ago. We were using 4.77 MHz PCs for Turbo-Pascal programming.
Nearly every Turbo-Pascal program written at school was slower than the equivalent in Turbo-Basic XL on my 130XE at home.

Marek

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2599. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 09:42:08 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <22lndg$bdu@nz12.rz.uni-karlsruhe.de>
Source record: 105950

In article <85766@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>I second John Harris' request for a repost of the "6502 programming
>quirks" posting from 9/87! I somehow managed to miss it, although I
>THINK I was here then. Oh well, maybe I wasn't quite here yet...

C.s.a.8 seems to be an old newsgroup, then. 9/87!! Does anybody know when
c.s.a.8. actually started?

Marek

uj1g@DAKUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2600. 400/800 Hardware+OS Manuals Needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 13:48:04 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CAKJo5.19E@news.cso.uiuc.edu>
Source record: 105951

Believe it or not, I've owned various 8bits since 1982 but never got around to getting the Hardware or OS manuals. Now that I'm thinking of hacking up some neat stuff for my 800, I find I could really use the information contained therein. Anybody have copies of these manuals they'd be willing to part with? I could trade for disks, carts, or perhaps some Atari books, or I could even resort to paying for it with money (what a concept!) If you have these or anything else which might be helpful to somone wishing to construct an SIO-to-RS485 interface for an 800, please email me.

Thanks!

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and not fall off the face of the earth."

2601. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 14:53:55 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CAKMq6.5G9@cbnewsc.cb.att.com>
Source record: 105952

From article <22lndg$bdu@nz12.rz.uni-karlsruhe.de>, by (Tomczyk Marek):

> In article <85766@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>I second John Harris' request for a repost of the "6502 programming
>>quirks" posting from 9/87! I somehow managed to miss it, although I
>>THINK I was here then. Oh well, maybe I wasn't quite here yet...
>
> C.s.a.8 seems to be an old newsgroup, then. 9/87!! Does anybody know when
> c.s.a.8. actually started?

As a separate newsgroup, it came into existance when they separated the ST
group out. That was in 1985 I'm pretty sure. I have some printouts going
back that far. Before that it was just C.S.A and goes back into the early
80's I know for sure.

I was looking at some of my old printouts and waxing nostalgic over some
of the old names that used to post regularly. Chris Chiesa goes back a
long way. I saw one of his posts from the mid 80's time frame.
Having a hard time typing, my eyes are all misty. :-)

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2602. POKEY Sound

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 15:31:45 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307221502.AA20194@smithkline.com>
Source record: 105868

Like Jeff Potter I too thought I'd missed something at the mention in a previous post of POKEY's supposed "true sine wave sound".

In the course of intalling/testing/correcting the GUMBY presentation in Current Notes (April? or May? 1991, I forget exactly), I recall checking actual music output waveforms with my oscilloscope. Squarewaves.

Further, even using the "volume only" mode Jeff refers to, the sound quality just does NOT approach natural analog sound. Virtually every sound I've ever heard from my 800XL has the raspy, gravelly texture characteristic of complex squarewaves. Pure squarewave tones, in addition to the above characteristics, also have a peculiar "hollow" characteristic most frequently associated by the tone-deaf public with "videogame arcade sound".

One of the many projects I had planned for my machine before I got sucked into the publising business in 1989, was a circuit I had designed to convert squarewaves to sinewaves via an op-amp controlled resistor-diode waveshaping circuit I conjured up. This one was fairly elaborate, yielding sinewave distortion values of 0.5% or less, which is extremely good for this type audio circuit. Took a lotta parts, tho. 12 diodes, a ton of resistors with weird values. I was in the process of evaluating different op-amps (I wanted to use the TL072 on account of its low noise & good TIM characteristics) when the fire brought all my hardware projects to a sudden conclusion.

BTW, I spent 7 years publishing articles in audio electronics/psychoacoustics before I got into this bizarre AC business.

- BEN POEHLAND
The 8-Bit Alchemist

****

2603. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 16:02:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2qJ47B3w165w@cyberden.sf.ca.us>
Source record: 105861

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> Well, Synapse later became part of Broderbund, which I assume is still out
> there. So ideally I think you'd like to get yourself a little statement
> from Broderbund saying that they don't care about their 8-bit Atari Synapse
> software copyrights anymore.
>
> Probably a large bother, but I think that'd be the legal way to go.

Broderbund's BBS number is: 415/883/5889

I'm even rea<hable there.. .. as NewBreed

It's a support BBS, whi<h used to have @hat, whi<h was the major
"reason" anyone <alled. they dropped <hat tho. I use it for mail,
personally.

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2604. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 21:02:19 UTC
From: bantolph@draco.unm.edu
Message-ID: <22mv8rlNN435@lynx.unm.edu>
Source record: 105863

In article <1993Jul19.191953.14634@dcc.uchile.cl> vparada@inf.utfsm.cl (Victor Parada G.) writes:
>Hola mundo.
>
>Yesterday, I saw "Cannonball Run II" on C-TV.
>In one scene, one of the runners played a video game in his own car...
>it was the 2600 version of PacMan.
>
>Many other movies uses Atari games and animations. I can remember
>2600 Basketball from "Airplane" (that's the name? It was translated to
>"Y... Donde Esta El Piloto?").
>
>Does someone recognize some other Atari game or screen in 90's movies
>or TV series?
>

I thought the funniest part of Airplane II was when the Shuttle
started undergoing some havoc. They had a shot of the cockpit and
all hell had broken loose accompanied by the characteristic beeping
of an Atari disk drive loading data and switching tracks.

+---+
| Kenneth L. Cope Internet: bantolph@draco.unm.edu |
| 4224 Commanche Rd NE cope@amac.plk.af.mil |
| Albuquerque, NM 87110 |
| (505) 883-4388 home |
| (505) 846-9772 work |
+---+

Pgp version 2.2 public key

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.2

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=55Of
-----END PGP PUBLIC KEY BLOCK-----

2605. Re: 400/800 Hardware+OS Manuals Needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 21:08:30 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <22mvke$d21@usenet.INS.CWRU.Edu>
Source record: 105862

In a previous article, coleman@alexia.lis.uiuc.edu (Scott Coleman) says:

>Believe it or not, I've owned various 8bits since 1982 but never got around
>to getting the Hardware or OS manuals. Now that I'm thinking of hacking
>up some neat stuff for my 800, I find I could really use the information
>contained therein. Anybody have copies of these manuals they'd be willing
>to part with?

Im not sure what use this will be to you, but I beleive there is a
disk based version of the 800/XL/XE OS hardware manual on the ftp site.
(Atari.archive.umich.edu) I have it stored on a 360k XF551 Disk, and I
believe it has roughly 120K free. I hardly use it though, as most of
the info I already know. I guess thats what happens when you've been
programming on the 8bits since 1984. (back in elementary school days)
Im now a Junior at Kent State Univeristy and double majoring in
Computer Science (Programming) and Applied Mathematics. Now, about the
only thing which I use, on the rare occasion that I forget which location
it is Im thinking of, is the Mapping the Atari XL revision. Or possibly
just flip through my own programming notebook.

I hope this helps.

BRiTiSH

2606. Re: PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 21:23:19 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <22n0g7$efo@usenet.INS.CWRU.Edu>
Source record: 105864

In a previous article, phbill@cyberden.sf.ca.us () says:
[...Talk of Our5oft demo deleted...]
> area for:
> graphics 8 graphics 9 graphics 15 (1 line!)
> 8 3-colored player/missles (aka 24 true PMs!!!!!!!!!)
> 1 double-width player

A question about the Player/Missles graphics thing, does each PM Graphic shape have 3 different colors on 1 scan line or is it a different color on each scan line? If its the later it could easily be using MultiColored PM_Graphics.
Antic ran an article on this back in 1986 I believe. If I remember correctly it merely `slaves` the antic during the the display area to handle the color aspect of the P/Ms. The article talks about the technique as well as provide a nifty Mac/65 source code Demo program using this to bounce 4 PMs each having about 8 colors (1 color per line) in different directions inside this imaginary box.
It is listed in the February 1986 (Volumne 4, Number 10) ANTIC issue.

BRiTiSH

2607. Unreleased stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-22 22:21:35 UTC
From: G44@delphi.com
Message-ID: <01H0UP9B04EQ99DO6K@delphi.com>
Source record: 105866

I would personally like to see the Synapse stuff and the unreleased games, sure.
I think the TURBOFILE discussion quelched any talk even remotely close to what might be construed as "piracy".
But I think most 8-bitters would like to see this stuff.
John, your presence on comp.sys has really been a pick-me-up.
There is nothing better than having a programmer around who could work on a
any machine in the world, and still likes to program on the 8-bit.

-Glenn Saunders
-g44@delphi.com

>Begone foul dwimmerlaik, lord of carrion, leave the dead in peace!

2608. <<** Atari 1010 Program Recorder **>> for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 01:12:56 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CALFDK.1HM@mentor.cc.purdue.edu>
Source record: 105869

1010 Prog. Recorder for sale. Very nice shape. $10 plus shipping.

Jody Lenn
lenn@atari.archive.umich.edu

p.s. I will throw in any cassette games I have lying around for free.

2609. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 02:37:35 UTC
From: jharris@cup.portal.com
Message-ID: <86142@cup.portal.com>
Source record: 105867

Hi Chris,

>I've always been somewhat mystified by the various descriptions of Jaw-
>breaker, Jawbreaker II, and whatnot...

Yes, you have Jawbreaker and JB II backwards. The one with the five rows, (which is JB II), was supposed to be a copy of my 2600 version of JB. It's similar, except it was supposed to have about 10 rows, and the there are supposed to be fixed vertical passages at the ends of the corridors that the teeth can travel up and down in addition to the moving 'doors'. The reason it came out the way it did, was because Ken Williams just grabbed a piece of paper, drew some lines and circles on it, handed it to Chuckles, and said, "Do this." Since there were only five lines in his drawing, that's how many Chuckles put into the game. Ken never drew the verticle passages, and Chuckles didn't know they were supposed to be there. IMO, JB II on the computers lost most of the game play enjoyment in this transition.

As far as Atari and Pac-Man, I actually did write Pac-Man first. On-Line was selling an Apple II program called Gobbler that was a blatent Pac-Man rip-off. Being 19 years old, I didn't even know there was anything wrong with doing that, and so I did too. By the time I showed the game to Ken, Atari had contacted him about copyright infringment of Gobbler, and that he must pull the game off the market. Ken told me he couldn't sell my prgram either, and that we'd have t disguise the game a bit. I returned the next day with a game that had mustaches and sunglasses on all the ghosts. :-) Outside of generating a lot of fun, it was of course, not what he had in mind. (BTW, two of these 'ghosts' are used in Mousekattack -- I couldn't resist, even though they don't look like plumbers.) Jawbreaker was born shortly thereafter, however, a 'hybrid' version that had the happy faces, but still had the old Pac-Man blinking dots escaped and made its way through the grapevine. It ultimately wound up at Atari, after which we received a phone call from them. Jawbreaker had just started shipping. Atari said they saw what we had done, and in their opinion it was still the same game, and they still would not allow it to remain on the market. They gave us a choice. They offered to buy my original Pac-Man game, that they would sell, and pay us $4 a cartridge for it. We could still sell Jawbreaker up until their game was ready to ship, at which point we had to pull Jawbreaker off the market. Ken said this was an excellent deal, since the life of computer games was short anyway, and so we agreed. Ken went to Atari to sign the paperwork. By the time he got there, Atari changed their offer to .75 cents a cart, and told us, "You have until 5PM tonight to take Jawbreaker off the market, or be sued." Needless to say, Ken was rather upset, told them to uh... well... I'll just skip this part. :-) They took us to court, and could not prove infringement, so JB remained on the market. It was at this time that the switch to our 'court prop' game was

somehow made, and ran undiscovered for a bit. This maze has rectangular passages -- not the horizontal ones of JB II. The enemies come out of their box, hit the first rectangular passage, and go round and round for a bit. It's a real shame, but like I said before, it was never intended to be played.

I still have a finished, working Pac-Man game. Sadly, I only have one copy and the disk that it's on has a bent/crushed section and won't read. Does anyone have any experiances with reading damaged media? Is there any way to straighten the media back out? I played briefly with pressing down lightly on the head, and actually got part of it to read in. Someday, I may be able to get the rest of it, or the sections of source that would let me rebuild that part.

John Harris - jharris@cup.portal.com

2610. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 13:37:50 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul23.133750.2752@exu.ericsson.se>
Source record: 105870

Chris_F_Chiesa@cup.portal.com () writes:
>John Harris (jharris@cup.portal.com) writes:
>
>>I'm a bit surprised that no one has asked to
>>see the partially completed games I have, that were mentioned a little
>>while ago. Perhaps I scared some people off when I suggested someone might
>>want to help finish them. That wasn't a requirement. I would be happy
>>just to get some feedback on them.
>
>In my particular case, I was so blown away by the mere fact of your appear-
>ing here, that it completely escaped me that you offered to share your
>partially-completed games with us! I'd like to see 'em, myself, and dare
>I presume to have any kind of skill worthy of adding code to them?

All these old war stories have gotten me excited about the 8-bit machines again and I've even bought some new equipment to replace the fading 800 I've used off and on for the past few years. My system is still a bit incomplete, so even getting software from the net *to* my XL might be difficult for a while (there's got to a be a better way than Usenet --> Sun --> PC (via SIO2PC) --> Atari).

But I most definitely would like to see those games. I would have commented further on some of the other subjects that have apparently been mentioned, but the most recent posting I have received is dated July 8. Sigh.

--
James Hague
exuhag@exu.ericsson.se

2611. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 13:45:16 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul23.134516.3086@exu.ericsson.se>
Source record: 105871

In article 85991@cup.portal.com, Chris_F_Chiesa@cup.portal.com () writes:
>
>'Tis really great to have you here to reminisce and talk with, John.
>Hope you hang in here for a good long time. (On a related note, what
>ever became of Phillip Price, music programmer, who stuck his head in
>here for a few weeks last winter and then disappeared? I thought he
>was going to share Antic Music Processor code with us?)

What's nice about the re-emergence of John Harris that's different
from the other celebrities that have dropped in from time to time,
is that he still *uses* the 8-bit machines. Mr. Price reminisced
about old times, but his current interests definitely lie elsewhere.

[I didn't received any c.s.a.8 postings from July 8 - July 22.
Pardon if I repeat subjects which have been thoroughly hashed out.]

--
James Hague
exuhag@exu.ericsson.se

2612. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 14:21:05 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul23.142105.4452@exu.ericsson.se>
Source record: 105872

Ken Sumrall writes:
>
>Jawbreaker II is the 5 horizontal rows game. I never played it much.

IMO the changes from Jawbreaker to Jawbreaker II were so sweeping that
I'm surprised the name even stayed the same. I, too, never played Jawbreaker
II much, but it always struck me as the strangest of the Pac-Man games
of the time. A neat concept, but I don't know how much fun it was.

[I've saved the 2600 binary so I can burn my own cartridge when I
eventually have the need to purchase an EPROM programmer. It might
be a little messy, since you've got to stick an inverter on one of
the pins. Has anyone handled this in a nice way?]

--
James Hague
exuhag@exu.ericsson.se

2613. Re: PaperClip

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 14:36:11 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0jb9@abcd.houghton.mi.us>
Source record: 105884

I did a nifty trick with the last version of PaperClip using my 320XE and one meg MIO. For those of you who don't know, PaperClip uses a built-in proprietary DOS.

I kept one ramdisk on the MIO the same size as a 1050 density floppy. I kept a disk image of PaperClip on my hard drive.

Since I was running SDX, I wrote a batch file that expanded the disk image to the MIO ramdisk, swapped the ramdisk to D1: and rebooted the system.

It took only a few seconds to be up and running in PaperClip. Then because I had more than 128K, the first time I accessed the dictionary it was loaded in the banks above the standard 128K. From then on, spell checks ran at RAM speed.

TextPro running off my hard drive under SDX handled most of my word processing needs, but other than the #$%&@! proprietary DOS that didn't recognize my Sparta format hard drive, I preferred PaperClip.

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us (Let me know if you are a Rotarian)
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historical Park **

2614. ATR8000 and stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 17:10:27 UTC
From: svh@verdix.com
Message-ID: <svh.743447427@sarge>
Source record: 105874

I have the following items for sale:

ATR8000 with 64K Z80, 256K 8088 coprocessor (yes, it will run PC-DOS or MS-DOS) with RT clock- $150. I moved this to a larger case to give the RT clock a little breathing room, and will include the original beige case.

DSDD 8" floppy (Qume) - working. with spacious case + p/s $25

2 ATR8500 - this one never made it to market - but it was a redesigned ATR8000, smaller, cleaner, real SIO's instead of the bit-banging the ATR8000 used. One is working, the other partially assembled and not quite there yet.

$50 for the working ATR8500, $25 for the non-working one.

I'll include all tech specs, schematics.

(For those that don't remember the ATR8000 series , they were expansion boxes that could run CP/M using the Atari 800 as a terminal, or provide RS232 serial port, parallel port and disk drive interface (using standard disk drives) to the Atari.)

Steve

--
Steven V. Hovater (703)318-5839
Senior CASE Engineer
Verdix Corporation EMAIL: svh@verdix.com

2615. ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 17:45:29 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAMpBu.L3v@cs.uiuc.edu>
Source record: 105873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Has anyone tried to rig up the software & hardware necessary to use ST floppy drives on the Atari 8 bit computers? It would be great to be able to use the extra disk storage, and it would be ideal if the file systems were compatible, so we could share files between the machines.

So, has anyone done this?

I don't have time to hack on this project now, but might look into it in a few months. Any particular trouble points to watch out for?

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2616. ??? Classifying 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 17:56:36 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAMpuC.M2t@cs.uiuc.edu>
Source record: 105875

Here's a silly little question.

Is there a common description of the set {400,800,1200,XLs,XEs,...} which is more concise than "Atari 8-bit Computers"? For the ST variants, you can just say ST (meaning any member). Since the Atari 6502 machines are largely compatible, it would be nice to say X, like "this program runs on any X", without X being as verbose as "Atari 8-bit computer".

Any advice on this pressing problem? :-)

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2617. NOSTALGIA: Our Favorite Atari 8-Bit Program List

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 18:22:30 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAMr1J.1M8@cs.uiuc.edu>
Source record: 105876

All this Atari nostalgia recently, and the appearance of John Harris in our group, makes be wistful for those halcyon days of the early 80's.

In order to remind me of the good-ole-days, and to avoid work, I'm making a "My Favorite Programs" list.

I'll include some of my favorites below. I'm going to ask my brother to remind me of some other classics, asnd add them later. (I'm sure I'll get some of the titles wrong). If other people are interested, email me your favorites, and I'll add them to the list, and will post the list periodically. If there isn't interest, please be patient during this passing sentimentality...

M.U.L.E.
Ali Baba
Bruce Lee
Scott Adams' Adventure #5: The Count (A True Classic :-)
Journey to the Planets
Archon
Archon II: Adept
Omnitrend's Universe
Return of Heracles
Ultima III
Questron
Six Gun Shootout
Star League Baseball
Suspended
Avalon Hill's Galaxy (Another Classic!)
Eastern Front
SCRAM
Astro Chase
Shamus

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2618. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 18:25:43 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jul23.182543.29361@austin.onu.edu>
Source record: 105885

-=| Bantolph |=- (bantolph@draco.unm.edu) wrote:
: In article <1993Jul19.191953.14634@dcc.uchile.cl> vparada@inf.utfsm.cl (Victor Parada G.) writes:
: >Hola mundo.
: >
: >Yesterday, I saw "Cannonball Run II" on C-TV.
: >In one scene, one of the runners played a video game in his own car...
: >it was the 2600 version of PacMan.
: >
: >Many other movies uses Atari games and animations. I can remember
: >2600 Basketball from "Airplane" (that's the name? It was translated to
: >"Y... Donde Esta El Piloto?").
: >
: >Does someone recognize some other Atari game or screen in 90's movies
: >or TV series?
: >

I just watched an episode of "Hart to Hart" this week where the main characters sat around and played on a 2600. It was fun to see people jerking around on those old 2600 joysticks and act like idiots.

"Power without the Price"

Lance "Ate_bit" Murdock
l-murdock@onu.edu

2619. Getaway

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 18:45:07 UTC
From: bantolph@draco.unm.edu
Message-ID: <22pbjjINNcjj@lynx.unm.edu>
Source record: 105877

Recently a friend of mine from high school came down from Idaho. When we get together we always break out the old Atari and play the video games of our your fuiously.

To get to the point, I have this game called Getaway. Real cool game in which you have to find treasures, rob armoured cars and get away from the cops. I kicked his ass in that game completely but he argued that my high score was not valid because Getaway is a Public Domain game. I was always under the impression that it was commercial software. Yeah, if it is commerical I am a bad guy pirate, I know.

Can anyone clear up this question for me.

Thanks.


```
+-------------------------------------------------------------------------+
| Kenneth L. Cope Internet: bantolph@draco.unm.edu |
| 4224 Commanche Rd NE cope@amac.plk.af.mil |
| Albuquerque, NM 87110 |
| (505) 883-4388 home |
| (505) 846-9772 work |
+-------------------------------------------------------------------------+
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Pgp version 2.2 public key


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-----BEGIN PGP PUBLIC KEY BLOCK-----
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=55Of
-----END PGP PUBLIC KEY BLOCK-----
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2620. '81 Prices

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 18:51:08 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Jul23.185108.43172@austin.onu.edu>
Source record: 105886

```
Hello all,

Sorry for the delinquency on my part about delivering this
information, but my memory always seems to dull in the summer months....

Atari Personal Computer Systems
A Warner Communications Company

Suggested Retail Price List
Effective May 1, 1981
(Supercedes Jan. 1, 1981 Price list)
(duh)

Base Units
Atari 400 "The Basic Computer" (16K RAM)..............$ 399.00
Atari 800 "Personal Computer System" (with 16K ram)....$1080.00

Peripherals
410 Program recorder..................................$ 89.95
810 disk drive........................................$ 599.95
815 dual disk drive (double density)...................$1499.95
(WOW!!!)
820 40-column printer (impact)........................$ 299.95
830 MODEM.............................................$ 199.95
850 INTERFACE.........................................$ 219.95

ACCESSORIES
16K RAM...............................................$ 99.95
810 MASTER DISKETTE...................................$ 25.00
810 BLANK DISKETTES (5 PER BOX).......................$ 25.00
810/815 BLANK DISKETTES (5/BOX, CERTIFIED FOR DD)......$ 32.95

ENTERTAINMENT
ASTEROIDS.............................................$ 39.95
MISSILE COMMAND.......................................$ 39.95
STAR RAIDERS..........................................$ 39.95
Special Price --Star Raiders
Effective through Sept. 1, 1981

Programming Languages and Aids
Assembler editor......................................$ 59.95
Atari Basic...........................................$ 59.95
Microsoft Basic (1 cart, 1 tape)......................$ 89.95
PILOT (with "Turtle Graphics").......................$ 89.95

This is just an excerpt of some of the more popular items.
Just a reminder, all games listed here were in cartridge form,
```

as were all languages (except where noted).

Comments:
90 Bucks for PILOT!!!!!!!
100 Bucks for 16K
Whew!! and I thought $30 was a lot to pay for 1 MEG!!!
$25 for 5 disks!!!! Unreal....
and an additional $8 for DD disks! My head is spinning...

Hope everyone enjoys this posting, I can always add more if people want me to. The flier is three pages entirely filled with Atari hardware, software, and combo packages.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
"Power without the Price"

2621. Re: Getaway

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 20:18:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930723151854MIS0160@MVS.UDEL.EDU>
Source record: 105878

In article <22pbjjINNcjj@lynx.unm.edu>,
bantolph@draco.unm.edu (-=| Bantolph |=-) writes:

>Recently a friend of mine from high school came down from Idaho. When
>we get together we always break out the old Atari and play the video
>games of our your fuiously.
>
>To get to the point, I have this game called Getaway. Real cool game
>in which you have to find treasures, rob armoured cars and get away
>from the cops. I kicked his ass in that game completely but he argued
>that my high score was not valid because Getaway is a Public Domain
>game. I was always under the impression that it was commercial software.
>Yeah, if it is commerical I am a bad guy pirate, I know.
>
>Can anyone clear up this question for me.
>
>Thanks.
>
>+---+
>| Kenneth L. Cope Internet: bantolph@draco.unm.edu |
>| 4224 Commanche Rd NE cope@amac.plk.af.mil |
>| Albuquerque, NM 87110 |
>| (505) 883-4388 home |
>| (505) 846-9772 work |
>+---+
>
Getaway was one of many titles marketed by the defunct Atari Program
eXchange (APX). Back in the early days, end users could submit their
programs to APX and if your program was selected, they would include it
in their catalog and you would get some share of the royalties. APX
also ran a contest or two with cash prizes for the best programs. As
I remember, APX was disbanded when Jack Tramiel took over Atari.
The $64,000 question is--were these programs released to the public
domain when APX folded? I don't know, but suspect not. B&C
Computervisions's latest catalog lists approximately 200 of the old
APX titles still for sale (Getaway included).

Roger Cole

2622. Re: Getaway

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 20:39:25 UTC
From: jim@skipjack
Message-ID: <1993Jul23.203925.17241@jpl-devvax.jpl.nasa.gov>
Source record: 105879

I think Atari sold the rights to the APX programs to Antic Magazine.
I don't know what happened to them after Antic went under.

2623. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 20:48:08 UTC
From: greg@duke.quotron.com
Message-ID: <CAMxs9.Fu5@quotron.com>
Source record: 105882

jharris@cup.portal.com (John D Harris) writes:

>I still have a finished, working Pac-Man game. Sadly, I only have one copy
>and the disk that it's on has a bent/crushed section and won't read. Does
>anyone have any experiances with reading damaged media? Is there any way
>to straighten the media back out? I played briefly with pressing down
>lightly on the head, and actually got part of it to read in. Someday, I
>may be able to get the rest of it, or the sections of source that would let
>me rebuild that part.

Something similar happened to me once. I went swimming and left a stack of
unevenly piled disks on a hot table. By the time I got out of the pool, the
side of the top disk (with the only copy of my latest project -- heh) had
melted slightly, bending over the disks beneath it.
I ended up writing a program that would read the raw sector data
over and over and over and over and over until I was lucky enough to get
a good read. As I got closer and closer to the melted section, the reads
took longer and longer (and I had to pop the top of the drive and start
pushing on the head with my finger), but I eventually got a working copy
of the source back. I don't know how something like a brute force method
would work on bent disks, but it's worth a shot.
Also, if the disk's from a name manufacturer, they used to be
willing to do all sorts of low-level magentic reads for a fee. I don't
know how will they'd be to work on Atari 8-bit stuff anymore, but it's
worth a shot.
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

2624. Re: ATR8000 and stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-23 21:26:53 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CAMzKt.L9x@news.cso.uiuc.edu>
Source record: 105883

In <svh.743447427@sarge> svh@verdix.com (Steven Hovater) writes:

>I have the following items for sale:

>2 ATR8500 - this one never made it to market - but it was a
>redesigned ATR8000,

If this never made it to market, how did you get two of them?

Just curious. ;-)

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2625. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 02:38:50 UTC
From: darekm@microsoft.com
Message-ID: <1993Jul24.023850.7738@microsoft.com>
Source record: 105887

In article <1993Jul19.114323.7496@iplmail.orl.mmc.com> richards@elmer.orl.mmc.com (Larry Richardson) writes:

>... The 8-bit would probably be even more difficult to emulate.

Hardly! Emulating the Atari XE on the PC is much easier than on the ST because of the faster speed of the PC, the fact that both the 6502 and x86 chips are little endian (thus you don't have to swap bytes all the time like on the ST version), you have graphics capable of actually emulating all Atari 8-bit video modes (the Atari ST CAN'T!), and you can even read Atari DD disks on the PC directly. I have the Atari emulator running on the 486 at over 5 times the speed of a real Atari 8-bit.

By the way, several Apple II emulators for the PC have been available for years with similar performance.

I showed the Atari 8-bit emulator for the PC at several Atari shows over the last 2 years but not too many people seemed interested in such a product so it shall probably remain unreleased. For now if you do want to run Atari 8-bit software on the PC, you can do so by running ST Xformer on Gemulator. The new Gemulator 3.0 coming out in a few months has a new version of ST Xformer bundled with it.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

2626. Re: <<** Atari 1010 Program Recorder **>> for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 03:37:36 UTC
From: dt4@scooby.ucsb.edu
Message-ID: <dt4.743485056@scooby>
Source record: 105757

lenn@mentor.cc.purdue.edu (Jody Lenn) writes:

>1010 Prog. Recorder for sale. Very nice shape. $10 plus shipping.

Heh, Heh. I got my 1010 Recorder for $5 at Sears the week they bailed out of Atari stuff. My 1200XL blew something and so unless I spend $60 to get a jumper put in I can't ever use my 1010 with the 1200XL. Until CD-ROM came along the atari cassette recorders were the best in audio-visual with the sound track playing capability.

dt

2627. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 08:42:53 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <86242@cup.portal.com>
Source record: 105888

Just made an 8-bit sighting in the 1982 movie "Time Walker" (under the title "Being From Another Planet" on MST3K).

Someone was loading a graphics screen beep-beep-beep-beep-beep.. and then some alarm screens with big GRAPHICS 1 lettering. And then you have a side view of the 800.

Jeff_M_Lodoen@cup.portal.com

2628. Re: Getaway

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 12:53:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22rbbp$39f@usenet.INS.CWRU.Edu>
Source record: 105889

In a previous article, jim@skipjack (James Brown 525-3610 6-6055) says:

>I think Atari sold the rights to the APX programs to Antic Magazine.
>I don't know what happened to them after Antic went under.

Antic bought just a few of the most popular APX games.

Just take a look at the B&C ComputerVisions catalog. They list all the
Antic titles, many recognizable as former APX titles, and they also list a
huge selection of titles that remained under the APX label.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2629. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 12:56:08 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22rbh8$3e2@usenet.INS.CWRU.Edu>
Source record: 105890

In a previous article, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) says:

>mirror/archive.umich or something like that. Mirror sites are also located at
>src.doc.ic.ac.uk and archie.au (the Australian archie site). I can't remember

If anyone finds the atari/8bit directories mirrored at the Austalia site
let me know. As far as I know the Australia mirror site for atari.archive
is a myth.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2630. Re: ??? Classifying 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 14:55:08 UTC
From: hoosier@rider.cactus.org
Message-ID: <1241@rider.UUCP>
Source record: 105894

totty@flute.cs.uiuc.edu (Brian Totty) writes:
]
]Is there a common description of the set {400,800,1200,XLs,XEs,...} which is
]more concise than "Atari 8-bit Computers"? For the ST variants, you can just
]say ST (meaning any member). Since the Atari 6502 machines are largely
]compatible, it would be nice to say X, like "this program runs on any X",
]without X being as verbose as "Atari 8-bit computer".
]
]Any advice on this pressing problem? :-)

What I've occasionally heard used is $ Atari, as in "2 bits, 4 bits, 6 bits, a dollar". It's typed as a single character and said as one word, which is an improvement over "8-bit". I've been surprised not to see it used here on usenet.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

"Age is a question of mind over matter. If you don't mind, it doesn't matter."

- Satchel Paige.

2631. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 15:15:33 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAoD1x.L8t@cbfsb.cb.att.com>
Source record: 105891

In article <86142@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

<deletions>
>
>I still have a finished, working Pac-Man game. Sadly, I only have one copy
>and the disk that it's on has a bent/crushed section and won't read. Does
>anyone have any experiances with reading damaged media? Is there any way
>to straighten the media back out? I played briefly with pressing down
>lightly on the head, and actually got part of it to read in. Someday, I
>may be able to get the rest of it, or the sections of source that would let
>me rebuild that part.
>
>John Harris - jharris@cup.portal.com

John,

Did you try the trick of taking a new disk, slitting the black plastic
along one side, removing the media, doing the same to the damaged one,
and placing it in the new black envelope?

Then I would try a low level, sector by sector, copy to a new disk
before doing anything else to the original, with a routine that would
skip past the bad sectors.

This copy you should be able to reconstruct at least source files
from, by pulling individual sectors one at a time.

If the media is physically _dimpled_, AFTER copying as above, and
I would definitely experiment on a scrap disk first, perhaps an iron
on _low_ heat, making sure it had a non-magnetic metal surface, and
unplugging it after letting it warm and before using it on the disk.
I HAVE NEVER DONE THIS! EXPERIMENT FIRST WITH A SCRAP DISK! AND
copy whatever you can first (sector by sector to skip by the bad stuff).
But it might help. Good luck!

--
Richard Dell

2632. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 15:17:45 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAoD5M.MDC@cbfsb.cb.att.com>
Source record: 105892

In article <86142@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>
>anyone have any experiances with reading damaged media? Is there any way

Oh Yes, and cover the disk with paper to keep from scratching it if
you try ironing it.

--
Richard Dell

2633. Re: ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 16:25:02 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <F5077B3w165w@cybernet.cse.fau.edu>
Source record: 105893
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

totty@flute.cs.uiuc.edu (Brian Totty) writes:

> Has anyone tried to rig up the software & hardware necessary to use ST floppy
> drives on the Atari 8 bit computers? It would be great to be able to use
> the extra disk storage, and it would be ideal if the file systems were
> compatible, so we could share files between the machines.
>
> So, has anyone done this?
>
> I don't have time to hack on this project now, but might look into it
> in a few months. Any particular trouble points to watch out for?
>
> --
> / Brian Totty o o
> /__ __ o Department of Computer Science o
> / / / / 1304 W. Springfield Ave _/ "We have corn in
> /__/ / / Urbana, IL 61801 Massachusetts too!"
> Gradual Student totty@cs.uiuc.edu

Why, yes, David Woolley had devised his own hack pricedure, detailed in
an Antic that I forget... (sorry!)

2634. ICD adress phone fax email adress.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 19:14:41 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.743541281@dtek.chalmers.se>
Source record: 105895

```
What is ICD's address?
(phone, fax, email, snail)

I'd want a manual bunch..

--------------------------------------------------------------------------------
Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
--------------------------------------------------------------------------------
```

2635. TurboBasic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 20:21:41 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <22s5kl$7ou@usenet.INS.CWRU.Edu>
Source record: 105896

Could someone e-mail me a copy of the TurboBasic Xl(Xe?) compileR?

I have been trying to send mail to the bart server for a week and it keep
coming back undeliverable...

Thanks in advance

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2636. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 20:28:51 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <22s623$8e0@usenet.INS.CWRU.Edu>
Source record: 105897

>400. It looked like an add on keyboard placed on the top of the original one.
>Was this made for this TV series only, or do those add-ons really exist?

Yes, there were a few replacment keyboards marketed (not anymore that i know of)
that were full stroke (800xl type) keyboards... I actually have a 400
w/ one in it... I like its keyboard much better than my 130xe...

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2637. Re: Thanks for the help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 20:32:32 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <22s691$8nh@usenet.INS.CWRU.Edu>
Source record: 105898

```
>>Second question: disk drives. There's an 810, an 850 and a 1050; that much I
> ~~~~~~
>
>Oops, what was I smoking? :-)
>
>For some reason, I thought "810," I thought "1050," and put them together and
>came up with "850." For any newbies lurking, the 850 is *not* a disk drive,
>it's an interface box. Even ex-Atariphiles know that...

Thanks okay, I just bought a peice of software I found at a thrift shop
(Math Blaster by Davidson) that has 3 insterts in it, 1 for booting
from "your Atari 810 disk drive", 1 for boting from your "Atari 1050
disk drive" and 1 for booting from your "Atari 850 disk drive"....

The instructions on the 850 sheet are the same as the 810 sheet... :)

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems
```

2638. Re: Anyone know what the PILL is?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 20:37:37 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <22s6ih$993@usenet.INS.CWRU.Edu>
Source record: 105899

>Does anyone remember the Multicart program that did similar things???
>
>It was the heaviest cartridge I ever had..... I use it as a door wedge now!

Wow.. Wanna trade a nice ROCK for it? :)

Steve

--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2639. What's up with LotsaBytes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 20:51:35 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul24.205135.10515@exu.ericsson.se>
Source record: 105900

I'm afraid I'm going to open a big can of worms with this post, but
here goes anyway.

I'm in the process of getting a usable 8-bit system together and have
requested information from quite a few companies on Michael Current's
Atari vendor list. I've been planning on sending an order to B+C
Computervisions, American Technavision, or More Than Games, or maybe
a couple of those places. Then I received the LotsaBytes "public
domain" catalog (their address is in the vendor list).

Has LotsaBytes *really* obtained permission to sell copies (i.e. not
originals) of just about every Atari 8-bit program ever released? I
remember LotsaBytes advertising in Analog years ago so I assume they are
a reputable outfit. Their current catalog lists everything from Mac/65
(disk version), The First XLent Word Processor, cartridge games
transferred to disk, the entire APX line, just about every utility and
game ever made, and some disks containing more than one program (e.g.
"Pro Pack #9" contains B/Graph and Atariwriter, among others). I couldn't
think of any titles that they didn't stock. And every page is headed
"PD 8BIT SOFTWARE".

Quoting the introduction to their catalog:

"All software including Public Domain (PD) will be _on disk_
as reproductions and/or distillations of the originals."

"_Notice:_
Please buy the original software if you find it somewhere."

Their prices are very low, only $1 or $2 per disk. Needless to
say, this severely undercuts the prices of the vendors I previously
mentioned. Oh, and most programs do not include documentation (the
few that do come with "disk docs, mostly short").

So what's the scoop?

--
James Hague
exuhag@exu.ericsson.se

2640. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-24 21:36:28 UTC
From: gt6373b@prism.gatech.EDU
Message-ID: <106175@hydra.gatech.EDU>
Source record: 105901

In article <1993Jul24.023850.7738@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

>I have the Atari emulator running on the 486 at over 5 times the speed of
>a real Atari 8-bit.

You actually have a working 8-bit emulator for the PC??? I am a computer engineering major, and would LOVE to get my hands on such a creature.
Where can I get a copy?

--
--- WARNING! ---------- WARNING! ---------- WARNING! ---------- WARNING! ---
Computer Engineering Major: Keep in cool, dry place. Do not expose to
direct sunlight or other humans, except during quarter breaks.
---------- Nelse C. Hansen ------------- gt6373b@prism.gatech.edu ----------

2641. Re: What's up with LotsaBytes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 00:01:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22sihf$19k@usenet.INS.CWRU.Edu>
Source record: 105902

In a previous article, exuhag@exu.ericsson.se (James Hague) says:

>
>Has LotsaBytes *really* obtained permission to sell copies (i.e. not
>originals) of just about every Atari 8-bit program ever released? I

I think it's absolutely clear that LotsaBytes is selling pirated software.
I am sorry I had it in the Vendor/Developer list; if I had known the nature
of their business I never would have added it. It will be immediately
removed from my list. (I've quietly deleted two other vendors blatantly
selling commercial software as PD since I started maintaining the list this
spring.)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2642. Re: Text Editor...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 00:40:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <22skq7$ib1@charm.magnus.acs.ohio-state.edu>
Source record: 105903

In article <DFVq7B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>> Both Atariwriter+ and PaperClip easily support the banked RAM in the
>> 130XE (and expanded XLs). PaperClip does it transparently,
[...]
>
>What do you mean by "transparent"? @an you set the amount of RAM used?
>(Ie, set up a RAMdisk as well as xtra WP RAM? (like talked about in the
>latest _A@_ as a matter of fa<t!))

Since Paperclip doesn't run from DOS (my biggest problem with it), you
can't use an internal ramdisk with it. By "transparent" I mean that
you don't notice or have to worry about the bank switching; the
program takes care of it automatically.
In AW+, you must manually switch banks, although the program makes it
easy to write a document that runs through more than one bank.
TextPro Xcompletely separates the banks, so you have a totally
different writing space for each bank (including main).
If you WANT separate "writing space" in PaperClip, you can always
open a second text window (just like Action).

Now if only I could get a version of PaperClip that used the
XEP80.....

(I'd even be happy with AW80, but I hate TurboWord 80!)
--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

2643. Re: Anyone know what the PILL is?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 02:02:07 UTC
From: tramp@austin.ibm.com
Message-ID: <CAp6zJ.3CJE@austin.ibm.com>
Source record: 105904

In article <21upupINNkh2@gap.caltech.edu>, buescher@ugcs.caltech.edu (Brent Buescher)
writes:
> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>
> >CSS currently sells the "Super Pill" a "legendary cart. backup
> >device for 8 or 16k carts. (Not OSS super carts.) Store
> >the cart on disk then run from disk. Saves wear and tear on
> >carts. Switchless module." Maybe the original Pill was
> >a switched module. Probably went in the computer, but may
> >have been something to go in 810 drive. Try that switch you
> >have!
>
> The pill was a cart with a switch and a resistor that pulled the line
> high that tells the atari that a cart is present. This is necessary
> for some games that had code to tell whether they were being run from
> a cart or not. From my ill-spent youth I recall that cracked versions
> of everything I ever saw my friend with a pill copy for himself were
> eventually available. The advantage was that you could borrow carts
> from friends and make your own copies without having to crack the relatively
> simple protection on them yourself.
>
> The switch is almost certainly one of two things:
>
> -it may disable the write protect notch sensor to allow you to format
> and write to the backs of disks without cutting a notch in the disk.
> This is a very common disk drive mod.
>
> -it may slow down the disk motor to allow the disk to write bad sectors,
> which lets you copy disks that have been copy protected with bad sectors
> if you have the appropriate software. Again, cracked versions of that
> stuff were readily available back then too, so this would have been for
> very casual copying of friends' originals. This is also thoroughly useless
> for backing up anything more recent that about 1983.
>
> At any rate, I don't condone piracy although like everyone else of my
> generation I have a box full of games at home. I AM slowly but surely
> replacing the stuff I actually still play with original copies, which is
> probably too little too late :(. There is still a lot of great old (and
> some new!) stuff available from mail order dealers VERY reasonably.
> Check out the vendors list in the FAQ and support the remaining community!
>
> Brent Buescher
> buescher@phys.uidaho.edu

>

I have a PILL Cartridge. It basically allows you to run PILL programs
by telling the computer that the code came from the cartridge slot.
I don't think it does anything funny with the disk drive, though I have
never copied a cartridge. I only ran PILL programs. I will have to check
my documentation for more details.

Roger Tramp
(My views, my thoughts, not my employer).

2644. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 08:30:17 UTC
From: farren@netcom.com
Message-ID: <farrenCApoyH.6su@netcom.com>
Source record: 105755

rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

>If the media is physically _dimpled_, AFTER copying as above, and
>I would definitely experiment on a scrap disk first, perhaps an iron
>on _low_ heat, making sure it had a non-magnetic metal surface, and
>unplugging it after letting it warm and before using it on the disk.

AAAAARRRGH! DON'T DO THIS! Irons are heated by running the AC current
through coils embedded in the iron's surface. What you will very
likely find you have is a heated disk eraser!

--
Michael J. Farren farren@netcom.com

2645. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 12:07:40 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CApz0s.53G@cbfsb.cb.att.com>
Source record: 105760

In article <farrenCApoyH.6su@netcom.com> farren@netcom.com (Mike Farren) writes:
>rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>>If the media is physically _dimpled_, AFTER copying as above, and
>>I would definitely experiment on a scrap disk first, perhaps an iron
>>on _low_ heat, making sure it had a non-magnetic metal surface, and
^^^^^^^^^^^^^^^^^^^^^^^^^^
>>unplugging it after letting it warm and before using it on the disk.
^^^^^^^^^^
notice above wording carefully

>
>AAAAARRRGH! DON'T DO THIS! Irons are heated by running the AC current
>through coils embedded in the iron's surface. What you will very
>likely find you have is a heated disk eraser!
>
>--
>Michael J. Farren farren@netcom.com
>

Of course, never let an AC current come close to a magnetic media!!

--
Richard Dell

2646. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 12:41:11 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAq0Kn.7yu@cbfsb.cb.att.com>
Source record: 105756

In article <CApz0s.53G@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>In article <farrenCApoyH.6su@netcom.com> farren@netcom.com (Mike Farren) writes:
>>rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>>
>>>If the media is physically _dimpled_, AFTER copying as above, and
>>>I would definitely experiment on a scrap disk first, perhaps an iron
>>>on _low_ heat, making sure it had a non-magnetic metal surface, and
> ^^^^^^^^^^^^^^^^^^^^^^^^^^
>>>unplugging it after letting it warm and before using it on the disk.
> ^^^^^^^^^^
>notice above wording carefully
>
>>
>>AAAAARRRGH! DON'T DO THIS! Irons are heated by running the AC current
>>through coils embedded in the iron's surface. What you will very
>>likely find you have is a heated disk eraser!
>>
>>--
>>Michael J. Farren farren@netcom.com
>>
>
>Of course, never let an AC current come close to a magnetic media!!
>

Thinking over what _I_ would do here, it bother me to think
of _rubbing_ anything against the media, even if it is protected
by paper. I tend to be a clutz at times. I also happen to have
some large clay tiles in my oven. I would probablly heat those
on low heat, then place the disk between them and paper to protect
the surface, allowing the heat to penetrate for a longer period of
time, probably leaving it in the still warm but off oven overnight.
Mostly cause I would be afraid of putting a new crease in it with
my clutzyness.

Bottom line is, copy what you can first, then experiment on a blank
floppy second, as my original post said.

--
RIchard Dell

2647. Question for conference moderator

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 19:18:31 UTC
From: a9355@mindlink.bc.ca
Message-ID: <26987@mindlink.bc.ca>
Source record: 105758

To Conference Moderator:

Could you please tell me whether or not it is permissible to sell
Atari 8 bit products in this conference?

R. Cockroft
a9355@Mindlink.bc.ca

2648. Atari 2600 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 20:32:54 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00970091.CFDF87E0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 105759
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

Atari 2600 system and items for sale:
The following items will be sold to best offer (hopefully within a couple of days; reasonable/good offers will be accepted immediately without delay).
You can buy only the items you want, or the whole package- it is up to you.
I am perfectly willing to sell separately.

Everything is tested and is in good, working condition.
==========
List of items:

Atari 2600 in excellent condition, with manual (I even still have the original box for the machine somewhere here).

Black hard plastic protective hood that goes on top of the Atari 2600, with a place to put the cartridges and manuals on the top of it; it also allows joysticks and power supply cable to be connected, so the whole system can be conveniently operated with it

Atari joysticks

Atari paddles

Official Atari Log Book (like new)

A series of Atari catalogs from different dates.

A storage box for 24 cartridges (Atari 2600/5200/7800) or cassettes or even 8-track casettes if the need arises. Wooden base, smoked clear hard-plastic top, blue velvet-like inside.

CARTRIDGES-
Frogger
Home Run
Video Pinball
Astroblast
Outlaw
Super Challenge Baseball
Grand Prix
Moon Patrol
Space Invaders
Combat
Donkey Kong
Missile Command
River Raid
Atlantis
Fishing derby

Breakout
Super Breakout
Indy 500
Astroids
Pac Man
Freeway
Skiing
Football CX-2625
Target Fun 27 TeleGames
Pong/Sports 50 TeleGames

Please e-mail offers to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973 late evenings in case you have no e-mail access.
Thanks!

2649. Re: Question for conference moderator

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 21:46:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <22uv0f$b2r@usenet.INS.CWRU.Edu>
Source record: 105761

In a previous article, a9355@mindlink.bc.ca (R.H. Cockroft) says:

>To Conference Moderator:
>
> Could you please tell me whether or not it is permissible to sell
>Atari 8 bit products in this conference?

Er, there is no moderator of the comp.sys.atari.8bit/Info-Atari8 Digest discussion group. But I'll take a stab at answering your question.

In general, buying and selling of products among individuals in entirely permissible in a group such as this. The posting of commercial product announcements is also permissible as long as it is not done "in excess," which is to be interpreted by the users of the group.

There are separate newsgroups specifically designated for commercial purposes, though I don't know off hand what they are.

Hope that helps,
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2650. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-25 22:12:47 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <1Vk07B1w165w@TheRat.Kludge.COM>
Source record: 105767

> Ken Sumrall writes:
> >
> >Jawbreaker II is the 5 horizontal rows game. I never played it much.
>
> IMO the changes from Jawbreaker to Jawbreaker II were so sweeping that
> I'm surprised the name even stayed the same. I, too, never played Jawbreaker
> II much, but it always struck me as the strangest of the Pac-Man games
> of the time. A neat concept, but I don't know how much fun it was.
>
> [I've saved the 2600 binary so I can burn my own cartridge when I
> eventually have the need to purchase an EPROM programmer. It might
> be a little messy, since you've got to stick an inverter on one of
> the pins. Has anyone handled this in a nice way?]
>
> --
> James Hague
> exuhag@exu.ericsson.se

James; I've got a burner on my clone, if you give me a type I'll check to
see if it's listed in the config files. I'll also burn it for you if you
get me the file <g>.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2651. Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 02:12:47 UTC
From: mary@wam.umd.edu
Message-ID: <22veiv$mtn@cville-srv.wam.umd.edu>
Source record: 105762

I'm interested in getting an 8-bit to add to my collection...earlier today
I saw the following.

600XL - $15
130XE - $25

Neither had a drive... Can the 130xe use 400/800 carts?? Were all 8bit
carts compatible?? There was a 130xe Rescue on Fractalus carts with the
130xe. Should I wait for better deals? Thanks alot!!

2652. Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 03:25:28 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34632@galaxy.ucr.edu>
Source record: 105763

I can't think of a 8-bit cart that won't work in a 130XE. Personally, I think those prices are pretty good. Get the 130XE!! :->

--Paul
phruby@ucrengr.ucr.edu

2653. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 04:46:28 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <86375@cup.portal.com>
Source record: 105764

phruby@ucrengr.ucr.edu (paul hruby) writes
> I can't think of a 8-bit cart that won't work in a 130XE. Personally, I
> think those prices are pretty good. Get the 130XE!! :->

Not entirely true. A few older carts won't work on the XL/XE
models (Gorf, Deluxe Invaders, Demon Attack, Atlantis) without
a translator.

More specifically, a translator that works with carts. UltraFix
can handle this.

Since it's fixable, sure, get a 130XE. It has 128K (most 600XLs
have only 16K, some were refitted with 64K) and a video port.

Some XE Game System carts, while compatible with XL/XE models,
will not work on the 400/800 (1200XL?) models. (Ace of Aces and
Dark Chambers I've tried.. no go.)

Jeff_M_Lodoen@cup.portal.com

2654. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 04:47:47 UTC
From: ScottM@cup.portal.com
Message-ID: <86377@cup.portal.com>
Source record: 105766

```
>I finally got a chance to see the OUR5OFT demo. It didn't run clean on my
>machine for some reason, but it did show that they were using the same
>method I described for getting mixed modes on a scan line. It's just a
>matter of changing GPRIOR into a GTIA mode, and then back to zero. Why the
>ANTIC chip pops into mode $E because of this, is probably a bug. (or
>quirk) :-) By definition, it should have returned to mode $F, which is what
>I was trying to get it to do when I stumbled upon this trick ny accident.
>
Where can the OUR5OFT demo be found?

>John Harris - jharris@cup.portal.com

/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2655. Re: Atari in the Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 04:48:25 UTC
From: ScottM@cup.portal.com
Message-ID: <86378@cup.portal.com>
Source record: 105765

>That also reminds me. I have a mint condition copy of the Album, Pac Man Feave
r
>. Kinda werid.
>
Me too. :-)

/==\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\==/

2656. 400 Keyboard Add-On...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 06:57:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <743783766.AA04884@tdkt.kksys.com>
Source record: 105817

Quoting from TOMCZYK MAREK to ALL

>
> What I was amazed about on that episode was the strange keyboard on the
> 400. It looked like an add on keyboard placed on the top of the original one.
> Was this made for this TV series only, or do those add-ons really exist?
>

The add-ons really do exist because I considered getting one at
the time for my 400. I never did buy one (received an 800XL as a gift
instead!) but I do seem to recall a couple of different types were made.
Anyone reading the newsgroup have one?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "To gain extra time on the BBS, press <ALT-H> now:" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

2657. Re: ??? Classifying 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 10:55:55 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Jul26.105555.17293@def.bae.co.uk>
Source record: 105785

In article <CAMpuC.M2t@cs.uiuc.edu> totty@flute.cs.uiuc.edu (Brian Totty) writes:
>Here's a silly little question.
>
>Is there a common description of the set {400,800,1200,XLs,XEs,...} which is
>more concise than "Atari 8-bit Computers"? For the ST variants, you can just
>say ST (meaning any member). Since the Atari 6502 machines are largely
>compatible, it would be nice to say X, like "this program runs on any X",
>without X being as verbose as "Atari 8-bit computer".
>
>Any advice on this pressing problem? :-)
>
>--

The general consensus seems to be "Classics", although many people includinh
myself don't like the name.

Simon.

2658. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 11:00:22 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Jul26.110022.17378@def.bae.co.uk>
Source record: 105786

In article <CAMxs9.Fu5@quotron.com> greg@duke.quotron.com (Greg "Maddog" Knauss) writes:
>Something similar happened to me once. I went swimming and left a stack of
>unevenly piled disks on a hot table. By the time I got out of the pool, the
>side of the top disk (with the only copy of my latest project -- heh) had
>melted slightly, bending over the disks beneath it.
> I ended up writing a program that would read the raw sector data
>over and over and over and over and over until I was lucky enough to get
>a good read. As I got closer and closer to the melted section, the reads
>took longer and longer (and I had to pop the top of the drive and start
>pushing on the head with my finger), but I eventually got a working copy
>of the source back. I don't know how something like a brute force method
>would work on bent disks, but it's worth a shot.
> Also, if the disk's from a name manufacturer, they used to be
>willing to do all sorts of low-level magentic reads for a fee. I don't
>know how will they'd be to work on Atari 8-bit stuff anymore, but it's
>worth a shot.
>--

They did some tests once upon a time, putting disks in weird places (on top of the washing machine, under a tube train, by some high-tension power lines etc.) Apparently the only one to get really screwed up was the one sat under the telephone. (Perhaps because of the d.c. voltage?) Amazing considering how fragile you'd think they were after reading the label.

Anyone remember when CD's first came out and they were demonstrating them on t.v. after spreading honey, jam etc. all over them? Nowadays you're told they don't even last ten years if kept mint - apparently the lasers fade them or something!!!!

Simon "Tech is my middle name" Trew.

2659. Re: Emulator to run 8bit programs on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 11:31:38 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Jul26.113138.17555@def.bae.co.uk>
Source record: 105784

>iN article <1993Jul24.023850.7738@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>
>>I have the Atari emulator running on the 486 at over 5 times the speed of
>>a real Atari 8-bit.

Any chance of posting here (or are you looking at selling it?) I would also
very much like to see this. Mail me perhaps - I would be interested in UK
distribution rights etc. Although @ the mo I only have a poor 286/12Mhz with
VGA (tho' it is a true Big Blue.)

Simon.

2660. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 11:33:19 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Jul26.113319.17631@def.bae.co.uk>
Source record: 105783

In article <farrenCApoyH.6su@netcom.com> farren@netcom.com (Mike Farren) writes:
>rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>>If the media is physically _dimpled_, AFTER copying as above, and
>>I would definitely experiment on a scrap disk first, perhaps an iron
>>on _low_ heat, making sure it had a non-magnetic metal surface, and
>>unplugging it after letting it warm and before using it on the disk.
>
>AAAAARRRGH! DON'T DO THIS! Irons are heated by running the AC current
>through coils embedded in the iron's surface. What you will very
>likely find you have is a heated disk eraser!
>
>--
>Michael J. Farren farren@netcom.com
>

Well, you could try it with the iron turned off. After you've heated it up
of course. Alternatively, why not try a wood or a sand wedge?

2661. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 12:22:59 UTC
From: chase@pion.rutgers.edu
Message-ID: <Jul.26.08.22.58.1993.24211@pion.rutgers.edu>
Source record: 105768

phruby@ucrengr.ucr.edu (paul hruby) writes:

>I can't think of a 8-bit cart that won't work in a 130XE. Personally, I
>think those prices are pretty good. Get the 130XE!! :->

>--Paul
>phruby@ucrengr.ucr.edu

Actually, a few carts don't work with the XE. The only one
that comes to mind is Gorf, though. Missile Command works, but you
can't select levels (guess Atari broke their own programming rules).
Probably all of those right-slot only carts don't work also (no
great loss).
--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gateway to Apshai
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-

2662. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 13:04:09 UTC
From: winston@merk.com
Message-ID: <CArwAz.JB6@merk.com>
Source record: 105770

On Monday, July 19, 1993 at 23:39:46 PDT
jharris@cup.portal.com (John D. Harris) writes:

JH> I did a game like this called Chase, but I don't think that's the
JH> one, since it only had one enemy. In any case, the game design came
JH> from an arcade game, (of the same name I think), in the very early
JH> days -- like the Pong and Tank era.
JH>
JH> Hmmm, I didn't even think of this one when I came up against Atari
JH> and Midway in a lawsuit over Jawbreaker infringing the copyright of
JH> Pac-Man. The example I used, in an attempt to show that their maze
JH> chase game idea was not unique, was the game Head-On. A car in a
JH> rectangular maze, eating dots, being chased by computer controlled
JH> enemies. It's really pretty close.

Actually, the history of maze chase games long predates "PAC-MAN".
There was a "mouse runs the maze and finds the cheeze" game written at
about the same time that "SPACEWAR!" was, as a demo at M.I.T. (I think it
ran on a TXO-1 ??? There was a mention of it in an article about the
history of "SPACEWAR!".) An article on the history of the video game might
also mention it. Then there are the "Minotaur in the Maze" and "Monster in
the Maze" games that were being played on the PET and the NORTHSTAR five
years before PAC-MAN came out. "Monster in the Maze" had one monster/ghost
in the center of the maze that would chase you and instead of a "pill" you
would race to a "key" which would empower you to unlock a door and escape.

Most of the most popular video game "hits" were just rip-offs of
popular public domain games. "SPACE INVADERS(tm)" is just a variation of
the popular "shooting gallery" games of its time, with the "twist" that the
targets could shoot back and drop lower. "ROBOTRON 2084(tm)" is just a
version of a game called "MINEFIELD!" or "ROBOTS", except for the fact that
it is done in real time. Having an "electrified" outer perimeter is
--POINTLESS-- in a realtime game where animated enemies come at you in
realtime. It only makes sense in the "stop-action" game from which
"ROBOTRON 2084(tm)" had its origins, which was played more in the manner of
chess or "Go" than in a "blast anything that moves" arcade style. "POLE
POSITION(tm)" is a version of Road Rally and Little Red Bug and other
popular driving simulations. "PAC-MAN(tm)" is just a version of Minotaur
in The Maze. Truly original ideas were few and far between. The death of
the truly generic programmers' magazines such as "Creative Computing",
"Compute!", "BYTE" (remember when BYTE used to publish schematics and
program listings?) and truly universal source code listings, sort of put a
damper on truly original game development. "PAC-MAN(tm)" was --NOT-- an
original idea by any stretch of the imagination!

...Now about this "Great Movie Debate"...
Although it has been mentioned that "AIRPLANE!" is probably the "most famous" appearance of an ATARI video game appearing in a motion picture, many participants in this NewsGroup have mentioned previously that the "most extensive" appearance of ATARI video games in a major motion picture occurs part-way through a film entitled "CLOAK AND DAGGER". Apparently there is a scene in the movie "CLOAK AND DAGGER" in which the child star enters a computer store, only to be confronted with a solid wall of ATARI video game and computer products, running from floor to ceiling and playing on every computer console in the place. This has to be the largest appearance by ATARI in --ANY-- major motion picture. (P.S. I also understand that an ATARI acoustic coupler made a cameo appearance in the Robert Redford / Dan Ackroyd movie "Sneakers"). I haven't seen the film "CLOAK AND DAGGER", so I can not say this is true for sure, although I understand that ATARI had a merchandising tie-in to produce the "CLOAK AND DAGGER" video game.

2663. An Atari newbie needs guidance!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 13:19:47 UTC
From: GARRETT@kcgl1.eng.ohio-state.edu
Message-ID: <230llj$kpa@charm.magnus.acs.ohio-state.edu>
Source record: 105769

Greetings all!

Here I am, another guy who is going to attempt to re-enter the world of the Atari 8-bit computing. I've been using the IBM's and MAC's for years now (college), and have not touched an Atari for longer.
I have an 800xl, a 130xe, a few 1050's in various states of repair, etc., and some software (mostly games) that I would hate to loose! After reading many of the threads in this newsline, I see there are many interesting new toys for the 8-bit (i.e. - Hard drives, memory expansions, program managers and operating systems, wow!)

In order to dive into this new HOBBY, I need HELP!! Would 'Atari Classics' be a benefit to a BEGINNER like myself?...Where would I get info on buying and using hard drives (to avoid the tedious disk drives)?...

I'd really appreciate the help. Feel free to e-mail me direct!

Mike Garrett
"garrett@kcgl1.eng.ohio-state.edu" (before aug. 12)
"301538@xavier.xu.edu" (after that)

Thanks again!

2664. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 14:34:45 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CAs0I6.Ezw@cbnewsc.cb.att.com>
Source record: 105771

From article <86375@cup.portal.com>, by Jeff_M_Lodoen@cup.portal.com:
>
> Some XE Game System carts, while compatible with XL/XE models,
> will not work on the 400/800 (1200XL?) models. (Ace of Aces and
> Dark Chambers I've tried.. no go.)

That's because they need a full 64K machine to run. Even 800's with
expanded memory schemes won't work because of the different way they
do things.

I do think that they will work in 1200XL machines although I can't vouch
for this personally.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2665. Re: An Atari newbie needs guidance!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 14:49:39 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul26.144939.4374@exu.ericsson.se>
Source record: 105772

J. Michael Garrett writes:
>
>In order to dive into this new HOBBY, I need HELP!! Would 'Atari
>Classics' be a benefit to a BEGINNER like myself?...Where would I
>get info on buying and using hard drives (to avoid the tedious disk
>drives)?...

I know how you feel, as I'm in the same boat. I used to use the
8-bit computers in a big way, but I've been away for a while and
all the memory upgrades, fancy DOSes, and hardware gadgets are new
to me. DEFINITELY subscribe to Atari Classics (and request all
the back issues as well). There is a lot of good and easy to
understand information in there, especially on hardware upgrades.
"The Fitting Room" column has been especially helpful.

The toughest part for me has been just figuring out what's available,
what would serve my purposes best, and where to get it. I'm taking
a conservative approach. I'm not worrying about memory or fancy
hardware upgrades yet. My first addition will be SIO2PC so I can
transfer files from my PC and use it as a mass storage device. After
that I'm going to check out MYDOS or SpartaDOS as an alternative to
DOS 2.5. Another route would be to get a Black Box, floppy board, and
mount everything in a PC case with some floppy drives and a hard
disk, but that would cost _lots_ more and take more space.

Good luck!

--
James Hague
exuhag@exu.ericsson.se

2666. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 15:52:47 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul26.155247.7048@exu.ericsson.se>
Source record: 105774

Winston Smith writes:
>
>"PAC-MAN(tm)" was --NOT-- an
>original idea by any stretch of the imagination!

That's a little harsh don't you think? Maybe the concept wasn't
spontaneously formed in the designer's head when he was hit by
lightning, but it's a good balance of existing and original
ideas with a distinctive style. Good books are the same way.

--
James Hague
exuhag@exu.ericsson.se

2667. Re: An Atari newbie needs guidance!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 15:56:15 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Jul26.155615.5150@newshub.ists.ca>
Source record: 105773

In article 4374@exu.ericsson.se, exuhag@exu.ericsson.se (James Hague) writes:
>J. Michael Garrett writes:
>>
>>In order to dive into this new HOBBY, I need HELP!! Would 'Atari
>>Classics' be a benefit to a BEGINNER like myself?...Where would I
>>get info on buying and using hard drives (to avoid the tedious disk
>>drives)?...
>
>I know how you feel, as I'm in the same boat. I used to use the
>8-bit computers in a big way, but I've been away for a while and
>all the memory upgrades, fancy DOSes, and hardware gadgets are new
>to me. DEFINITELY subscribe to Atari Classics (and request all
>the back issues as well). There is a lot of good and easy to
>understand information in there, especially on hardware upgrades.
>"The Fitting Room" column has been especially helpful.
>

James,

I'm glad you find the Fitting Room helpful. I've been sporadically including my email addresses
to solicit reader feedback and see if people had topics they'd like me to touch on. To this point, feedback has been virtually nil. I've started getting paranoid lately, thinking that maybe people weren't reading the Fitting Room and were ripping those pages out of AC to line their bird cages. (Or worse yet, they *WERE* reading the Fitting Room and then ripping out those pages. :-)

In any case, you have restored my dignity. I now realize that I have not been labouring in vain and this, in turn, has given me the spark I need to carry on. Just as well, too - with yet another deadline fast approaching.

If you like The Fitting Room so far, you'll enjoy the column I'm currently working on - it's a treatise on how not to build a circuit. It's tentatively titled "Things That Go KABOOM in the Night". And yes, it probably is what you think.

- Mike Jewison
"The Fitting Room"
Atari Classics
mjewison@nereid.sal.ists.ca

2668. Re: '81 Prices

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 17:09:40 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <Ti2a8B6w165w@iowegia.dsm.ia.us>
Source record: 105800

RE: Suggested retail prices for Atari products, year 1981.

If memory serves me correct, I bought my first system in late 1979 or early 1980 (when it first came out) and paid $975 for an 8K computer with Colleen operating system cart installed. I think I paid $150 each for three 16k carts when I realized that I could not live on just 8k of memory for programming space. I also bought two 810's at around $500 each, and an 830 modem for around $150 (gulp- 300 baud acoustic!). I still have the drives, the computer, and the original memory/os carts. I sold the modem a couple of years after I got it to get a whopping 1200 screaming bits per second modem! I wish I had kept the modem however....sq

(I think I paid $80 for the basic cart, and more for the assembler/editor as it was special order. It NEVER pays to be the first on your block- but as I said, I still have the original computer and drives. The floppy mechs (Tandon) were swapped out in 1984 when I wore out the heads from excessive use, the keyboard was swapped out sometime along there too, just wore out. I used that computer so much, my palms wore little holes in the plastic case where my hands rested while I typed. Memories.... :)

2669. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 18:45:32 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <Ly6a8B1w165w@TheRat.Kludge.COM>
Source record: 105782

mary@wam.umd.edu (Mary Louise Cassidy) writes:

> I'm interested in getting an 8-bit to add to my collection...earlier today
> I saw the following.
>
> 600XL - $15
> 130XE - $25
>

IMHO: Grab the 130 XE ASAP.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2670. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 18:56:45 UTC
From: mike@maths.tcd.ie
Message-ID: <1993Jul26.185645.10095@maths.tcd.ie>
Source record: 105775

In article <22veiv$mtn@cville-srv.wam.umd.edu>, mary@wam.umd.edu (Mary Louise Cassidy) wrote:
>carts compatible?? There was a 130xe Rescue on Fractalus carts with the
>130xe. Should I wait for better deals? Thanks alot!!

I've never heard of RoF carts. Are they available mail order?
--
Mike Rogers, #3, 44 Westland##EveryoneHasTheRightToFreedomOfOpinionAndExpressio
Row, Dublin 2, Ireland FNORD##nThisRightIncludesFreedomToHoldOpinionsWithoutInt
##erferenceAndToSeekReceiveAndImpartInformationAndI
deasThroughAnyMediaAndRegardlessOfFrontiers..#10 UN Declaration of Human Rights

2671. Re: ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 20:49:56 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <XPBB8B1w165w@iowegia.dsm.ia.us>
Source record: 105799
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

totty@flute.cs.uiuc.edu (Brian Totty) writes:

> Has anyone tried to rig up the software & hardware necessary to use ST floppy
> drives on the Atari 8 bit computers? It would be great to be able to use
> the extra disk storage, and it would be ideal if the file systems were
> compatible, so we could share files between the machines.
>
I have an old news group letter somewhere that had such a product. I believe
Darek M. designed, but don't quote me on that. I'll try to find it.
Lannie

2672. Current 8-bit prices?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 21:27:41 UTC
From: jdurand@mitre.org
Message-ID: <jdurand-260793170503@128.29.200.112>
Source record: 105777

I just donated a bunch of Atari 8-bit hardware & software to our church for
a fund-raising auction. Anyone care to put a value on it? I need to value
it for tax purposes.

BTW,
This equipment is forsale for the next few days only. I can still retrieve
it from the church. We would need to finalize the price by this friday
(7/30), & I would need to receive payment by 8/6. Otherwise it will be
auctioned at the Community Presbyterian Church in Chester, NJ on 7 August.
Will be sold in a complete package only. Buyer pays shipping. If your
interested send me E-mail or call me. I don't normally read this
newsgroup.

** Hardware **

All equipment working except where noted.

1 800XL CPU
1 800 CPU

1 810 Disk Drive
1 1050 Disk Drive
1 1050 Disk Drive (bad power supply & only reads/writes single density
disks)

1 Monochrome Monitor
1 850 interface device (bad power supply)

1 Okimate 10 color printer
1 Centronics GLP printer

1 1200 baud external modem
1 Koala pad - w/paint cartridge
4 joysticks

Cables

** Software **

To numerous to list individual items.

A large collection of 8-bit s/w from the atari archive

Letter Perfect
Data Perfect
Spreadsheet

Lot's of disks...

** Documentation **

All original documentation
DE RE Atari
Compute book of Atari
Mapping the Atari
2-3 other misc Atari books
6-10 Atari mags- Explorer, Analog, Antic

John S. Durand The MITRE Corporation
jdurand@mitre.org 145 Wyckoff Road
908-389-6799 Eatontown, NJ 07724

2673. need help with 850<->modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 21:42:04 UTC
From: acsajz@hawk.depaul.edu
Message-ID: <1993Jul26.214204.25600@hal.depaul.edu>
Source record: 105776

I recently bought an 850 interface and I don't have the right cable to hook it up to a standard RS-232 modem. Could some kind soul mail me instructions for building one seeing as I'm too lazy to sit down and figure it out.

Thanks,
Aaron Zygmunt
acsajz@hawk.depaul.edu

2674. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 23:16:12 UTC
From: chase@pion.rutgers.edu
Message-ID: <Jul.26.19.16.11.1993.11090@pion.rutgers.edu>
Source record: 105778

winston@merk.com (Winston Smith) writes:

> Most of the most popular video game "hits" were just rip-offs of
>popular public domain games. "SPACE INVADERS(tm)" is just a variation of
>the popular "shooting gallery" games of its time, with the "twist" that the
>targets could shoot back and drop lower. "ROBOTRON 2084(tm)" is just a
>version of a game called "MINEFIELD!" or "ROBOTS", except for the fact that
>it is done in real time. Having an "electrified" outer perimeter is
>--POINTLESS-- in a realtime game where animated enemies come at you in
>realtime. It only makes sense in the "stop-action" game from which
>"ROBOTRON 2084(tm)" had its origins, which was played more in the manner of
>chess or "Go" than in a "blast anything that moves" arcade style.
[more deleted]

Whereas I will grant there is some connection between Robotron and Robots,
I think you are being overly harsh. Robots (or Daleks as I remember it) was
primarily a strategy game. You had no time limit to make a move, and every
robot simply moved toward you each move. The logic for defeating the robots
is very simple.

Now Robotron was a whole other ball of wax. First of all, most of the robots
did not try to kill you by running into you. Only the grunts. Saving the
humans from being squashed or reprogrammed was a fairly novel idea as I
remember games of the time. And shooting in a different direction than
you were running was a novel idea as well.

Robotron succeeded because it was fast, furious, and pretty much impossible
after a few levels. I always hated playing Daleks, because it was so
easy. Sure, Robotron adopted ideas from elsewhere. But ten years later,
we talk about Robotron, not about the games that introduced the ideas because
Robotron was the game that made all the elements work together.

Of course, if you want a flame war, go over to rec.games.video.arcade
and suggest that Mortal Kombat and Street Fighter II are just cheap
ripoffs of games like World Karate Championship by Epyx. ;-)
I'm sure they'll oblige.

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gateway to Apshai
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-

2675. ANALOG magazine index, well, a start...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-26 23:20:49 UTC
From: chase@pion.rutgers.edu
Message-ID: <Jul.26.19.20.49.1993.11200@pion.rutgers.edu>
Source record: 105779

Atari Gaming Enthusiasts,

I recently filled in most of the gaps in my ANALOG magazine collection,
and as a result, I am in the position of offering an index of all those
great issues. Here is the first part, which includes only games.
But then again, all I want to know about are the games. Now I need
only to track down as many of these great games as I can. I will probably
produce some more indices over time, especially if given some encouragement.

Any glaring (or even minor) errors please point out to me in an email
message or a followup post.

Iss pg Lang Type Program
01 15 BAS Blocked, by David Bohlke
01 26 BAS Motorcycle Maze Rider, by Charles Bachand
01 39 BAS Sub, by Lee Pappas
02 21 BAS Cannon Duel, by David Bohlke
03 23 BAS Towers of Hanoi, by Ricky Knopman
03 32 BAS Target Shoot, by Steve Smith
04 16 BAS Darts, by Ricky Knopman
04 40 BAS Comp III, by David Bohlke
06 14 M/L Maniac!, by Rick Messner
07 26 BAS Dino Battle, by Arthur Cestaro
07 63 BAS Triple Threat Dice, by Michael Ivins
08 07 M/L Maniac! in 32K, by Stephen Vance
08 31 BAS Stuntman, by Steven Pogatch
08 67 BAS Color Slot Machine, by Michael Ivins
09 25 BAS Safryland, by Peter Naleszkiewicz
09 80 M/L Harvey Wallbanger, by Charlie Bachand
10 44 BAS An Adventure Game, by Michael Duboy
10 79 BAS The Halls of the Leprechaun King, by Ted Atkinson
10 100 M/L Arc Fill 'Er Up!, by Tom Hudson
10 110 BAS Word Square, by Sol Guber
11 90 BAS Adv Adventure in the 5th Dimension, by Brian Moriarty
12 104 BAS Arc Atari's Multicolor Character Set, by Dave Plotkin
12 110 M/L Arc Livewire, by Tom Hudson
13 43 M/L Arc Livewire Paddle Default, by Tom Hudson
13 76 M/L Arc Roundup, by Richard Loken
13 119 BAS Space Assault, by Mike Walters
14 70 M/L Sim Retrofire, by Tom Hudson
14 94 BAS Lumberjack, by Ertl/Euker
15 74 BAS Knights and Chalices, by Bruce Willard
15 110 M/L Arc Bricklayer's Nightmare, by Gordon Robson
16 87 M/L Arc Shooting Stars, by Dennis Fox
17 83 M/L Arc Planetary Defense, by Charles Bachand/Tom Hudson

18 44 M/L Adv Crash Dive!, by Brian Moriarty
18 84 BAS Munch'Im Climb'In, by Mark Comeau
19 35 M/L Arc Battle in the B-Ring, by Lew Thomits
19 84 BAS Siege, by Glen Raffel
20 29 BAS Buzz-Zap!, by David Karp
20 35 M/L Arc Bacterion, by Kyle Peacock/Tom Hudson
21 35 M/L Arc Avalanche, by Tommy Bennett
21 75 BAS Spy Plane, by Mark Comeau
22 34 BAS Puz Micro Puzzler, by Larry G. Hearin
22 39 BAS Arc Air Attack, by Scott Sheck
22 63 M/L Arc Money Hungry, by Donald Murphy
23 24 BAS Climber, by John Hanke
23 39 M/L Arc Firebug, by Kyle Peackock & Tom Hudson
24 33 BAS Arc Bopotron!, by Kyle Peacock
24 63 BAS Bopotron Construction Set, by Kyle Peacock
24 72 M/L Arc Race in Space, by Charles Bachand
25 34 BAS Reckless Racer, by David Plotkin
25 40 BAS Androton, by David Bohlke
25 73 BAS Miner Jack, by Randy Schulze
26 27 M/L Arc Popcorn, by K. and M. Sloatman
26 81 BAS Robot Raid, by Charles Kormos
27 73 BAS Adv Adventure at Vandenberg A.F.B., by Tom Hudson
28 42 Act Arc Demon Birds, by Dan Bullok
28 73 M/L Arc Two Gun, by Conrad Tatge
28 80 BAS Cascade, by Neil Simms
29 38 BAS Dragonlord, by Clayton Walnum
30 35 BAS Arc Basic Burger, by David H. Butler
30 56 M/L Boulder Bombers, by Mark Price
31 25 Act R.O.T.O., by Mike Stortz
31 41 BAS Lunar Patrol, by Sol Guber
32 35 Act Puz Color the Shapes, by Sol Guber
32 41 M/L Cosmic Defender, by Phill Roey
32 70 BAS Boa SuperReversion, by Phillip Burgess
33 39 M/L Syntron, by Jon Snyder
34 73 M/L Arc Elevator Repairman, by Fred Caprilli
35 23 BAS Puz Hide and Seek, by Greg Peck
35 67 M/L Arc Bonk, by James Hague
36 33 Act Sneak Attack, by David Plotkin
36 39 M/L Maze War, by Mark Price
36 71 BAS Rafferty Run, by Chuck Rosco
36 78 BAS Adv Night Shade, by Clayton Walnum
37 35 M/L Speedski, by Bill Richardson
38 59 Act Air Hockey, by Chris Page
38 40 M/L Incoming!, by Conrad Tatge
39 18 M/L Super Pong, by Gary S. Domrow
40 44 M/L The Clash of Kings, by Bryan Schappel and Barry Kolbe
41 25 BAS Treasures of Barboz, by Chris Smith
41 101 M/L Adv One for the Road, by Clayton Walnum
42 89 BAS Atarzee, by Clayton Walnum
43 35 M/L Electroids, by James Hague

44 117 M/L Blast! by S. Grimm
45 27 Act Roll 'Em, by Brian Strand
45 95 M/L Troll War, by Scott Langston
46 100 BAS Launch Code, by David Schwener
46 39 BAS Moonlord, by Clayton Walnum
47 22 M/L Deathzone, by Steven Hiller
48 119 BAS Modem Chess, by Gary Heitz
48 96 M/L Cosmic Glob, by Rich B. Enns
49 119 BAS Fortune Wheel, by Robert A. Beatty
50 M/L Krazy Katepillars, by David Huff
51 BAS Starlanes, by Darin L. Delegal
51 M/L Slither, by Stevn E. Pearson
52 Act Midas Maze, by Ken Miller
52 BAS The Devil's Doorway, by David Schwener
52 M/L Rambugs II, by Matthew J. Ratcliff
53 M/L Floyd the Droid Goes Blastin', by Paul Lay
54 M/L Rocks!, by Douglas Engel
55 BAS Dragonlord Dungeon Editor, by Clayton Walnum
55 M/L Life in the Fast Lane, by James Hague
56 BAS Roto-wrench, by John Hanley
57 BAS NFL Game Analyzer, by Gerry Genson
57 M/L Troll War II, part one, by Scott Langston
58 BAS Castaway, by Rick Graves
58 BAS The Wizard, part 1, by Clayton Walnum
58 M/L Troll War II, part two, by Scott Langston
59 Act Upward, by Greg Knauss
59 BAS The Wizard, part 2, by Clayton Walnum
59 M/L Labyrinths, by Steven Lashower
60 Act Cloudhopper, by Greg Knauss
61 BAS MicroDungeon, by Jerry Olejarz
62 M/L Cryptogram Solver, by Kevin Peck
63 BAS Crisis Center, by Joe McManus
63 BAS Train Crazy, by Colin Faller
64 BAS Kason's Tower, by Jim Rogers
64 M/L SnowPlow, by Barry Kolbe & Bryan Schappel
65 BAS Fairway Challenge, by John T. Pape
65 BAS Slave Cellars of Golgoloth, by Clayton Walnum
65 M/L SnowPlow editor, by Barry Kolbe & Bryan Schappel
66 BAS Slave II:Nimral's Grace, by Clayton Walnum
67 M/L DungeonLords, by Brian Bradley
68 BAS Inferno, by Frank Martone
68 M/L Stellar Arena, by John Ortiz
69 Act Trial by Fire, by Greg Knauss
69 M/L Star Rider, by Paul Lay
70 BAS Pebbles, by Clive King
70 BAS Electra-Ball, by Frank Martone
71 M/L Krazy Mazes by Barry Kolbe
72 M/L Crazy Clown Jumper, by Brad Timmins
73 BAS Marble Magic, by Earl Hill
73 M/L Adv Secret Agent: Mission 1, by Barry Kolbe

74 M/L Mazerunner, by Matt Fruin
75 BAS Nuclear Mountain, by Brad Timmins
75 M/L Capital! by Brian Schappel & Barry Kolbe
76 Act Sharp Shooter, by Matthew Ratcliff
76 M/L Skeet Shoot, by Tracy Jacobs
77 BAS Double Six, by Pierre Roberge
77 BAS Skull Island, by John Patuto
77 BAS TX Cruncher, by Frank Martone
78 BAS Memory Match, by Joe Brzuszek
79 BAS Skyrisers, by Frank Martone

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gateway to Apshai
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-

2676. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 00:23:41 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <CAsrrI.H20@blaze.cs.jhu.edu>
Source record: 105780
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <Jul.26.19.16.11.1993.11090@pion.rutgers.edu> chase@pion.rutgers.edu (Kevin Chase) writes:
>Whereas I will grant there is some connection between Robotron and Robots,
>I think you are being overly harsh. Robots (or Daleks as I remember it) was
>primarily a strategy game. You had no time limit to make a move, and every
>robot simply moved toward you each move. The logic for defeating the robots
>is very simple.
>Now Robotron was a whole other ball of wax. First of all, most of the robots
>did not try to kill you by running into you. Only the grunts. Saving the
>humans from being squashed or reprogrammed was a fairly novel idea as I
>remember games of the time. And shooting in a different direction than
>you were running was a novel idea as well.

I think a better comparison is _Berserk_ compared to Robots. In Berserk you
also could get two robots to run into one another, like you have to do a lot
of time in Robots.
--
"On the first day after Christmas my truelove served to me... Leftover Turkey!
On the second day after Christmas my truelove served to me... Turkey Casserole
that she made from Leftover Turkey.
[days 3-4 deleted] ... Flaming Turkey Wings! ...
-- Pizza Hut commercial (and M*tlu/A*gic bait)

Ken Arromdee (arromdee@jyusenkyou.cs.jhu.edu)

2677. Re: '81 Prices

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 00:43:49 UTC
From: jharris@cup.portal.com
Message-ID: <86411@cup.portal.com>
Source record: 105781

>815 dual disk drive (double density).....$1499.95
> (WOW!!!)

Such a deal. :-)

>Comments:
> 100 Bucks for 16K

When I had my 800, 8K was $99.95, and 16K was $199.95. My machine came with 8K to start with. At my first opportunity to upgrade memory, I was faced with buying another 8K, or buying a 16K board for an extra $100. Now, I thought an extra 8K board would *double* my memory, and there was *no way* I could ever use any more than that, and so I saved the $100 and bought another 8K board! :-) A few months later I think, :-), I had t trash both 8K boards so I could bump the system to 48K. And of course even later, I had to trash two 16K boards so I could get a 32K board and something for the back slot. Does anyone remember the Austin-Franklin 80 column board?

John Harris - jharris@cup.portal.com

2678. atari achive

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 03:57:53 UTC
From: ad717@yfn.ysu.edu
Message-ID: <232941$800@news.ysu.edu>
Source record: 105788

Is anyone else having problems with Bart all my request bounce back.
I send request to atari@atari.archive.umich.edu.
Whith out last period.
--
Edward Cunningham

2679. Re: I@D Resupporting?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 05:10:36 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <232dcd$ba2@usenet.INS.CWRU.Edu>
Source record: 105787

```
>Manual bundle ..... FREE! Shipping ..... $13.00
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^-Scam! :)
>
>
>Plus a $2.00 handling fee no matter how much you order.
>--RD
>
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems
```

2680. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 05:26:40 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <6mZB8B1w165w@cybernet.cse.fau.edu>
Source record: 105790

kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

> From article <86375@cup.portal.com>, by Jeff_M_Lodoen@cup.portal.com:
> >
> > Some XE Game System carts, while compatible with XL/XE models,
> > will not work on the 400/800 (1200XL?) models. (Ace of Aces and
> > Dark Chambers I've tried.. no go.)
>
> That's because they need a full 64K machine to run. Even 800's with
> expanded memory schemes won't work because of the different way they
> do things.
>
> I do think that they will work in 1200XL machines although I can't vouch
> for this personally.
>
> Kit Kimes Congratulations Bulls!
> AT&T Resource Link (under contract to NCR) What a 3Peat!
> Naperville, IL Thanks for a great year.
> ....!att!iwcs!kimes (kimes@iwcs.att.com)

It is true that some simple games as well as carts need UltraFix, or
UlTransator or whatever the heck its called now... <grin>
Gots me own 1200XL running rather dandily here!

2681. Re: Current 8-bit prices?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 05:31:56 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <XVZB8B2w165w@cybernet.cse.fau.edu>
Source record: 105789

>
> ** Software **
>
> To numerous to list individual items.
>
> A large collection of 8-bit s/w from the atari archive
>
> Letter Perfect
> Data Perfect
> Spreadsheet
>
> Lot's of disks...
>
> ** Documentation **
>
> All original documentation
> DE RE Atari
> Compute book of Atari
> Mapping the Atari
> 2-3 other misc Atari books
> 6-10 Atari mags- Explorer, Analog, Antic
>
>
> --
> John S. Durand The MITRE Corporation
> jdurand@mitre.org 145 Wyckoff Road
> 908-389-6799 Eatontown, NJ 07724

This prolley would be a good time to ask... do you or anyone else out
there have Rescue on Fractalus on cart or disk? Cart preferrable...
Thanks...

2682. Re: FTP sites/FAQ for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 11:00:48 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2331t0$hm@nz12.rz.uni-karlsruhe.de>
Source record: 105807

In article <22rbh8$3e2@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) says:
>
>>mirror/archive.umich or something like that. Mirror sites are also located at
>>src.doc.ic.ac.uk and archie.au (the Australian archie site). I can't remember
>
>If anyone finds the atari/8bit directories mirrored at the Austalia site
>let me know. As far as I know the Australia mirror site for atari.archive
>is a myth.

Michael,

as I've been in the atari/8bit directory at archie.au just a minute ago, it
can't be a myth.

I admit it's not easy to find, but it's actually there.
The somehow lengthy path on archie.au is:

/alex/edu/umich/archive/atari/atari/8bit
^^^^^^^^^^^
not a typo!!

Nice to discover that we have more than just 2 mirrors of the archive worldwide.
Unfortunately the link to Australia is a little bit to slow for me :-)

hope that helps

Marek Tomczyk

---
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2683. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 11:33:34 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2333qe$12s@nz12.rz.uni-karlsruhe.de>
Source record: 105808

In article <86377@cup.portal.com> ScottM@cup.portal.com (Scott - Maxwell) writes:
>>I finally got a chance to see the OUR5OFT demo. It didn't run clean on my
>>machine for some reason, but it did show that they were using the same
>>method I described for getting mixed modes on a scan line. It's just a
>>matter of changing GPRIOR into a GTIA mode, and then back to zero. Why the
>>ANTIC chip pops into mode $E because of this, is probably a bug. (or
>>quirk) :-) By definition, it should have returned to mode $F, which is what
>>I was trying to get it to do when I stumbled upon this trick ny accident.
>>
>Where can the OUR5OFT demo be found?

You can find it on atari.archive.umich.edu in the atari/8bit/Demos directory.
Its name is our5oft.arc

BTW: Does this trick work with mode $F vs. mode $E only? Is there a way to
switch between other modes by toggling GPRIOR from $0 to $40 and back again?
I've been playing around with this over the last weekend. It doesn't seem like
it would work with mode $2.

BTW^2: John, the demo doesn't run clean on your machine probably because you
have a NTSC computer, don't you. OUR5OFT simply needs some extra time during
the VBI. This portion of time is available on PAL machines only.

Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2684. Re: Current 8-bit prices?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 13:12:33 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul27.131233.7141@exu.ericsson.se>
Source record: 105809

Kenneth Matheis writes:
>
>This prolley would be a good time to ask... do you or anyone else out
>there have Rescue on Fractalus on cart or disk? Cart preferrable...
>Thanks...

American Technavision has the cartridge for $12.50, new. See the
vendor list for the address & phone number.

--
James Hague
exuhag@exu.ericsson.se

2685. Re: ANALOG magazine index, well, a start...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 13:21:26 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Jul27.132126.7437@exu.ericsson.se>
Source record: 105811

Kevin Chase writes:
>
>I recently filled in most of the gaps in my ANALOG magazine collection,
>and as a result, I am in the position of offering an index of all those
>great issues. Here is the first part, which includes only games.
>But then again, all I want to know about are the games.

What about ANALOG's vaporware games? For a while they were running
pictures beneath the advertisers index with the caption "Coming Soon
in ANALOG Computing." I remember a fancy ICBM game played on a map
of the United States, HChess by Tom Hudson, and Tachyon by Brian
Moriarity. This last one looked like a clone of the coin-op Quantum.
As far as I know, none of these games were ever published.

--
James Hague
exuhag@exu.ericsson.se

2686. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 13:44:05 UTC
From: pgoudas@gomer.bellcore.com
Message-ID: <1993Jul27.134405.26595@walter.bellcore.com>
Source record: 105810

```
|> In article <farrenCApoyH.6su@netcom.com> farren@netcom.com (Mike Farren) writes:
|> >rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
|> >
|> >>If the media is physically _dimpled_, AFTER copying as above, and
|> >>I would definitely experiment on a scrap disk first, perhaps an iron
|> >>on _low_ heat, making sure it had a non-magnetic metal surface, and
|> >>unplugging it after letting it warm and before using it on the disk.
|> >
```

If you don'twant your disk totally trashed, then DON'T DO THIS. Disks are written by aligning the particles on a magnetic media. When you heat the particles, you insert energy into them. This causes them to move are then you have a complete loss of data. Try heating a magnet and see what happens, or bang a temporary magnet on a hard edge a couple of times.

I think the best thing to do to the disk is copy whatever data you can onto a new floppy. Then go to the bad floppy and using a sector editor, see if you can reconstruct the missing data.

Good Luck

2687. fading CD's -- Urban Myth

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 14:32:28 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CAtv27.Gr9@cbnewsc.cb.att.com>
Source record: 105791

From article <1993Jul26.110022.17378@def.bae.co.uk>, by (Simon Trew):
>
> Anyone remember when CD's first came out and they were demonstrating them
> on t.v. after spreading honey, jam etc. all over them? Nowadays you're told
> they don't even last ten years if kept mint - apparently the lasers fade
> them or something!!!!

Come on Simon "Tech" Trew. CD's are aluminum plates with pits in them.
There is no way they can fade. Some early laser movie disks had a problem
with the aluminum oxidizing or separating from the glue (movies are double
sided CD's), but that was and still is rare.

Now if you are talking about the new megnetic/optical writtable CD's, then
I'd say that there is a chance that they might have trouble in the future.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2688. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 14:51:17 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAtvxI.K6w@cbfsb.cb.att.com>
Source record: 105792

In article <1993Jul27.134405.26595@walter.bellcore.com> pgoudas@gomer.bellcore.com (Paul Goudas) writes:
>
>|> In article <farrenCApoyH.6su@netcom.com> farren@netcom.com (Mike Farren) writes:
>|> >rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>|> >
>|> >>If the media is physically _dimpled_, AFTER copying as above, and
>|> >>I would definitely experiment on a scrap disk first, perhaps an iron
>|> >>on _low_ heat, making sure it had a non-magnetic metal surface, and
>|> >>unplugging it after letting it warm and before using it on the disk.
>|> >
>
> If you don'twant your disk totally trashed, then DON'T DO THIS. Disks are
>written by aligning the particles on a magnetic media. When you heat the
>particles, you insert energy into them. This causes them to move are then you
>have a complete loss of data. Try heating a magnet and see what happens, or
>bang a temporary magnet on a hard edge a couple of times.
>
> I think the best thing to do to the disk is copy whatever data
>you can onto a new floppy. Then go to the bad floppy and using a sector editor,
>see if you can reconstruct the missing data.

Which is what my original post said to do _first_. Anything else is done _after_ getting all the data you can from the damaged floppy, so that you lose nothing further by experimenting. Further, notice the _low_ heat portion of my original suggestion. Heat _will_ damage magnetic media, and indeed cause it to lose data. But, a _low_ heat from an iron, which would be much less than200 degrees F, _might_ straighten out the wrinkle, enabling more data to be read than before. Low heat, for a reasonable period of time, should not cause data loss, as evidenced by the cassette tapes sitting on my dashboard in the sun, which daily reach temperatures in excess of 140 degrees for hours. They do indeed detriorate, but slowly. And magnetic disks are saturation recorded, therefore have much more magnetization to lose before data is lost.

Thde important thing, and this may have been lost track of in this thread, is to sector by sector copy every sector of the disk to a good new disk first, thereby saving all information that is retrievable with the media as is.

The best response I read here was the one that recommended looping over and over again on a bad sector, hoping to get one good read. This is an excellant idea as part of the sector by sector copy.

There may also be a way of retrieving some data from a damaged sector.
My guess is that with the standard floppy interface (the serial
remote controller type) of the Atari, this may not be possible.
Does the drive return data even for a bad sector, or just an error
packet? With a (gasp choke) PC and low level driver software,
you would indeed be able to save _some_ of the data from a damaged
sector, or from any computer with direct hardware connection to the
floppy controller chip. It would be a piece of cake with my old
6809 system, its low level driver even handled 128 byte sectors
directly.

Once again, get _all_ _the_ _data_ _you_ _can_ from the floppy
copied onto a good floppy before trying anything drastic. After that,
what do you have to lose?

--
Richard Dell

>
> Good Luck

2689. Kermit65, P:R:Connection & Omnicom

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 15:56:36 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9307271532.AA06656@smithkline.com>
Source record: 105793

This is for Dag Hugdahl,

Dag, you should know KERMIT65 will not work with P:R:C REV3 boards (or lower-numbered versions if there were any). KERMIT only works with P:R:C REV4 boards. ICD made a *big* change in going from REV3 to REV4, including firmware revisions in that weird surface-mount custom chip. Open up your P:R:C box & look at the board, it will be clearly screened which revision it is. I doubt the problem is your modem. I've been using Supra 2400 modems for several years with the P:R:C & only discovered the difference between board versions by sheer chance when I picked up a 2nd P:R:C that happened be a different version. This drove me out of my mind & caused *MUCH* wasted time.

To my knowlwedge ICD made these changes quietly & never told anyone what they were doing to the innards of the box. When I inquired of them about it their rep acknowledged there had been "production changes" but feigned ignorance of what was changed or why.

ALSO: be aware the P:R:C is abnormally sensitive to the length of SIO cable employed in your system, even if the P:R:C is the first item in your daisy chain. The total cable capacitance will render P:R:C signals unreliable. There are only 2 ways to cure this: A.) shorten your SIO; or B.) get an SIO amp cable from CSS. I elected the latter route & it worked like magic. The SIO amp cable is a tad expensive ($29.95 I think) but I didn't mind that because the thing worked so darn well.

- BEN POEHLAND
The 8-Bit Alchemist

****

2690. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 16:03:54 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <233jla$7qb@nz12.rz.uni-karlsruhe.de>
Source record: 105794

In article <CAtvxI.K6w@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>There may also be a way of retrieving some data from a damaged sector.
>My guess is that with the standard floppy interface (the serial
>remote controller type) of the Atari, this may not be possible.
>Does the drive return data even for a bad sector, or just an error
>packet? With a (gasp choke) PC and low level driver software,
>you would indeed be able to save _some_ of the data from a damaged
>sector, or from any computer with direct hardware connection to the
>floppy controller chip. It would be a piece of cake with my old
>6809 system, its low level driver even handled 128 byte sectors
>directly.

Yep, the drive does return data even on a bad sector. All you have to do is to ignore the error and to grasp the incoming data.
It's even possible with the cassette recorder. I've got a program somewhere that makes the OS ignore errors upon reading a damaged cassette.
That way you can at least try to restore your program from what is left.

Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2691. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 16:06:58 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAtzFn.52o@cbfsb.cb.att.com>
Source record: 105805

In article <1993Jul27.134405.26595@walter.bellcore.com> pgoudas@gomer.bellcore.com (Paul Goudas) writes:
>
<deletions>
>
> If you don'twant your disk totally trashed, then DON'T DO THIS. Disks are
>written by aligning the particles on a magnetic media. When you heat the
>particles, you insert energy into them. This causes them to move are then you
>have a complete loss of data. Try heating a magnet and see what happens, or
>bang a temporary magnet on a hard edge a couple of times.
>

This does raise the good point of temperature extremes and storage in general, information on which I wish I had more readily to hand.

As to temperature, a quick check in the library leads to a graph of coercivity versus temperature for gamma Fe2O3 (used for most Ferric recording media) which shows a drop of less than 10% at a temperature of 450 degrees C. In contrast, the CrO2 type media is much more sensitive ot temperature, having a Curie temperature (where coercivity goes to zero) of 112 degrees C. Hence CrO2 tapes would be _much_ more sensitive to high temperatures, and makes me glad I tend not to use CrO2 in my car!

The same reference mentions a study done at 160 degrees C with ferric media, showing a loss of 45% signal strength after an hour (this is signal strength, not data loss per se ... one would have to know the signal to noise ratio to determine data loss ... or measure it).

Not enough information for me, what prompted my trip was memories of long term storage effects, and a recommendation to copy, and hence start the magnetic deterioration afresh, stored magnetic media at intervals of something like 2 years. I will keep checking, but as I recall, in the range of 5 to 7 years one starts loosing data from digital recordings, hence the 2 year refresh recommendation.

This would of course get worse at elevated temperatures, like say an attic.

Now I may have a different problem <grin>. I have a lot of disks stored in my cellar, damp and moldy. It will be interesting to see what problems I have when I try to copy or use them. I am contemplating having to wash mold off in the sink, which I understand people have done with food and beverage contamination.

As i mentioned in my first post on this thread, experiment on a junk floppy before you try any of these unusual techniques! And copy what you can first! In line of experimenting, this has me curious enough that I am going to experiment myself tonight. Ten floppies, frshly formatted, in the oven in an Aluminum pan for AC magnetic shielding, and removing one per hour. We will see the results tomorrow.

--
Richard Dell -- speaking only for himself, never for AT&T

2692. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 17:22:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <233o8q$pp8@usenet.INS.CWRU.Edu>
Source record: 105795

In a previous article, mike@maths.tcd.ie (Mike Rogers) says:

>In article <22veiv$mtn@cville-srv.wam.umd.edu>, mary@wam.umd.edu (Mary Louise Cassidy)
wrote:
>>carts compatible?? There was a 130xe Rescue on Fractalus carts with the
>>130xe. Should I wait for better deals? Thanks alot!!
>
>I've never heard of RoF carts. Are they available mail order?

From their ads in the June '93 ATARI CLASSICS:

American Techna-Vision - 1-800-551-9995 - #CX399 $12.50

"Works on all 8-bit models except 400 and 600XL (requires 32K)."

B&C ComputerVisions - 408-986-9960 - ATC138 $9.95
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2693. Re: atari achive

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 17:29:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <233oll$qfn@usenet.INS.CWRU.Edu>
Source record: 105796

In a previous article, ad717@yfn.ysu.edu (Edward Cunningham) says:

>
>Is anyone else having problems with Bart all my request bounce back.
>I send request to atari@atari.archive.umich.edu.
>Whith out last period.

Everyone is having problems with BART (just glance through
comp.sys.atari.st), but no one from the Archive has
shown up to make a statement about it yet. Maybe they're all on vacation.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2694. Problem and news about atari.archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 17:50:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <233psq$sgr@usenet.INS.CWRU.Edu>
Source record: 105798

```
Article 119222 of comp.sys.atari.st:
Path: usenet.ins.cwru.edu!howland.reston.ans.net!usc!cs.utexas.edu!uunet!destroyer!news.it
d.umich.edu!news.itd.umich.edu!not-for-mail
From: weiner@terminator.rs.itd.umich.edu (Jeff Weiner)
Newsgroups: comp.sys.atari.st
Subject: Problem and news about atari.archive
Date: 26 Jul 1993 22:42:03 -0400
Organization: Umich Atari Posse, In Full Effect
Lines: 15
Message-ID: <2324lr$qpu@terminator.rs.itd.umich.edu>
NNTP-Posting-Host: terminator.rs.itd.umich.edu

To people having problems with BART: please forward your 'not sent
in three days' messages to brode@atari.archive.umich.edu. Jon won't
be able to figure out what's wrong unless he can see what's happening.
Since local mail service is fine, it's up to you to let him (NOT ME) know.

Secondly, it appears that the longstanding "when is wuarchive going to
be up to date" question has been answered....by the graces of the wuarchive
folks and some of the kinder a.a.u.e users, the mirroring software
should be working properly again. Enjoy....

Thanks,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700
```

2695. Re: ANALOG magazine index, well, a start...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 17:53:06 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CAu4Cu.L1q@cbnewsc.cb.att.com>
Source record: 105797

From article <Jul.26.19.20.49.1993.11200@pion.rutgers.edu>, by (Kevin Chase):
>
> I recently filled in most of the gaps in my ANALOG magazine collection,
> and as a result, I am in the position of offering an index of all those
> great issues. Here is the first part, which includes only games.

Ah, the memories. I played most of these games at one time or the other.
I still have a lot of them on disks, but I don't have an Atari computer
out right now that I could use to go through my lists. I have a lot of
disks that I got with the magazines (particularly ANTIC) or from a guy
that had a subscription service. He used to type in all the programs
from Antic, Analog and Compute and sell the disk on a subscription basis.
A LOT more work than I was interested in doing.

If you have to type in the programs, pick the best ones. You can't go
wrong with Tom Hudson's programs (I still remember LiveWire like it was
yesterday) or Dave Plotkin.

You will probably recognize some names that have or still do show up
right here in c.s.a.8bit such as:

> 30 56 M/L Boulder Bombers, by Mark Price
> 35 67 M/L Arc Bonk, by James Hague
> 52 M/L Rambugs II, by Matthew J. Ratcliff

Others that I recognized but don't think there were ever on the net.

> ! Game of the week
> ! Gateway to Apshai

Good choice. I have the trilogy, but never finished it.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2696. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 18:04:45 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CAu4w9.LC3@cbnewsc.cb.att.com>
Source record: 105801

From article <CAtvxI.K6w@cbfsb.cb.att.com>, by (richard.b.dell):
>
> Which is what my original post said to do _first_. Anything else is
> done _after_ getting all the data you can from the damaged floppy, so
> that you lose nothing further by experimenting. Further, notice the _low_
> heat portion of my original suggestion. Heat _will_ damage magnetic media,
> and indeed cause it to lose data. But, a _low_ heat from an iron,
> which would be much less than200 degrees F, _might_ straighten out the
> wrinkle, enabling more data to be read than before. Low heat, for a
> reasonable period of time, should not cause data loss, as evidenced
> by the cassette tapes sitting on my dashboard in the sun, which daily
> reach temperatures in excess of 140 degrees for hours. They do indeed
> detriorate, but slowly. And magnetic disks are saturation recorded,
> therefore have much more magnetization to lose before data is lost.

I got to thinking about this and maybe Richard has hit on the best
solution. Take the disk out of the sleve and put it between two nonstick
surfaces such as teflon (TM). Set it on a flat surface with a heavy book on
it in the sun. Let it cook for several hours. That should gently flatten
out the crease. Of course that would work best in nice warm climates.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2697. Re: '81 Prices

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 18:43:47 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <oJ1c8B1w165w@TheRat.Kludge.COM>
Source record: 105814

Pre Atari computers, but I had a Super Elf. First RAM I bought for it was
2-256X4 bit Intel's for $4.95 each! The price of RAM went down to the
point where eventually I picked up a 4k static ram board for $139.95 I
believe. I added an A/D chip to the thingie 'cause I new there was no
way I would ever write a 4k program & I wanted to have some use for all
that extra memory.
BTW: Those KIM's I think you said you started off using were exactly free
if I recall correctly <g>.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2698. Help with "Sands of Egypt"

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 18:47:26 UTC
From: berts@empros.com
Message-ID: <CAu6v2.4LL@empros.com>
Source record: 105802

HELP!!

Has anyone solved the old program "Sands of Egypt"? If
so, how do you get out of the treasure room. I know
I am very close but after close to 10 years, I give up.

Please e-mail me the answer.

Thanks

Bert
--

_____
_____| | |_____
\ | Bert Sheldon (PLY068) | email: bert@empros.com | /
\ | | voice: (612) 553-4402 | /
/ |_____| \
/_____) (_____\

2699. Re: Current 8-bit prices?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 19:05:08 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <0i2c8B1w165w@cybernet.cse.fau.edu>
Source record: 105803

```
> American Technavision has the cartridge for $12.50, new. See the
> vendor list for the address & phone number.
>
> --
> James Hague
> exuhag@exu.ericsson.se
```

Great! Thankee!

2700. ??? 2 Quick Questions ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 19:12:12 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CAu80C.CKw@cs.uiuc.edu>
Source record: 105804

I have 2 quick questions:

(1) Is there a FAQ for this group, and if so where can I find it?
(2) Can someone send me the address & subscription cost for Atari Classics?

Thanks!

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2701. Re: ??? 2 Quick Questions ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 20:00:40 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Jul27.200040.29571@newshub.ists.ca>
Source record: 105806

In article CKw@cs.uiuc.edu, totty@flute.cs.uiuc.edu (Brian Totty) writes:
>I have 2 quick questions:
>
>(1) Is there a FAQ for this group, and if so where can I find it?

It's posted here by Michael Current on a regular basis. If you're really impatient and can't wait check the anonymous ftp site at wuarchive.wustl.edu. Do a cd to /mirror/archive.umich.edu/atari/8bit and get files faq.arc and faq2.arc. These are the standard FAQ list and the vendor list.

>(2) Can someone send me the address & subscription cost for Atari Classics?>

Circulation Editor
Atari Classics
179 Sproul Rd./Rt. 352
Frazer, PA 19355-1958

$25/year in the US (6 issues)
$9/year for the disk subscription (3 issues/year)

This information is also included in the FAQ.

>Thanks!

You're welcome.

- Mike Jewison
"The Fitting Room"
Atari Classics
mjewison@nereid.sal.ists.ca

2702. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 22:24:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <5199.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 105815

I have a good collection of ANTIC and ANALOG magazines for ATARI 8bit computers, if interested reply to:

charles.berlinguette@outland.ersys.edmonton.ab.ca

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

2703. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 22:33:59 UTC
From: vparada@inf.utfsm.cl
Message-ID: <1993Jul27.223359.26231@dcc.uchile.cl>
Source record: 105812

Hola mundo.

One thing I ever want to know is:

How are the movement of the players programmed?

How can a ghost (or face) know where to go?

It is done by using PMG collision detection or an internal pixmap?

Thanks... ++V
--
| / . -/- VPARADA@UTFSM.BITNET Victor Parada G.
-/- -/- |/ / / () (() vparada@inf.utfsm.cl Informatica UTFSM

2704. Re: Atari games on movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-27 23:29:13 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <234do9lNNp0b@sheoak.ucnv.edu.au>
Source record: 105813

It's been a while, but wasn't there a film called Cloak and Dagger,
based around an 8-bit game? Also, not exactly a game, but there's the
old atari sign in Blade Runner.....

****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

2705. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 12:42:24 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAvKMp.879@cbfsb.cb.att.com>
Source record: 105816

In article <CAtzFn.52o@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>In article <1993Jul27.134405.26595@walter.bellcore.com> pgoudas@gomer.bellcore.com (Paul Goudas) writes:
>>
><deletions>
>>
>> If you don'twant your disk totally trashed, then DON'T DO THIS. Disks are
>>written by aligning the particles on a magnetic media. When you heat the
>>particles, you insert energy into them. This causes them to move are then you
>>have a complete loss of data. Try heating a magnet and see what happens, or
>>bang a temporary magnet on a hard edge a couple of times.
>>
>
<deletions>
>
>As i mentioned in my first post on this thread, experiment on a
>junk floppy before you try any of these unusual techniques! And
>copy what you can first! In line of experimenting, this has me
>curious enough that I am going to experiment myself tonight.
>Ten floppies, frshly formatted, in the oven in an Aluminum pan
>for AC magnetic shielding, and removing one per hour. We will see
>the results tomorrow.
>

And now ..... results:

Oven temperature at 225 degrees F on the dial, I have measured it
in the past with a thermocouple, and I know it tends to run lower
than the set point by maybe 25 degrees or so, so we'll say set
for 200 degrees F.

Point .. if anyone else cares to try this, you might want to take
the media out of the sleeve that holds it in the drive. That plastic
gets _real_ soft and floppy, and continually out-gases a plastic
solvent type odor while heated. I am amazed my wife did not complain
about the smell. But, even with the soft sleeve, you can with
reasonable care remove the floppy from the oven, and it stiffens
relatively quickly. Of course, the media would still have to be
removed for reading, as the sleeve stays rather warped.

Placed a number of floppies in an aluminum cake pan, on a plate
about 3/8 inch from bottom of pan. An aluminum cookie sheet formed
a lid. The idea here is to eliminate an extraneous EM field
that might be emitted from the heating elements.

After one hour, removed one floppy and marked it. Similarly after 2, 3, 4.5, 6.75, and 12.75 hours. The floppy media was removed from the sleeve, and placed in another sleeve for reading. Originally formatted for MS DOS 360 K. Testing done with Norton 4.5 Disk Test program (DT.EXE).

Results: Hours Errors
1 None
2 None
3 None
4.5 None
6.75 17 bad clusters out of 355
12.75 72 bad clusters out of 355

Note: A cluster is 2 512 byte sectors. An error in either sector will cause the cluster to be a bad read. Also noted, all the bad clusters in the 12.75 hour disk were in the outer half of the disk, where the bit density is lower. The center of the disk had no errors. This correlates somewhat with my research yesterday in the library, one of the refereneces mentioned slightly that a higher bit density resisted self-demagnetization better.

While the disks were in the oven, I checked my iron out. Aluminum bottom plate, as I thought, and fairly thick. I thought to myself, I wonder if this is adequate to shield the AC field from the floppy. Plugged iron in, took a formatted floppy out of sleeve, placed it in a manilla file folder, and ironed away for a few minutes, leaving the iron plugged in and on. (Notice -- I DO NOT RECOMMEND THIS WITH USEFUL DATA AT ALL). The heat level was enough that I pulled my fingers away from the iron immediately, but not such as to burn my fingers from a short exposure. No data loss on the floppy when it was tested.

My conclusion is that short term exposure, less than an hour, preferably less than 1/2 hour, would not damage the data. Feel free to draw your own conclusions (I know my wife and coworkers are). And as always, use this information at your own risk ... it's not gospel, and certainly not definitive.

And most importantly, get all the data you can by conventional means before trying anything exotic like ironing your floppy. And unplug the iron! Why risk the AC field, when the iron will hold the heat just fine for a thin floppy.

--
Richard Dell -- personal opinions only, not those of AT&T

2706. Re: 400 Keyboard Add-On...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 13:43:31 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Jul28.134331.37@porthos.cc.bellcore.com>
Source record: 105845

> The add-ons really do exist because I considered getting one at
> the time for my 400. I never did buy one (received an 800XL as a gift
> instead!) but I do seem to recall a couple of different types were made.
> Anyone reading the newsgroup have one?
>
>
> -Dag- --> Dag.Hugdahl@tdkt.kksys.com
>
>
> *---
> * .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
> * "To gain extra time on the BBS, press <ALT-H> now:" *
> * Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

I have one on my 400; price was about $100 back in 1982. All the keys
are the same size (except the space bar), but work very well (well, one
sticks now a little). Did the 48K upgrade around the same time - all in
all a nice little system. When I bought the 130 XE it was put in storage.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2707. Can't anyone change the subject line?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 14:10:06 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Jul28.141006.29391@newshub.ists.ca>
Source record: 105818

This treatise on salvaging damaged media has been extremely informative,
but what does the topic have to do with the Subject line of
"Gamers: heard of this oldie?"? I archive all of the Info-Atari8 digests
I get, as I suspect a number of people do, and several months from now I'll
never be able to match the subject line and the real subject without reading
the article. Which sort of defeats the reason for having a subjet line in the
first place.

I realize that some brain-dead news software won't allow one to change the
subject line, but if you're running rn or nn please take the time to
consider whether or not the subject line accurately reflects the topic being
discussed and, if not, change it.

- Mike Jewison
mjewison@nereid.sal.ists.ca

2708. Re: 400 Keyboard Add-On...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 14:22:18 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Jul28.142218.29576@newshub.ists.ca>
Source record: 105819

In article AA04884@tdkt.kksys.com, Dag.Hugdahl@tdkt.kksys.com (Dag Hugdahl) writes:

> The add-ons really do exist because I considered getting one at
>the time for my 400. I never did buy one (received an 800XL as a gift
>instead!) but I do seem to recall a couple of different types were made.
>Anyone reading the newsgroup have one?
>
>
I bought one in 1982, about 2 months after I bought my 400. It was the B-Key 400 and was made by Inhome. When my 400 died I salvaged the BKey it before I trashed the computer and just sold it to another 400 owner a month or two ago.

It was far better for typing than the membrane keyboard; with the membrane I let my fingernails grow and used them to type (rather than using my fingertips). The BKey, however, pales by comparison to the keyboard on my original 800. I always thought the keys on the BKey had a mushy feel to them.

- Mike Jewison
mjewison@nereid.sal.ists.ca

2709. Re: Can't anyone change the subject line?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 15:19:46 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CAvrwy.MvG@cbfsb.cb.att.com>
Source record: 105820

In article <1993Jul28.141006.29391@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:
>This treatise on salvaging damaged media has been extremely informative,
>but what does the topic have to do with the Subject line of
>"Gamers: heard of this oldie?"? I archive all of the Info-Atari8 digests

Point very well taken! (As one who should have noticed and changed it)

--
Richard Dell

2710. Re: 400 Keyboard Add-On...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 16:39:52 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CAvvMK.KMx@cbnewsc.cb.att.com>
Source record: 105821

From article <743783766.AA04884@tdkt.kksys.com>, by (Dag Hugdahl):

> Quoting from TOMCZYK MAREK to ALL
>
>>
>> What I was amazed about on that episode was the strange keyboard on the
>> 400. It looked like an add on keyboard placed on the top of the original one.
>> Was this made for this TV series only, or do those add-ons really exist?
>>
>
> The add-ons really do exist because I considered getting one at
> the time for my 400. I never did buy one (received an 800XL as a gift
> instead!) but I do seem to recall a couple of different types were made.
> Anyone reading the newsgroup have one?

Yes, I have one in my old 400 that I haven't used in years. One design
sat very high when it was installed, but the one I have sits down in the
computer more. It looks almost like it was designed in. It works fine.
As I recall it was $79.95 plus shipping. I also made it a 48K machine so
it is equivalent to an 800. By the time I was done I could have gotten a
800 cheaper! But it has always worked fine. I stopped using it when I
upgraded to an XL machine.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2711. Re: 400 Keyboard Add-On...

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 17:18:52 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <236cdsINN29n@west.West.Sun.COM>
Source record: 105822

There were two different keyboards made for the 400.

The first was the B-Key made by Inhome. It was low profile.

The second was a true full-stroke version that used the same internals as the 800 keyboard. It came in a large metal frame and was attached to the computer case with double-sided foam tape. This keyboard was sold by an outfit in Colorado (sorry but I'cant remember the name). I bought the last of their remaining stock about 7 or 8 years ago.

2712. Re: What's up with LotsaBytes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 18:16:34 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CAw03M.58s@news.cso.uiuc.edu>
Source record: 105823

In <22sihf$19k@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, exuhag@exu.ericsson.se (James Hague) says:

>>
>>Has LotsaBytes *really* obtained permission to sell copies (i.e. not
>>originals) of just about every Atari 8-bit program ever released? I

>I think it's absolutely clear that LotsaBytes is selling pirated software.
[...]
>(I've quietly deleted two other vendors blatantly
>selling commercial software as PD since I started maintaining the list this
>spring.)

This is simply amazing. What unmitigated GALL to advertise pirated softare
for sale! How do these idiots think they can get away with it? All it would
take would be 1 call to the SPA's 800 "pirate snitching" line and those
LotsaBytes would quickly turn into LoserBytes (as in the losers of a big
lawsuit). Do they think that because most of the copyright holders have gone
out of business that nobody is going to bother to prosecute them? Where
are their brains?!?!?!?!?!?!?!

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2713. Re: Buying an 8-bit...help!

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 18:17:40 UTC
From: coleman@alexia.lis.uiuc.edu
Message-ID: <CAw05G.5BE@news.cso.uiuc.edu>
Source record: 105824

In <Ly6a8B1w165w@TheRat.Kludge.COM> ricortes@TheRat.Kludge.COM (Rick Cortese) writes:

>mary@wam.umd.edu (Mary Louise Cassidy) writes:

>>
>> I'm interested in getting an 8-bit to add to my collection...earlier today
>> I saw the following.
>>
>> 600XL - $15
>> 130XE - $25
>>
>IMHO: Grab the 130 XE ASAP.

Yeah, and tell me where so that *I* can grab one for $25, too!!!

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2714. Programs at the Arhive.

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-28 18:34:53 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.743884493@dtek.chalmers.se>
Source record: 105825

Just a question,

Has anyone gotten Cavelords to load succesfully,
When I load them they read about 20 sectors and just hangs..
(both Cavlords.com and cavlord2.com)
Is it the same cavelord game when you sit on a bird,
flying through a dungeon collecting crown pieces?

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

2715. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-07-29 21:31:41 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <iNXg8B1w165w@TheRat.Kludge.COM>
Source record: 105829

Gee Richard! Great study! It's something else to participate in a group
where substance talks & BS walks.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2716. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 03:37:10 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <Nw4k8B1w165w@TheRat.Kludge.COM>
Source record: 105831

You got me curious now Ben. I've seen Clock & Dagger a number of times & although I would'nt put it on my greatest movies ever made list, if you have a video store that rents movies for maybe a $1, it is worth it. Much better movie then DARYL in my op. Dagney Colemam of 9-5 fame plays both a kid's father & his imaginary friend. If I recall, a 5200 Cloak & Dagger game cart gets mixed up with a spy's cart that contains all kind of secret info. The typical computer nut (I think it may be the same guy as the fat guy in War Games) dumps the cart & all kinds of detailed schematics appear on screen, little do them peoples how hard it is to get them graphics on screen <g>. The kid's interaction between his real father & his 'friend' almost bring a tear to your eyes by the movie's end.
Make sure you post if you remember the 810/scope movie.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2717. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 06:38:41 UTC
From: ScottM@cup.portal.com
Message-ID: <86868@cup.portal.com>
Source record: 105827

> Actually, the history of maze chase games long predates "PAC-MAN".
>There was a "mouse runs the maze and finds the cheeze" game written at
>about the same time that "SPACEWAR!" was, as a demo at M.I.T. (I think it
>ran on a TXO-1 ??? There was a mention of it in an article about the
>history of "SPACEWAR!".) An article on the history of the video game might
>also mention it. Then there are the "Minotaur in the Maze" and "Monster in
>the Maze" games that were being played on the PET and the NORTHSTAR five
>years before PAC-MAN came out. "Monster in the Maze" had one monster/ghost
>in the center of the maze that would chase you and instead of a "pill" you
>would race to a "key" which would empower you to unlock a door and escape.
>
Spacewar was done on a DEC PDP-1 I think. I think I had Maze Craze for the
2600 before Pac-Man ever came out. Anyone remember that game? My mom loved
to play it. At least until Pac-Man came out (she pre-ordered it at JC Penney
weeks before it shipped :-)).

>"PAC-MAN(tm)" was --NOT-- an original idea by any stretch of the
>imagination!
>
There was a show about video games back when they were in their heyday (my
God I feel old). It was back in 82/83 (whenever Pac-Man arrived) and they
said Pac-Man was based on some japanese character (Pakoo or something). I
don't know if this interests anybody but I'm full of all kinds of useless
little facts. :-)

/==\
|Scott Maxwell * Hey Butt-Head, why don't you analyze |
|scottm@cup.portal.com * the friction caused by digitally |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\==/

2718. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 06:38:54 UTC
From: ScottM@cup.portal.com
Message-ID: <86869@cup.portal.com>
Source record: 105826

>They did some tests once upon a time, putting disks in weird places (on top
>of the washing machine, under a tube train, by some high-tension power
>lines etc.) Apparently the only one to get really screwed up was the one
>sat under the telephone. (Perhaps because of the d.c. voltage?) Amazing
>considering how fragile you'd think they were after reading the label.
>
Remember the 3M floppy disk ads? They'd have a 2 page spread showing all the
different (and many times bizarre) things their disks could survive. Ah,
those were the days when ads were cool and BYTE was fun to read.

>Simon "Tech is my middle name" Trew.

```
/============================================================\
|Scott Maxwell * Hey Butt-Head, why don't you analyze        |
|scottm@cup.portal.com * the friction caused by digitally    |
|Amiga 1000, 2000, // * oscillating your weiner? - Diarrhoea |
|1200, Pet 2001, \X/ * PC's and Macs suck! - Beavis           |
|Vic, 64, 128, 800XL * huh huh, yeah, Amiga's are cool! - BH |
\============================================================/
```

2719. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 06:39:11 UTC
From: ScottM@cup.portal.com
Message-ID: <86870@cup.portal.com>
Source record: 105828

>
>Well. I hate to continue the thread but since no one has mentioned it :).
>I was watching MST-3K. I forget the name of the movie but it involved an
>alien mummy who was reconstructing an antenna before he could go home.
>There was an atari ?800? that made repeat appearences flashing something
>about the reactor area. Sigh. Anyone else know what I'm talking about?
>
I've seen it. Don't remember the name of the movie either. BTW, the reactor
on the 800 reminded me of something. Does anybody know where I can find the
nuclear reactor gaem? It's where you monitor a nuke plant and have to adjust
the flow of water and avoid a meltdown. Chris Crawford was playing it on an
800 on the PBS series "Bits & Bytes." Anyone remember that either? Anyway I
always thought it looked like a neat game but I never found it.
Any help appreciated.

/==\
|Scott Maxwell * My how the times have changed: |
|scottm@cup.portal.com * 1985 opinion of C= and Atari machines |
|Amiga 1000, 2000, // * -They're only good for playing games! |
|1200, Pet 2001, \X/ * 1993 opinion of C= and Atari machines |
|Vic, 64, 128, 800XL * -PC's play better games than those! |
\==/

2720. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 13:22:07 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H1836WC9CY90MV2G@carleton.edu>
Source record: 105830

```
Atari Archive: 8bit/faq.arc

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 31-Jul-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. Hence no automatic
archiving of this FAQ List occurs, though there's usually a fairly recent copy
on the Atari Archive (see below) as the file 8bit/faq.arc.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx, "Jaguar")
rec.games.video.classic (includes 2600, 5200, 7800)
```

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is the Internet site which contains many files for the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu. The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP
a) FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4)
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1)
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6)
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server
doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to

the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it
is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

STAK Atari
Revista STAK
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-W-6457 Maintal
Germany
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT

L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Excel
Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
L2.50/1 disk
L15.00/6 disks
overseas shipping extra

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60 (or, Puttershoeksestraat 63a - which is right?)
3114 RK Schiedam (or, 3114 PK Schiedam - " ?)
Holland
fl10.00/disk

News-Disk
Dean Garraghty
62 Thomson Ave.
Balby, Doncaster

England DN4 0NU
L4.00/4 disks
(all issues also available on the Atari Archive)
djg0@aber.ac.uk

User Mag

TOP-Magazin

What product developers or vendors support the 8-bit Atari?
See the companion frequently posted text file, "All Known World-Wide 8-Bit Atari Vendors and Developers" for complete information. This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.arc

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The Atari Archive contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc

8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides
subdirectory and hard-drive support. SpartaDOS is a completely different
command-line DOS modelled after MS-DOS, though it is perfectly capable of
reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS
X is cartridge-based and includes many additional features. While it's hard to
argue that SpartaDOS X is not the most advanced DOS available, it is a
commercial product that is no longer manufactured. MYDOS, on the other hand,
is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for
complete compatibility with existing software, and then choose either SpartaDOS
or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No

Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 8-16K, membrane keyboard, 400/800 OS
800 8-48K, two cartridge slots, 400/800 OS
1200XL 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL 16-64K, BASIC, PBI, XL OS
800XL 64K, BASIC, PBI, XL OS
800XLF ?????, a U.K. variety...
65XE/800XE same as 800XL minus PBI
130XE same as 65XE with 128K plus ECI
XE Game System same as 65XE plus Missle Command, detachable keyboard

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with ???software)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)

XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

What are the pinouts for the...?

850 Interface Module

From: generic@rahul.net (Chris Rosenthal)
850 Interface Module, serial: (R1-R4)
R1:
Pin 1 Data Terminal Ready (DTR, Ready Out)
Pin 2 Carrier Detect (CRX, In)
Pin 3 Send Data (out)
Pin 4 Receive Data (In)
Pin 5 Signal Ground
Pin 6 Data Set Ready (DSR, Ready In)
Pin 7 Request to Send (RTS, Out)
Pin 8 Clear to Send (CTS, In)

R2:
Pin 1 DTR
Pin 3 Send Data
Pin 4 Receive Data
Pin 5 Signal Ground
Pin 6 DSR

R3:
Pin 1 DTR

Pin 3 Send Data
Pin 4 Receive
Pin 5 Signal Ground
Pin 7 RTS
Pin 8 -8 Volts

R4:
Pin 1 Send Data +
Pin 3 Send Data -
Pin 7 Receive Data +
Pin 9 Receive Data - (20 mA)

Map of connector is:
5 4 3 2 1
9 8 7 5

From: Jim Evans, donor@max.u.washington.edu
850 Interface Module, parallel:

8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

1: Data Strob
2: D0
3: D1
4: D2
5: D3
6: D4
7: D5
8: D6
9:
10: Data pins pull up + 5v
11: Ground
12: Fault
13: Busy
14: -
15: D7

[Pinouts for all ports on the 8-bit, plus the XEP80, should be added.]

End of FAQ List.

2721. 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 14:53:44 UTC
From: gah@ccd.harris.com
Message-ID: <1993Aug1.145344.5915@ccd.harris.com>
Source record: 105832

```
For Sale:

800XL Computer
1050 Disk Drive
1027 Printer
1030 Modem
1010 Cassette
Koala Pad w/software
lots of software (games,finance,terminal,etc.)

125.00 + shipping
```

2722. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 17:43:05 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Aug1.174305.28040@ugle.unit.no>
Source record: 105833

Anybody but me play Spelunker? Excellent game... Just about the only game
I've ever finished without cheating, too ;) Also Lode Runner, of course.

And, in case anyone from Norway is reading this, for some reason most of the
computer stores in Oslo are selling the 65XE with keyboard, light gun and
some games for 400-500NOK (about US$60-70), brand new. Well, I'm getting
one :)
--
// Eyvind Bernhardsen | eyvind@lise.unit.no
// |
\\ // Finger me for my | Disclaimer: MHO! MHO!
\X/ public PGP key :) | Save the whalers!

2723. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 18:57:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <86900@cup.portal.com>
Source record: 105835

Scott Maxwell (scottm@cup.portal.com) writes:

>BTW, the reactor
>on the 800 reminded me of something. Does anybody know where I can find the
>nuclear reactor gaem? It's where you monitor a nuke plant and have to adjust
>the flow of water and avoid a meltdown. Chris Crawford was playing it on an
>800 on the PBS series "Bits & Bytes." Anyone remember that either? Anyway I
>always thought it looked like a neat game but I never found it.

Sounds like "SCRAM," which has been around almost as long as the Atari 8-bit
itself; my first college girlfriend had it for her Atari back in 1981. I
may have a copy somewhere, but God only knows where...! It makes sense
that Chris Crawford would've been playing it, because it seems logical
to me that he probably WROTE it. It had his style and was around in C.C.'s
heyday...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2724. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-01 18:59:38 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <86901@cup.portal.com>
Source record: 105834

>Make sure you post if you remember the 810/scope movie.

The latest issue of PLAYBOY mentions a CD-ROM database now available which lists every movie ever made, or something like that. All cross-referenced and lookup-able :-) . I surmise you could find the name of the 810/'scope movie if you could get a hold of that CD-ROM...

Chris
Chris_F_Chiesa@cup.portal.com

2725. P:R:Connection proBlems/HELP!!!

2726. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 06:17:24 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <PZ6m8B1w165w@TheRat.Kludge.COM>
Source record: 105843

jharris@cup.portal.com (John D Harris) writes:

> One more update on the graphic compression ideas. Splitting the image into
> separate bit planes may not be that great of an idea after all. At least
> not when combined with the idea of encoding the picture by scan lines. It
> would reduce the bytes per line from 40 down to 20, which would waste a lot
> of efficiency in an encoding scheme. Does this make sense?
$.02, it's been my experience that vertical compression schemes compress
better then horizontal. There's an old DDJ with a "RLE Revisited" article
in it that you may find interesting on the subject. I think the guy who
wrote it got the last word. I took the absence of more articles/letters
to the editor to infer he had a good scheme. I know I still have the
article & I think I may still have the 'C source code on disk if you'd
like to see it.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2727. Re: Gamers: heard of this oldie?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 06:42:22 UTC
From: jharris@cup.portal.com
Message-ID: <86944@cup.portal.com>
Source record: 105837

>Anybody but me play Spelunker? Excellent game... Just about the only game
>I've ever finished without cheating, too ;) Also Lode Runner, of course.

Anybody but me have the version from MicroGraphicImage with music from
"Pictures from an Exhibition" played during the opening picture of a cave?
I don't remember what label the game was finally released, but the music
was definately a downgrade IMO.

Yes, I liked it quite a bit. I think I played it as recently as earlier
this year, but died in 'The Shaft'. I just couldn't remember the order to
do things.

John Harris - jharris@cup.portal.com

2728. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 06:42:30 UTC
From: jharris@cup.portal.com
Message-ID: <86945@cup.portal.com>
Source record: 105838

I saw Journey to the Planets in that favorite game post, and I'm wondering if anyone is familiar enough with the game to get me past two planets I could never finish.

One had a rectagular box with a moving bucket, where you could drop things into and they would get changed into something else as they went around.

I don't remember the other one off hand, but I'll go find it if there's anyone out there that can help.

John Harris - jharris@cup.portal.com

2729. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 06:42:37 UTC
From: jharris@cup.portal.com
Message-ID: <86946@cup.portal.com>
Source record: 105839

That's a great list -- most of my favorites are on it.

A would add Marauder, although perhaps that's a bit unfair since my version is patched a bit. Instead of 8 direction control like a normal Berserk, my version uses forward, back, and left&right turns. Like the asteriods game.

I also played a great deal of Mousekattack in two player mode, but it's kind of tacky to bring up one of my own games. And it's not that great in one player mode either. With two players, you can each grab your two cats set them up on both ends of the tunnel, lure the mice in, and plug the ends so that they are trapped. Getting additional ones trapped was harder, since you have to open it up and risk escape of the others, but that's what made it fun.

John Harris - jharris@cup.portal.com

2730. 800XL and games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 09:35:51 UTC
From: genoa@athena.mit.edu
Message-ID: <23in5n$h9s@senator-bedfellow.MIT.EDU>
Source record: 105840

I have the following equipment gathering dust, and since I'll be moving
in a month, I'd like to see it go. If my prices are out of line, please
feel free to make an offer. If no one meets my asking price, best offer
by August 15 will get the item. In ALL cases, shipping costs shall be
the responsibility of the buyer. All equipment is currently in working order.

The best way to contact me is by e-mail. You can try calling
(617)225-6185, but chances are you'll get my voice mail box.

Atari 800XL
- Just your standard, unmodified 800XL
- $30

Atari computer games:
o Pac-Man $5
o Galaxian $5
o Donkey Kong $5
o Pengo $5
o Dig Dug $5
o Star Raiders $10
- or, $30 for all

--
Jack Holt 3 Ames St #93 September's coming soon,
genoa@mit.edu Cambridge, MA 02142-1363 And I'm pining for the moon.

2731. Question about Rana

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 10:45:11 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <23ir7n$o3c@nz12.rz.uni-karlsruhe.de>
Source record: 105841

A friend of mine just got a Rana diskdrive on a flea market. His problem
is he doesn't know a thing about it.

I've looked through all my c.s.a.8. LOG-files, but didn't find thery much
about it. All I learned is that the Rana is suposed to be a true double density
drive.

On the back of the drive there are 3 weird switches. Does anybody know what
they are suposed to do? One of them is apparently the drive number selector.
The second one is probably used to switch the density, but the third one?
No idea.

I've heared of a special RANA-DOS. Is this DOS something that works best with
the Rana drive?

Does the Rana understand some unusual SIO commands other than those on the 1050?

My friend's Rana has a track display, just in case it's unusual.

Any help appreciated.

Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2732. Ascii to Atascii Convertor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 11:12:08 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <23isq8$rbe@usenet.INS.CWRU.Edu>
Source record: 105842

If anyone could point me in the right direction to find a nice
Ascii-to-Atascii file convertor program. I seem to have lost
the one I used. It had quite alot of options on it, and was
invoked via the Sparta_Dos command line. From what I remember,
it was fast as it did block reads, and none of this fgetc() or
fputc() garbage. [Which, IMHO, is slower than molassas in January]
(The equivalent calls would be get/put for any non C coder)

-BRiTiSH

BTW: Im sure that I'de probably be done writing my own, using the
XE-Banks and block read/writes, just a few minutes before some
kind sole points me the right way. :)

2733. educational software

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 11:38:08 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CB4qzL.H26@sadis01.kelly.af.mil>
Source record: 105712

I have a stock 130xe that I was going to loan to a small school to use for the k-2nd grade classes. I was wondering what educational software might be available for these age groups, as I've never bothered to get any educatioal software before. Thanks for any replies.. I am especially interested in letter recognition, simple math (where the teacher can select the problems, not the computer only), and such.
--
==========
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==========

2734. Re: fading CD's -- Urban Myth

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 11:57:30 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Aug2.115730.5462@def.bae.co.uk>
Source record: 105849

```
#> they don't even last ten years if kept mint - apparently the lasers fade
#> them or something!!!!
#
#Come on Simon "Tech" Trew. CD's are aluminum plates with pits in them.
#There is no way they can fade. Some early laser movie disks had a problem
#with the aluminum oxidizing or separating from the glue (movies are double
#sided CD's), but that was and still is rare.
#
#Now if you are talking about the new megnetic/optical writtable CD's, then
#I'd say that there is a chance that they might have trouble in the future.
#
```

As I hope I made clear in the last article, I'm no great expert on CDs. I myslef can't believe they wear out, for exactly the reasons you have stated. But all I was saying is there is the myth out there.

Certainly I know people have had problems with bad recording at the outside edge of CD's - something to do with misalignment. I've never experienced it myslef but I have quite a good CD player. You get problems with the really long CDs eg some of Pink Floyd's.

Anyway this is not really the place.

Simon "So sue me" Trew.

2735. Re: Ascii to Atascii Convertor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 12:35:54 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <23j1na$dsv@usenet.INS.CWRU.Edu>
Source record: 105844

In a previous article, ai792@cleveland.Freenet.Edu (Tony Lang) says:

>
> If anyone could point me in the right direction to find a nice
>Ascii-to-Atascii file convertor program. I seem to have lost

I think there's one called 8bit/ascii.arc on the atari.archive.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2736. Re: Atari In The Movies (and TV)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 15:54:41 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <23jdc1INNdg8@sheoak.ucnv.edu.au>
Source record: 105847

Saw an Atari monitor in an episode of Parker Lewis. I can't remember the characters' names any more though. One of the buds turns up with a pile of stuff, and has an old ST monitor. Guess they picked it up cheap....

Jared

****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

2737. Special offers from DGS

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-02 17:21:39 UTC
From: djg0@aberystwyth.ac.uk
Message-ID: <9308021719.AA02513@deca>
Source record: 105846

A SPECIAL OFFER FROM D.G.S:

As you may know, DGS (my company) sells P.D. software for the Atari, as well as developing and selling commercial software products. We have had very little response from the US, so here's a special deal for Internet users (or anybody who has read this message really!). We usually charge $4 per PD disk for 1-9 disks, $3 for 10-19 disks, or $2.50 for 20+ disks. There is also 10% (minimum $5) to add for shipping. But, here is our special offer. For your first order, you can buy disks at just $2 a disk by buying a minimum of 5 disks. If you buy 15 or more disks we'll even pay your shipping charge!

All DGS PD disks are of the highest quality. 90% of them are double sided at no extra cost to you. We currently have 166 disks to choose from.

DGS has a printed catalogue which you can get for $5 direct from us in the UK.

For US orders, we accept payment in US$ in cash. Nothing could be easier!

If you want a catalogue then please send your $5 (in cash) to:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

A catalogue will be sent to you via air mail straight away! Please make sure you mention that you read this on the internet/newsnet etc. This will qualify you for the special offer. BTW, it costs 50cents to send your letter from the US to the UK.

If you have queries then e-mail direct to: djg0@aber.ac.uk.

2738. Re: Ascii to Atascii Convertor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 00:01:24 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <23k9sk$igk@usenet.INS.CWRU.Edu>
Source record: 105848

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:
>In a previous article, ai792@cleveland.Freenet.Edu (Tony Lang) says:
>> If anyone could point me in the right direction to find a nice
>>Ascii-to-Atascii file convertor program. I seem to have lost
>
>I think there's one called 8bit/ascii.arc on the atari.archive.

This file is merely A2AT and AT2A which comes with CC65. This is
the beast which I am trying to get around. It works and all, but
to put things bluntly, it took 20 minutes to convert a 64K file.
(That was using 2 disk drives too, so add at least 5 more minutes
if the conversion is done onthe same drive. (physical ones))
This speed factor is a matter to me, as I have 3 more 360K Floppies
to convert; each one has 300k of code that needs to be converted.

One would be surprised as to see a dramatic speed improvement if
you merely read in all or most of the file into ram, and manipulate
it there before writeing it to back again.

BRiTiSH

PS: Never thought Ide ever see Color Attract go intoaffect on my machine,
but letting the A2AT run its course, I saw the machine go into Attract
mode so I hit a key, and then it went into it once more after I decided
to prepare myself a sandwich. After the 2nd attract mode, it took roughly
5 minutes til it finished. But hey, at least I had a nice way to time
things. :)

2739. Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 05:00:09 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug3.050009.20197@ultb.isc.rit.edu>
Source record: 105851

Could someone out there email me a uuencoded copy of the Atari ROMs,
or tell me where I could FTP the binaries from?

Specifically I'm looking for the Revision B ROM's from the Atari 800
(most 800's had these, unfortunately I can only get my hands on the
old Rev A ROM's at the moment...)

Also, I could use the REV C (and D if there is one??) ROMs from the
XL/XE line, if anyone has those.

I know that the Atari Translator (which I can get from the archives)
has a modified version of the Rev B ROMs in it, but unfortunately it
is in DC3 format which I can't decode to a straight binary of the
10K ROM under Unix. (and my old Atari isn't functional enough at the
moment to use to convert it, plus I'm not sure how I'd get the data
to/from the Atari, since I don't have an RS232 for it)

For those who are wondering what I need this for, I'm working on
an Atari 800 (and perhaps 130XE etc) emulator in C that runs under
X-Windows (although the graphic part could be easily ported to
other graphic systems)

I'm going all-out with this so that all timing is done correctly for
video interrupts, etc...

I also want to simulate all kinds of Atari devices, so if anyone has
(or can tell me where to get) specs on things like Atari disk drives,
cassettes, printers, modems, etc... it would be greatly appreciated.
(as in the format of the data sent over the SIO, etc)

I also am having a little trouble with some aspects of my 6502 emulator
right now because the 6502 Assembly book I've got isn't detailed enough.
If anyone could send me cycle-timing info on the 6502, and info on
the status flags affected by every instruction, it would be great.

Thanks a ton for anyone who can help (I'll try to add the names of
anyone who helps me to the doc file that will go with this)

Also, if anyone has any ideas they'd like to see implemented for this,
let me know.

(The way it is structured, it could also be used to simulate an Atari
with multiple 6502's, or the 6502 could be attached to other hardware
simulators, such as Apple's or Commodores, although I'll leave that
part to someone else who better appreciates those machines.)

Again thanks for the help.

- Frank

---
feb6399@ultb.isc.rit.edu
shaggy@nick.csh.rit.edu

2740. .arc file question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 05:43:27 UTC
From: winters@access.digex.net
Message-ID: <23kttv$bfn@access.digex.net>
Source record: 105850

I have a probably, kind of a dumb question to ask, but here goes:
I just got a XM301 Atari 300 Baud modem with the XE TERM Communcations
Program. I traded a disk drive (which I paid approx. $6.00 for :-)) and
got this fantastic piece of hardware. Even though it runs slow (300 baud
is kind of yucky!), it is sooooo easy to use! I wish some of the programs
I use at work for Kermit & file transfer etc... could be so user-friendly.
(is is the more $$ you spend on software, the harder it is to use???)
I was told by someone that I would have to get a .ARC "dearc'er" kind of
a decompression program to download and use software on my Atari 800.
I was able to download a .arc file onto my disk drive, but have no
idea of what to do next. Does anyone know where I can get hold of a
program to de-archive .arc files? Thanks for any advice!
(just for the hell of it, I tried running the UUENCODE.BAS program on
the .arc file, but something tells me this is barking up the wrong tree,
big time! Oh, something I forgot to tell - When I was at Electronic Clinic
today, in Bethesda, Md., getting this modem, they told me that they are
getting many requests for Atari Disk Drives, but they can't even begin
to fill all these requests! I guess that proves that SOMEONE (besides
people on this newsgroup) is using 8 bit machines! I wonder why Atari
couldn't remanufacture these buggers with a new/improved floppy drive and
possibly a super fast hard drive. I guess they would rather sell $1,000
Falcons, which will be not-supported in four years, like everything else
they sell!! :--) I mean, I used to go into Toys R US quite recently and
see Commodore 64 and variations still being sold (ughhhhh!!!) for LOTS
of money! I saw one setup a few years back for about $250.00. Now, 2
years ago, I think I would have gotten a used ST for that or a little
more bucks, instead of spending so much money, just for an 8 bit machine...

------ Michael Winters

2741. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 05:46:20 UTC
From: jharris@cup.portal.com
Message-ID: <87021@cup.portal.com>
Source record: 105852

>$.02, it's been my experience that vertical compression schemes compress
>better then horizontal. There's an old DDJ with a "RLE Revisited" article
>in it that you may find interesting on the subject. I think the guy who
>wrote it got the last word. I took the absence of more articles/letters
>to the editor to infer he had a good scheme. I know I still have the
>article & I think I may still have the 'C source code on disk if you'd
>like to see it.

I heard this awhile ago also, and forgot it. Thanks for bringing it up.

I don't think I can read C good enough to get the algorithm out of it. I tried getting LZH compression that way, and I ultimately had to look at the object code to figure out some of the stuff. It's strange, because I know the syntax, but since I've never written any C code, I just can't visualize it. Conversely, I can usually read object code with no labels or comments relatively easy by comparison.

If you have some descriptions in English that you can send, I'd like to look at those.

John Harris - jharris@cup.portal.com

2742. Translating MULE to BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 12:33:36 UTC
From: eric@ntsc-rd.navy.mil
Message-ID: <9308031234.AA22344@deepthought.cs.utexas.edu>
Source record: 105853

In April, Rick Cortese submitted the ACTION version of his MULE program
to read/write stock 1050 enhanced density files compatible with IBM
floppies formatted at 180K. I don't have ACTION, so yesterday I attempted
to translate this to Atari Basic. It was simple except for the satement:

```
PROC DINV=$E453()
RETURN
```

that is used by sections of code such as this:

```
;I.D. with Hello Atari
;
DEVNUM=2 ;DRIVE D2:
DEVOP='W ;write
SNUM=1;I.D. sector
SCopy (GPB,"Hello Atari")
Bptr=GPB+GPB(0)+1
Bptr^=0;'C end of string
FOR Bptr=GPB to GPB+127
DO
Bptr^==XOR $FF
OD
DBUFF=GPB+1
DINV()
```

I know that I cannot just do an X = USR(58451) call because the routine
at $E453 does not know to do a PLA to get the number of arguments off of the
stack. I tried to write a 3 line assembly routine to be called from a USR
call and placed it at page 6 (1536).

```
PLA ; pull number of arguments
JSR $E453 ; jump to subroutine
RTS ; return
```

Placing this at page six and doing a USR call resulted in the drive spinning
and beeping (seemingly reading several sectors) and then returning with
ERROR 9 (from BASIC). This occured the first time that the USR was called
when it was trying to read the "Hello Atari" identification at the first
sector. I had formatted a disk on my IBM at 180K and saved a program using
the C Mule program and was trying to read this disk.
Should I place certain values in the registers before JSRing to $E453?
What values does ACTION place in the registers when there is a call to an
OS routine such as this? Do I have to push all of the registers on the
stack when I call this USR and restore them before returning? Anybody know
off hand what Error 9 is (I'm just curious).
All of my Atari stuff is at the back of the attic and I'd prefer not to go
digging up there. Any help is greatly appreciated.

Eric Anschuetz (eric@ntsc-rd.navy.mil)

2743. Re: .arc file question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 12:59:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <23lnge$527@usenet.INS.CWRU.Edu>
Source record: 105854

In a previous article, winters@access.digex.net (Michael Winters) says:

>I was told by someone that I would have to get a .ARC "dearc'er" kind of
>a decompression program to download and use software on my Atari 800.
>I was able to download a .arc file onto my disk drive, but have no
>idea of what to do next. Does anyone know where I can get hold of a
>program to de-archive .arc files? Thanks for any advice!

The Atari Archive file 8bit/Archivers/supunarc.com is the nicest program to
un-arc' files, and notice (by the .com extender) it isn't arc'd itself so
you can use it right away.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2744. Atari 520 ST system for Sale ($450 o.b.o.) 2.5 MB ram, 85 MB HD

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 13:16:53 UTC
From: koleda_k@msb.flint.umich.edu
Message-ID: <koleda_k.100.0@msb.flint.umich.edu>
Source record: 105705

I know this is the 8-bit list, but I thought some Atari user might be
interested in a newer Atari.

FOR SALE: MUST sell, ATARI ST system, 2.5 MB RAM, 84 MB HD, Word Perfect...

All of the items listed below for $450 O.B.O.
Best offer as of 8/13/93 takes it.

Hardware:
Atari 520ST (TOS in ROM) ...
External DS/DD drive, Atari SF-314
Mouse, Best Electronics
Joystick, Standard Atari (2)
Eazy-ST 2 Meg Ram Upgrade (total 2.5 Megs)
Monochrome Monitor, Atari SM124
Monitor switch box, Astra
Color Monitor, Atari SC1224
1200 Baud Modem, Atari SX212
Hard drive case, 3-5.25 inch bays/power/fan (Tech Spec.)
Supra Hard SCSI controller with clock
84 MB hard hrive, Seagate ST-296N, 28 ms access
1-Joystick Wico "Bat Handle"
Star NX-10 9-pin dot-matrix printer, extra ribbon, Epson/IBM

Software:
WordPerfect 4.1 (excellent spell checker and thesaurus)
Pagestream 1.83, with 16+ PD fonts
LDW Power 2.0 (Exports Lotus format)
G-Plus, Codeheads
Mavis beacon Teaches Touch Typing
GFA Draft Plus
F-16 Falcon (upgraded to hard drive installable version)
Stealth (telecomm software)

Atari Explorer, several years
ST-LOG
START numersous issues, many with magazine disks

Public domain software:
About 25 megs total on hard drive
Much duplicated on floppies
Utilities of all kinds
.IMG clipart
.TNY color pictures
Many excellent public domain games
Lots of GFA basic source code Included on hard drive

Everything in excellent condition. No known problems.

Prefer to sell as a unit. Actual shipping charges on most items -- or pickup in vicinity of Flint, MI (about 1 hour drive N. of Detroit).

That's only $450 o.b.o.

Please contact via e-mail.
Koleda_k@msb.flint.umich.edu

2745. Turbo 816

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 15:14:10 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug3.151410.20452@exu.ericsson.se>
Source record: 105706

What is the Turbo 816 from Dataque? (Pardon if I goofed-up the product name.) I received some literature about their other products, a spreadsheet which can optionally make use of the Turbo 816 to name one. But it didn't mention the Turbo 816 as a standalone product and I didn't see it on the price list either.

I assume it is some form of 65816 "coprocessor" for the Atari 8-bit machines, but that's all I know. Anyone?

--
James Hague
exuhag@exu.ericsson.se

2746. Atari 8-bit computer items sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 16:31:27 UTC
From: cohen@BORN.phys.virginia.edu
Message-ID: <00970782.92A5EE80@BORN.PHYS.VIRGINIA.EDU>
Source record: 105709
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@GOMEZ.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). PLEASE FEEL FREE to make any offer! I intend to finalize
sales within a few days, and will accept immediately offers that look very good
(if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise noted explicitely, all hardware was in working condition
when used last, and stored under very good conditions. However, if I have any
reason to suspect problems while packing, I will re-inspect prior to shipping
as appropriate.
When problems are known to exist, details are given.

Computer- Atari 800 in excellent condition, with manuals, 48K (max. expansion),
BASIC cartridge included.
Printer- Epson RX-80F/T in excellent condition, extra ribbon.
Monitor-
Green monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

Atari CX853 16K RAM memory module for Atari 800 (I have 2 spare units)
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
(I do not have a manual for this.)
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1020 color printer/ plotter with manual.
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 1010 Program Recorder - I have 2 units, Work fine.

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) with manual
Centipede with instructions
Missile Command
AtariWriter Wordprocessor with manuals and original box

Disks- (All are original disks)
======

Lode Runner with manual and original box
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Temple of Apshai with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Infocom Zork I with manual and original box
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
Atari Translator
Ghostbuster by Activision
CONAN (Datasoft)
Computer Baseball
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Thorn EMI Snooker and Billiards (in original box with instructions)
Atari Statistics I (with manual and original box)
Atari States and Capitals

Books-
======

Bill Carris- Inside Atari BASIC
Gardner- Software Protection and Code Breaking (book only)
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition

Non-working equipment for parts, U-fix, etc.-

Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Atari 1010 Program Recorder - save: ok, load: no.
4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.
They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

2747. BASIC ROM binaries needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 16:40:00 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug3.164000.13084@ultb.isc.rit.edu>
Source record: 105708

I posted a little while back about needing binary files of the OS ROMs
for an Atari Emulator I'm writing in C for XWindows (or anything else
it can be ported to)....
Well, now I got the OS (only revision A, which is why I want Rev B or C)
booted mostly correctly, but I need the ROMs for BASIC to run a lot
of the programs I wanted to run, to test out the emulator.

So, if someone would care to dump the entire range from A000-BFFF of
memory from BASIC to their disk and uuencode it and mail it to me, I
would greatly appreciate it, and I'll keep you updated on the progress
of the emulator.

- Frank

2748. New/old Atari 8-bit FTP-Site

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 16:55:10 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <23m59e$dqc@nz12.rz.uni-karlsruhe.de>
Source record: 105707

We 8-bit Atarians have more resources on the Internet than we think off.

Today I've found another FTP-Site carrying 8-bit programs.

The interesting fact about this FTP-site is that it's not exactly a mirror
of atari.archive.umich.edu

Try FTPing to: cs.bu.edu and then switch to the /PC/ATARI directory.

I've done it a minute ago and I was amazed. It seems like this FTP-Site is
sort of forgotten by the whole world. Most of the files in there are from
around 1990 with some additions in 1992.

Of course, far the most of the programs there can be also found on a.a.u.e,
but not all!

There are some programs or shell scripts for Unix systems dealing with the
8bit. One of them is supposed to be an Atari MACRO Disassembler.

All directories look very tidy, you'll find a README file just everywhere.

I've included the README-File from the main directory below.

Have fun!

Marek Tomczyk

---
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

```
=============================================================
= =
= THIS DIRECTORY CONTAINS PUBLIC DOMAIN SOFTWARE =
= FOR USE ON THE ATARI 8 BIT COMPUTERS =
= =
= The files with the .uue must be downloaded to =
= the atari and then uudecoded. Unless otherwise noted, =
= the xxx.uue files will uudecode into xxx.com. =
= =
= If a file decodes into xxx.arc, you must use the =
= program arcx.com contained in comm/arcx.uue. See the =
= file comm/arcx.doc. =
= =
= In order to uudecode files please see README.DOWNLOAD =
```

= =
= The files with a .info tag are text files which are =
= 80 column format and contain information or comments =
= about various topics, downloading not recommended. =
= =
= questions to adb@bucsb (f) =
= or adb@buenga =
= Adam Bryant =
= =
==

======= catalog =======

A short list of most of the available programs is
contained in the file CATALOG in this directory.

======= communications : "comm" directory =======

This directory contains programs that help in file
transfer and modem communications. Of particular
interest are the files uudecode.lst, yau.uue, unarc.uue,
and arcx.uue.

======= languages : "lang" directory =======

This directory contains programs which require a specific
language (such as basic code, C code or Action code) or
are themselves a language. (such as ACE C or TBASIC).

This directory has a few subdirectories:
"action" which contains programs written for ACTION!.
"clib" which contains the runtime engine of the ACE C compiler.
"turbo" which contains TBASIC and its support files.

======= utilities : "util" directory =======

This directory contains files which provide general
usage utilities, such as SHRINK and and the TEDIT
editor.

======= unknown/general use : "general" directory =======

This directory contains programs whose use is uncertain
as well as a subdirectory for games called "game".

======= non-atari : "foreign" directory =======

This directory contains files and programs which are not
executable on the atari 8 bit computers but which do
pertain to the atari 8 bit.

======= atari-newletter : "info" directory =======

This directory contains some of the atari 8 bit newsletter
and distribution group info-atari8. They will be saved

by volume and issue number.

======= atari news and general information : "news" directory =======

The files in this directory are messages and notes on various
topics that I thought might be of interest or lend some
help to atari 8 bit users.

2749. Re: ROM Magazines for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 18:37:56 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CB753F.HnF@cbnewsc.cb.att.com>
Source record: 105710

From article <27243@mindlink.bc.ca>, by (R.H. Cockroft):
>
> The ROM Magazine Collectors Series
>
> Canada's first Atari-only Magazine (1983 - 1985)

Hey, I actually have a couple issues of this magazine that I picked up at the Summer CES here in Chicago circa 1984. If they are really worth this much, I'll dig them out and try to sell them too. :-)

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2750. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 18:56:28 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CB75y8.I2n@cbnewsc.cb.att.com>
Source record: 105711

From article <86946@cup.portal.com>, by (John D Harris):

> That's a great list -- most of my favorites are on it.
>
> A would add Marauder

I agree that it covers a wide range of the better games, but I would add one more that I haven't seen discussed for a long time. That is 'Spare Change' by Broderbund. My son and I probably spent more time playing that game than any except for 'Miner 2049er'. It had nice graphics, nice gameplay and catchy music.

Kit Kimes Congratulations Bulls!
AT&T Resource Link (under contract to NCR) What a 3Peat!
Naperville, IL Thanks for a great year.
...!att!iwcs!kimes (kimes@iwcs.att.com)

2751. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 22:48:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <5298.78.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 105747

-> From: Chris_F_Chiesa@cup.portal.com
-> Newsgroups: comp.sys.atari.8bit
-> Subject: Re: Atari In The Movies
-> Date: Sun, 1 Aug 93 11:59:38 PDT
-> Organization: The Portal System (TM)
-> Lines: 9
->
-> >Make sure you post if you remember the 810/scope movie.
->
-> The latest issue of PLAYBOY mentions a CD-ROM database now available
-> which lists every movie ever made, or something like that. All
-> cross- referenced and lookup-able :-) . I surmise you could find the
-> name of the 810/'scope movie if you could get a hold of that
-> CD-ROM...
->
-> Chris
-> Chris_F_Chiesa@cup.portal.com
For everyones information.

There are probably a few CD-ROMS of movie info. The one that I've used is called MicroSoft Cinemania, which offers short reviews from Leonard Maltin, actor profiles, and sound clips from a small portion of the total content. It has an extensive text search capability, and I would suggest a FAST cd-rom drive for optimum usage. It's also updated on a periodic basis to cover more recent movies etc. There are no movie clip animations on this disk.

If you work and spend alot of time in movieland get this disk.
Otherwise you'd be better off getting a movie review book.

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

2752. Re: Ascii to Atascii Convertor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 23:04:20 UTC
From: ab588@yfn.ysu.edu
Message-ID: <23mqtk$s9v@news.ysu.edu>
Source record: 105713

I have a good ascii/atascii and back converter called CR.COM.
It can be used from the command lind with Sparta or from menu.
I'll upload it to the archive...look for cr.arc in the utilities.
--
Joe Sabatino -->ab588@yfn.ysu.edu

2753. Wanted: Kraft joystick (Atari compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-03 23:21:54 UTC
From: hiebeler@santafe.edu
Message-ID: <HIEBELER.93Aug3232154@zuni.santafe.edu>
Source record: 105716
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

I'm looking for an old Atari-compatible joystick made by a company called Kraft. The joystick is fairly small, the stick is about as thin as a pencil; the whole thing is black with 2 red buttons (so people can use the stick with either the left or right hand; both buttons send the same signal). Let me know if you have one you're willing to sell.

--
Dave Hiebeler
Santa Fe Institute, and Thinking Machines Corporation
hiebeler@santafe.edu, hiebeler@think.com

2754. ARC versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 03:14:26 UTC
From: gt6373b@prism.gatech.EDU
Message-ID: <107465@hydra.gatech.EDU>
Source record: 105714

Here's a strange question... Can anyone recommend a good ARC program for the IBM which produces ARC files which can be un-ARCed by the ARC programs on the Atari? I've downloaded the entire 8-bit archive to by IBM, where I would like to un-ARC, review, and re-ARC the files for transfer to the Atari (my IBM has a huge hard drive, my Atari does not). Thanks.

```
+-------------------------------------------------------------------------+
| This message was prepared using 100% recycled electrons |
+-------------------------------------------------------------------------+

--
--- WARNING! ---------- WARNING! ---------- WARNING! ---------- WARNING! ---
Computer Engineering Major: Keep in cool, dry place. Do not expose to
direct sunlight or other humans, except during quarter breaks.
---------- Nelse C. Hansen ------------- gt6373b@prism.gatech.edu ----------
```

2755. WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 03:16:42 UTC
From: gt6373b@prism.gatech.EDU
Message-ID: <107466@hydra.gatech.EDU>
Source record: 105715

If anyone out there has a used MIO or Black Box with hard drive interface (but not necessarily the hard drive - they're easy to find) with all manuals, software, etc. that they would like to sell, please send me e-mail. I'm interested in buying one.

```
+-------------------------------------------------------------------------+
| This message was prepared using 100% recycled electrons |
+-------------------------------------------------------------------------+

--
--- WARNING! ---------- WARNING! ---------- WARNING! ---------- WARNING! ---
Computer Engineering Major: Keep in cool, dry place. Do not expose to
direct sunlight or other humans, except during quarter breaks.
---------- Nelse C. Hansen ------------- gt6373b@prism.gatech.edu ----------
```

2756. Dr Dobb's Journal

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 07:19:26 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Aug4.071926.7116@def.bae.co.uk>
Source record: 105723

OK folks, who can tell me: when did it become DDJ and cease to be the (much more interesting) Dr Dobb's Journal of Computer Calisthenics and Orthodontia?

Simon.

2757. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 15:13:53 UTC
From: bdaniels@rock.concert.net
Message-ID: <23ojnh$80v@inxs.concert.net>
Source record: 105717

In article <86870@cup.portal.com> ScottM@cup.portal.com (Scott - Maxwell) writes:
>>
>I've seen it. Don't remember the name of the movie either. BTW, the reactor
>on the 800 reminded me of something. Does anybody know where I can find the
>nuclear reactor gaem? It's where you monitor a nuke plant and have to adjust
>the flow of water and avoid a meltdown. Chris Crawford was playing it on an
>800 on the PBS series "Bits & Bytes." Anyone remember that either? Anyway I
>always thought it looked like a neat game but I never found it.
>Any help appreciated.
>
It was called SCRAM. I think it was in basic (!), but it was a
commercial product, sold by Atari. I don't know where you
could find it these days...

--

Brian Daniels Printed on 100% Recycled Bits
bdaniels@rock.concert.net Comprising 70% Post-Computer Waste
---------Public Keys Available by E-Mail Request----------------

2758. Broken 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 17:53:40 UTC
From: syzygy@eskimo.com
Message-ID: <CB8xID.4yJ@eskimo.com>
Source record: 105719

I picked up an Atari 1050 at a thrift shop yesterday, hoping it would work. Well, it doesn't quite seem to, so I have a few questions.

When I turn it on the power light comes on, but then it just sits there. If the power is on, however, and I toggle it off and then back on again quickly, the motor that spins the disk starts trying to run. I say "trying" because it just turns very slowly and mostly just makes a grinding noise.

Some questions:

I've never owned an Atari disk drive before; is it normal for it to only start spinning the disk if the power is toggled off and back on quickly? This doesn't make sense to me, but it seems strange that this would be the problem.

Apparently someone else had the thing open before I did, and it looked like they had some of the connections from the electronics to the drive wrong. I looked at them, and they were labeled with numbers like "J10", "J12", etc., and had a small number "1" printed on the bottom. Apparently desgnating pin #1. There were apparent matches to these numbers printed on the circuit board that they plugged into, so I plugged 'em the way they seemed to match. Did I do this correctly?

What are the settings for the "drive select" switches near the back of the drive?

It didn't come with power supply or SIO cable, so I'm using some from a 1010 tape drive I have. This should work, shouldn't it?

I don't have any disks with DOS on them; is this required?

Does anyone have another broken 1050 (preferably in the Seattle area so I don't have to pay a lot of shipping) that I could take off their hands in hopes of making a working disk drive from the two?

Thanks in advance for your help.
--

____
/___ _/ __ syzygy@eskimo.com (Chad Beeder)
//_//_ /_/ /_/ /_/ "And everything under the sun is in tune,
_____/__/_____/___/___/ but the sun is eclipsed by the moon."

2759. Re: ARC versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 19:36:06 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <87124@cup.portal.com>
Source record: 105718

> Here's a strange question... Can anyone recommend a good ARC
> program for the IBM which produces ARC files which can be
> un-ARCed by the ARC programs on the Atari? I've downloaded
> the entire 8-bit archive to by IBM, where I would like to
> un-ARC, review, and re-ARC the files for transfer to the Atari
> (my IBM has a huge hard drive, my Atari does not). Thanks.

Not such a strange question. ARC can use a few different compression
methods. Super ARC/unARC for the Atari can handle all of
these, along with PKPAK "squashed" files (but that requires
an expanded memory Atari).

I found ARC v6.02 for the IBM on the site I call (Portal), you
might find it on an ftp site.

Jeff_M_Lodoen@cup.portal.com

2760. Re: Translating MULE to BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-04 21:09:02 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <RL1R8B1w165w@TheRat.Kludge.COM>
Source record: 105752

You right in that it can be translated to Basic fairly easily, a couple of versions were in Basic. I just prefer Action!
Nothing goes in the regs for the $E453 call, your code should work. Make sure you have intitialized your string before you do the call so in isn't packed.
i.e. BUF$(128)=" " before you do the call or you will get a string error.
Also the Action! syntax goes something like; add a '=xxx' when you define you variables & that variable will now reference a memory location so:
BYTE RIGHTMARG=82;defs RIGHTMARG as a byte at mem loc 82
RIGHTMARG=0;stores a '0' at mem loc 82

I used that type of defs all through the program so you will have to change these to POKES & 2 byte wide POKES for CARDS

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2761. Looking for keyboard scancodes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 02:09:09 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug5.020909.26481@ultb.isc.rit.edu>
Source record: 105720

Would anyone out there happen to have a chart of Atari keyboard
scancodes available that they could e-mail to me?
I would just use my Atari to figure them all out, except that it's
packed away right now--- I need this for an Atari emulator I'm working
on under X-Windows.

Thanks for the help...

- Frank

Keeping the Atari 8-bit alive: XSimAtari

feb6399@ultb.isc.rit.edu
shaggy@nick.csh.rit.edu

2762. Looking for Alan Hicks

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 02:11:24 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug5.021124.26552@ultb.isc.rit.edu>
Source record: 105721

Umm... this may be an odd posting to get here,
but I was wondering if anyone out there in the Atari community
might know someone by the name of Alan Hicks? He used to
be very involved with Atari's many years ago, and I've lost touch
with him... Last I knew he lived in Westford, Mass. (USA)

If anyone knows him, and could give me an email address, it would
be muchly appreciated.

- Frank

2763. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 05:17:54 UTC
From: jharris@cup.portal.com
Message-ID: <87173@cup.portal.com>
Source record: 105731

>... 'Spare Change' by Broderbund.

I haven't seen this one. What's it like?

John Harris - jharris@cup.portal.com

2764. Re: Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 05:18:03 UTC
From: jharris@cup.portal.com
Message-ID: <87174@cup.portal.com>
Source record: 105732

>Specifically I'm looking for the Revision B ROM's from the Atari 800
>(most 800's had these, unfortunately I can only get my hands on the
>old Rev A ROM's at the moment...)

Are you going to run into copyright problems? As old as they are, I don't think they're freely distributable.

>For those who are wondering what I need this for, I'm working on
>an Atari 800 (and perhaps 130XE etc) emulator in C that runs under
>X-Windows (although the graphic part could be easily ported to
>other graphic systems)
>
>I'm going all-out with this so that all timing is done correctly for
>video interrupts, etc...

It seems that "working...in C", and "going all-out with this", are mutually exclusive statements.

>If anyone could send me cycle-timing info on the 6502, and info on
>the status flags affected by every instruction, it would be great.

Programming the 6502 by Rodney Zaks has all of the timing information. I hope you can find a copy of this, because it's probably unlikely that detailed timing info exists in an EMailable format.

John Harris - jharris@cup.portal.com

2765. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 06:30:15 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <87180@cup.portal.com>
Source record: 105737

Spare Change was a Broderbund title from '83. You are an owner of an arcade. Characters called Zerks escaped from one game and torment you.

They try to steal your tokens and put them in their piggy bank. You can put tokens in the jukebox, the telephon, pop-corn machine and other devices to keep the Zerks occupied.

Between levels you get to view the 'Zerk Show'.

Jeff_M_Lodoen@cup.portal.com

2766. Re: 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 07:20:11 UTC
From: ScottM@cup.portal.com
Message-ID: <87184@cup.portal.com>
Source record: 105722

>Actually, the 850 responded to the call for a boot sector after waiting for
>a disk time out, and uploaded a relocating loader and followed by the
>serial driver. This made it possible for diskless systems to still use the
>box.
>If a disk drive was present, the relocator and driver had to be loaded via
>AUTORUN.SYS or similar mechanism after the disk handler was loaded.
>
That's really strange. When I got my Atari it had DOS 2.5 which had no
AUTORUN.SYS file to load the 850 driver (which is ok since I didn't have an
850 then) but now that I do where can I get the AUTORUN file, and will the
2.0S file work with 2.5 and up?

>Harald Striepe

/==\
|Scott Maxwell * RU 486, Inetel 486, Coincidence? |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, // * The eyes are the windows to the soul. |
|1200, Pet 2001, \X/ * His however, are painted shut! |
|Vic, 64, 128, 800XL * This space for rent - 555-RENT |
\==/

2767. Re: Translating MULE to BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 12:00:30 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <23qsou$pjs@usenet.INS.CWRU.Edu>
Source record: 105724

Rick asks about translating 'Mule' from ACTION! to BASIC.
I think $E453 (DISKINV) has a RTS at the end of its routine.
Therefor you need a PLA, JMP $E453 instead of PLA, JSR $E453, RTS.
Although I don't see why yours won't work really. Error 9 is a
string dimension error that can show up at weird times.

2768. Re: ARC versions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 12:08:45 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <23qt8d$r75@usenet.INS.CWRU.Edu>
Source record: 105725

Nelse asks about an IBM unarcer that will unarc Atari arcs.
I've archived files with pkxarc that unarced with supunarc just
fine. I believe it should work in reverse. Did you try unarcing
some of the files? What unarcer did you use? There is only SEA
and PK that I am aware of.

2769. Re: Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 12:25:57 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug5.122557.11919@iplmail.orl.mmc.com>
Source record: 105727

In article <87174@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes:
|>
|> It seems that "working...in C", and "going all-out with this", are mutually
|> exclusive statements.
|>

Come on John... let's not be so hard on C. Most of the X-Windows apps that
I use at work are written in C, and they are very fast. I think you would
be hard pressed to find anyone writting assembler code for the HP 9000
anyway.

Larry Richardson
richards@foghorn.orl.mmc.com

2770. Re: Turbo 816

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 13:25:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <23r1oc$boa@usenet.INS.CWRU.Edu>
Source record: 105728

In a previous article, exuhag@exu.ericsson.se (James Hague) says:

>What is the Turbo 816 from Dataque? (Pardon if I goofed-up the product
>name.) I received some literature about their other products, a spreadsheet
>which can optionally make use of the Turbo 816 to name one. But it didn't
>mention the Turbo 816 as a standalone product and I didn't see it on the
>price list either.
>
>I assume it is some form of 65816 "coprocessor" for the Atari 8-bit machines,
>but that's all I know. Anyone?

This is an article by Jeff McWilliams taken from the Product Reviews board
in the 8-Bit Computers Support Area of the Cleveland Free-Net Atari SIG:
/\/\/\/\

The Turbo816 is a 65816 microprocessor that runs at the normal clock speed
of the computer. It's meant to be installed in a XL/XE machine, and comes
with a replacement OS. The card measures about 3.5x7", roughly the size
of two 3.5" disks end to end. On end is a 40 pin ribbon cable which plugs
into the 6502 socket on the motherboard. On the end is a 50 pin connector
for attaching Turbo-BUS cards, like SRAM memory, PROM application cards,
hardware interface cards, blah blah.

The 65816 has two operating modes, emulation mode, and native mode.
In emulation mode, the chip acts mostly like a 6502, but more OPCODES
are available, as if you had something more than a 65C02 in your machine.
See the MAC/65 manual on 65C02 opcodes for more details.

In native mode, you can set the accumulator, x and y register to 16 bits.
Two separate registers the data bank register and program bank register,
let you do 24 bit addressing. The Turbo-BUS, the 50 pin connector, provides
all 24 address pins and 8 data pins, for a 16 megabyte LINEAR addressing space.

new opcodes include program counter relative addressing for true relocatable
code, data block move commands, new addressing modes, and the ability to
move page zero, now called the direct page, to anywhere in the first
64K of address space.

The Operating System, called the Turbo-OS by Dataque software, is a rewritten
version of the XL operating system with additions. These include a callable
menu which lets you test your internal hardware, examine any and all memory,
determine which and how memory memory is available, and call Turbo-Apps which
have been initialized from their PROM cards. There are also some memory
management routines in the OS and some other nifty routines callable from
software written explicitly for it.

The OS does have some timing problems however, and the 65816 does not
in some cases execute 6502 OPCODES in the same number of cycles as the
true 6502 does. The combination, plus another problem inherant in the
earlier 65816 chips causes some compatibility problems.

It's been reported that the Black Box didn't work with the T-816, and I
had personal problems with both a MIO and a Newell 1088K upgrade with
the T816.

Dataque provides SRAM cards, in several configurations, including 64K and
256K. Dataque also had the Turboclock, which was a 32K SRAM, and 32K PROM
card with a battery backed, Dallas Semiconductor real time clock.
A clock program was callable from the OS-Menu which would set the Dallas
clock, or read the Dallas clock and set the SpartaDOS clock. These routines
were also callable from software.

Dataque also provides a 65816 assembler , and a beta 65816 debugger.
No high level language is available for the Atari 65816.
THe only application seen for the 65816 is Turbocalc from Dataque.
This is a rewritten version of Speedcalc from Byte, on cartridge.
The spreadsheet will run on either stock or 65816 computers.
If a 65816 is running with a memory card, the largest contigous block of
RAM was usable by the spreadsheet. I had a 256K card, plus the
CLock card with 32K or RAM. THe Spreadsheet make the 256K available to itself
for spreadsheet use. THe spreadsheet was good, I liked the drop down menus,
but there were some routines that were buggy. The move data routine was
buggy. You had to be careful how you used it, and only move or copy cells
to other empty cells. Moving or copying cells on top of other filled
cells resulted in spreadsheet corruption.

The fact that RAM was only expandable via SRAM was a problem.
SRAM is physically larger than DRAM, and more expensive. It is impossible
to fit the T816 card and any RAM card into a XL/XE except the 1200XL.
Wiring up a 4 meg or 1 meg SIMM would have been more useful. I think
it could be done personally. Bob Woolley had some 1200XL schematics where
he used just the REF and CAS signals from the ANTIC chip to enable
automatic refresh mode in a 1 meg SIMM for a 1024K XE type upgrade.
These same signals should be somehow usable in wiring up a SIMM that was
addressed through the 65816, since the 65816 is still wired up
in SYNC with the ANTIC.

The T816 has POTENTIAL.. look at the Apple IIgs crowd, but the lack of
smaller, cheaper RAM, real applications, and a high level programming language
like BASIC, C, or Action!/816 prevented the 816 from becoming anything more
than a hardware hacker's toy. Mine has been unused for years. I put over
$400 into all the goods, and haven't got any honest use out of it. Truly
one of my worst 8 bit purchase decisions. Nevertheless, I still dream about
someday putting it in a 1200XL and finding time to program my own stuff for
it.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,

In the ranks of death you'll find him;
His father's sword he has girded on,
And his wild harp slung behind him. Thomas Moore
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2771. Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 13:46:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930805084653MIS0160@MVS.UDEL.EDU>
Source record: 105726

Does anyone on this newsgroup know whether Electronic Arts ever released Marble Madness for the Atari 8bit. I know there was an ST version and even a Commodore 64 (ugh) version. In going through an old Antic magazine, I saw where EA had promised to make it available for the 'Classic' line. I remember waiting back then for it to become available, but that was about the time that most commercial vendors began abandoning Atari.

Roger Cole INTERNET: Roger.Cole@MVS.UDEL.EDU

2772. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 15:12:28 UTC
From: frankh@sr.hp.com
Message-ID: <CBAKws.8G9@srgenprp.sr.hp.com>
Source record: 105729

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: Does anyone on this newsgroup know whether Electronic Arts ever
: released Marble Madness for the Atari 8bit. I know there was an ST
: version and even a Commodore 64 (ugh) version. In going through an
: old Antic magazine, I saw where EA had promised to make it available
: for the 'Classic' line. I remember waiting back then for it to
: become available, but that was about the time that most commercial
: vendors began abandoning Atari.

: Roger Cole INTERNET: Roger.Cole@MVS.UDEL.EDU

We had a game where the marbles rolled down a maze with various trap
doors. The doors would open & close at random, and redirect the marbles
at the bottom. You had to catch them. I seem to remember getting a
bigger house every time a level was completed. Does this sound similiar
to what you are looking for?

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)

2773. Re: Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 15:37:13 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug5.153713.10766@exu.ericsson.se>
Source record: 105733

Larry Richardson writes:
>
>Come on John... let's not be so hard on C. Most of the X-Windows apps that
>I use at work are written in C, and they are very fast. I think you would
>be hard pressed to find anyone writting assembler code for the HP 9000
>anyway.

STOP! No offense, but lets get off this one before it really
gets going.

--
James Hague
exuhag@exu.ericsson.se

2774. Re: Broken 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 15:42:01 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug5.154201.11139@exu.ericsson.se>
Source record: 105735

On a related note, what's the best source of information for learning how to fix 1050s? (At least simple problems.) Have any tips been collected in one place? How about the Sams books? (Suggestion: This would be a great idea for an AC article.)

--
James Hague
exuhag@exu.ericsson.se

2775. Re: Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 15:45:22 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug5.154522.11325@exu.ericsson.se>
Source record: 105736

genghis@ilces.ag.uiuc.edu (Name Withheld By Request) writes:
>
> I wrote:
>>My question is always "if it's possible to write a decent Atari
>>emulator for X-Windows, MS-DOS, or whatever then why is it so
>>difficult to write Atari-quality games for the native system that
>>the emulator is running on?"
>
>Ever seen Commander Keen (in the case of a VGA-equipped ISA machine)?
>
>As a matter of fact, there are plenty of games for the "native system"
>which put the 8-bit to shame. What else can one expect when 8-bit
>technology has stanganted while development continues on other platforms
>apace?

I regret that I made the above comment. I could try to defend it,
but I won't. Let's talk about Atari machines instead. Has anyone
ever played the 8-bit version of Mr. Do? Is it any good?

--
James Hague
exuhag@exu.ericsson.se

2776. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 16:11:47 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <23rbg3INNgqj@west.West.Sun.COM>
Source record: 105730

>We had a game where the marbles rolled down a maze with various trap
>doors. The doors would open & close at random, and redirect the marbles
>at the bottom. You had to catch them. I seem to remember getting a
>bigger house every time a level was completed. Does this sound similiar
>to what you are looking for?

This game is called 'Gumball' by Bruderbund.

2777. Atari 8bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 16:31:39 UTC
From: canau@june.fct.unl.pt
Message-ID: <1993Aug5.163139.559@fct.unl.pt>
Source record: 105740

I'd like to know if there is such a thing as an Atari 8bit emulator for
the IBM-PC.

Any reply is wellcome,
by(e) canau

2778. Re: Broken 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 17:37:25 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <23rgglINNgqj@west.West.Sun.COM>
Source record: 105734

Would the person who posted this message please describe the problem again?

2779. Z Handler Query

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 18:39:40 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <TcoT8B3w165w@cybernet.cse.fau.edu>
Source record: 105739

Okay, simple question here (in the midst of all this high-power talk).
Can anyone explain to me what SpartaDOS's Z handler (ZHAND.COM) is used
for? And perhaps how to apply it to whatever programs?

2780. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 18:46:43 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <23rkij$9d6@usenet.INS.CWRU.Edu>
Source record: 105738

In a previous article, frankh@sr.hp.com (Frank Hamlin) says:

>Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
>: Does anyone on this newsgroup know whether Electronic Arts ever
>: released Marble Madness for the Atari 8bit. I know there was an ST
>: version and even a Commodore 64 (ugh) version. In going through an
>: old Antic magazine, I saw where EA had promised to make it available
>: for the 'Classic' line. I remember waiting back then for it to
>: become available, but that was about the time that most commercial
>: vendors began abandoning Atari.
>
>We had a game where the marbles rolled down a maze with various trap
>doors. The doors would open & close at random, and redirect the marbles
>at the bottom. You had to catch them. I seem to remember getting a
>bigger house every time a level was completed. Does this sound similiar
>to what you are looking for?

This game is called Gumball by Broderbund (???), the object of the game is to
catch multi-colored gumballs as they come down pipes into the CORRECT
bin... If you get a wrong color the foreman comesout and dump out all the
gumballs in your carts...

All this and a quote/time limit too... Never did finish that game

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2781. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 19:40:36 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <23rnnk$5tc@nz12.rz.uni-karlsruhe.de>
Source record: 105741

>>Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
>>: Does anyone on this newsgroup know whether Electronic Arts ever
>>: released Marble Madness for the Atari 8bit. I know there was an ST
>>: version and even a Commodore 64 (ugh) version. In going through an
>>: old Antic magazine, I saw where EA had promised to make it available
>>: for the 'Classic' line. I remember waiting back then for it to
>>: become available, but that was about the time that most commercial
>>: vendors began abandoning Atari.

I know Marble Madness has been reviewed in the German magazine "Happy Computer" around
1985-86. They showed a screenshot of the Atari 8-bit version.
It was supposed to be a great game. I think some mailorder companies over here
did sell it actually.

Marek

2782. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 20:33:15 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug5.203315.21377@exu.ericsson.se>
Source record: 105743

Steven J Tucker writes:
>
>This game is called Gumball by Broderbund (???), the object of the game is to
> catch multi-colored gumballs as they come down pipes into the CORRECT
> bin... If you get a wrong color the foreman comesout and dump out all the
> gumballs in your carts...

A conceptually similar game was sold through APX: Bean Machine. Beans
("marbles") were hauled up the right side of the screen and let loose
at the top. They rolled down a series of teetering platforms that
you could tip left and right. I never played it, but I thought it
looked interesting. Ditto for dozens of APX games I never had the
chance to play.

--
James Hague
exuhag@exu.ericsson.se

2783. SURVEY: Favorite 8 Bit Program List (8/5/1993)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 20:45:04 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CBB0B5.L7C@cs.uiuc.edu>
Source record: 105742

Here's the latest favorite 8 bit program list. Send additions to me.

A.E. Joust
ANALOG's Planetary Defense Jumpman
AR Karateka
AR the dungeon Kermit65
Ali Baba M.U.L.E.
Alley Cat Macro Assembler
Alternate Reality (The City) Marauder
Archon Miner 2049er
Archon Missile Command
Archon II: Adept Mousekattack
Astro Chase Necromancer
Atari Logo Omnitrend's Universe
Atari Text Editor One on One
Atariwriter Questron
Avalon Hill's Galaxy Rainbow Walker
Aztec Challenge Rally Speedway
BASIC B Rescue on Fractalus
Ballblazer Return of Heracles
Beyond Castle Wolfenstein SCRAM
BobTerm Sargon III
Boulder Dash Scott Adams' Adventure #5: The Count
Bounty Bob Strikes Back Seven Cities of Gold
Bruce Lee Shamus
CC65 Six Gun Shootout
Castle Wolfenstein Spare Change
Dandy SpartaDOS 3.2d
Defender SpeedScript
Drol Spelunker
Eastern Front SpinDizzy
Express 850 Star League Baseball
F-15 Strike Eagle Star Raiders
Final Legacy Suspended
Flight Simulator II The Dreadnought Factor
Flip & Flop The XL OS
Getaway Ultima III
H.E.R.O. Ultima IV
Journey to the Planets Wizard of Wor

--
/ Brian Totty o o
/__ __ o Department of Computer Science o

/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

2784. Re: Z Handler Query

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-05 22:29:22 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <23s1k3$k28@usenet.INS.CWRU.Edu>
Source record: 105744

```
Z handler for SpartaDOS is a RTime 8 clock handler to do clock
stuff from BASIC.
```

2785. Re: Z Handler Query

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 00:06:33 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <mH4T8B3w165w@cybernet.cse.fau.edu>
Source record: 105746

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>
> Z handler for SpartaDOS is a RTime 8 clock handler to do clock
> stuff from BASIC.

Okay, then, do I need Rtime8 to use it effectively? And if not, how
, specifically, can I use it?

2786. Re: 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 00:18:20 UTC
From: bmarcum@news.delphi.com
Message-ID: <23s80c$j4m@news.delphi.com>
Source record: 105745

I believe the SETUP.COM that came with DOS 2.5 had an option to load the 850 handler.

2787. Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 04:56:36 UTC
From: animatsuri@genie.geis.com
Message-ID: <9308060456.AA05573@relay2.geis.com>
Source record: 105748

portal!cup.portal.com!ScottM@uunet.uu.net (Scott - Maxwell) Sez:

>Does anybody know where I can find the
>nuclear reactor game? It's where you monitor a nuke plant and have to adjust
>the flow of water and avoid a meltdown. Chris Crawford was playing it on an
>800 on the PBS series "Bits & Bytes." Anyone remember that either? Anyway I
>always thought it looked like a neat game but I never found it.
>Any help appreciated.

The name of the game is called SCRAM it was one the 1st games available for the Atari. The program came on cassette so you need a 410 or a 1010 program
recorder to load and play this game.

As to where to get it probably flea markets, swap meets, & garage sales as I doubt any dealers nowdays sell cassette format programs anymore.

BTW, Cris Crawford is the one who wrote this game, that's probably why he was showing it off on that show.

animatsuri@genie.geis.com (Wendell Hong)
"If you're looking at an anime colrview pic it's probably mine!"

2788. Re: Broken 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 09:16:40 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <Hysu8B1w165w@TheRat.Kludge.COM>
Source record: 105663

exuhag@exu.ericsson.se (James Hague) writes:

> On a related note, what's the best source of information for
> learning how to fix 1050s? (At least simple problems.) Have
> any tips been collected in one place? How about the Sams
> books? (Suggestion: This would be a great idea for an AC
> article.)
>
> --
> James Hague
> exuhag@exu.ericsson.se

I've fix a dozen or so 1050's now & will ACK other people may have had other problems, but what I've found: 75% of the problems are with the 12V power supply [cr15, cr16]. 15% have the controller chip go which makes it cheaper to buy a used drive then try to repair them. The other thing that goes is the track zero sensor. I've got the SAMs 1050 repair manual & it really isn't that great unless you have an scope. If I recall corectly, all motor spin/fail to spin problems ('cept for controller) were 12V supply problems. When you have the track zero sensor go out, you just take the cover off the drive. What happens is the head gets brought to track zero & you may or may not get a good starting read. The next time it looks for track zero a 'bad sensor' tells it the head's on track zero already so after each try, the head advances across the disk.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2789. Mydos...I want it, I think...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 12:20:10 UTC
From: GARRETT@kcgl1.eng.ohio-state.edu
Message-ID: <23ti9q$b0g@charm.magnus.acs.ohio-state.edu>
Source record: 105749

Hello,

I am interested in this "MYDOS" that all of you seem to like.
Is anyone still selling/supporting it? Can I get it in cartridge
form?

It would be nice to have a DOS running while manipulating disks and
other external devices.

I have just recently began my quest into the world of 8-Bit again,
so as my last post said, all input welcome!!
Feel free to e-mail direct.

Mike Garrett

2790. Re: Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 13:03:39 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug6.130339.9513@apgea.army.mil>
Source record: 105750

```
>
>I regret that I made the above comment. I could try to defend it,
>but I won't. Let's talk about Atari machines instead. Has anyone
>ever played the 8-bit version of Mr. Do? Is it any good?

Well, I've played Mr. Dos castle and I am rather dissapointed in its
graphics.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---------------------------------------------------------------------+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "I just don't understand the Lemonheads. Their heads aren't I
I shaped like lemons!" -- comment from a conehead. I
+---------------------------------------------------------------------+
```

2791. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 14:50:05 UTC
From: jharris@cup.portal.com
Message-ID: <87290@cup.portal.com>
Source record: 105751

>Spare Change was a Broderbund title from '83...

Thanks for the description. I think I saw it on the Apple II, although I know I must have missed it for the Atari.

John Harris - jharris@cup.portal.com

2792. Re: Atari ROM REVB needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 14:50:12 UTC
From: jharris@cup.portal.com
Message-ID: <87291@cup.portal.com>
Source record: 105753

>Come on John... let's not be so hard on C.

I'm sorry I posted that. It's a personal sore spot, and it induced an emotional response without thinking of the repercussions. I agree with the post that says, "Let's stop it here."

John Harris - jharris@cup.portal.com

2793. Re: 850 question / DOS 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 19:01:58 UTC
From: striepe@apple.apple.com
Message-ID: <striepe-060893110159@17.130.21.64>
Source record: 105754

In article <87184@cup.portal.com>, ScottM@cup.portal.com (Scott - Maxwell) wrote:

> >Actually, the 850 responded to the call for a boot sector after waiting for
> >a disk time out, and uploaded a relocating loader and followed by the
> >serial driver. This made it possible for diskless systems to still use the
> >box.
> >If a disk drive was present, the relocator and driver had to be loaded via
> >AUTORUN.SYS or similar mechanism after the disk handler was loaded.
> >
> That's really strange. When I got my Atari it had DOS 2.5 which had no
> AUTORUN.SYS file to load the 850 driver (which is ok since I didn't have an
> 850 then) but now that I do where can I get the AUTORUN file, and will the
> 2.0S file work with 2.5 and up?
>
If I remember correctly, DOS 2.5 had some "strange behaviors", lack compatibility due to a highj MEMLO location, and was pulled off the market fairly quickly.
SpartaDOS is still the best DOS I found for "late model Ataris".

--
Harald Striepe
US Business Manager
Apple Online Services
Apple Computer, Inc.

2794. Re: Atari 8bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 19:53:08 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug6.195308.3220@ultb.isc.rit.edu>
Source record: 105655

In article <1993Aug5.163139.559@fct.unl.pt> canau@june.fct.unl.pt writes:
>
> I'd like to know if there is such a thing as an Atari 8bit emulator for
>the IBM-PC.
>
> Any reply is wellcome,
> by(e) canau

Not yet, but there will be.
I'm writing an Atari emulator for Xwindows right now, but most of it
is generic enough that for my next part of the project I'll be
translating the video part to VGA graphics, (maybe I'll consider EGA
support for those without VGA, although it will degrade the Atari's
colors, but CGA is RIGHT OUT)
and adding some sound support as well (something I couldn't do under
Xwindows)
It will, however, require a 386 or 486 to run properly because there's
a LOT of special graphics hardware on the Atari that an old 8086 or 286
PC could never keep up with simulating correctly.

So, if you can be patient... it will be done. (or, once I upload the
Xwindows version, if you want to port it to the PC, feel free)

- Frank

2795. Yellowing of Atari housings

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-06 22:25:56 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Aug6.222556.12929@integrity.uucp>
Source record: 105656
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I tried several times to send this via e-mail to the original poster,
but kept getting it slapped back in my face. On the odd chance that
it might be of interest to others (and that the original poster might
be watching), here's my zwei pfennig.

--Jerry

Date: Tue, 13 Jul 93 11:21:18 CDT
From: dunham@serpens.mpd.tandem.com (Jerry Dunham)
To: phruby@ucrengr
Subject: Re: Price on a 130XE
Newsgroups: comp.sys.atari.8bit
Organization: TANDEM Computers, Inc (Integrity Systems Division, MPD)

In article <33941@galaxy.ucr.edu> you write:
>Does anyone know how much a mint 130XE is worth? I am thinking of selling
>mine. By the way, does anyone know why the case has yellowed over the
>years? I bought it in '85. Please respond via e-mail. Thanks.

The material used in the case is a styrenic with molded-in color. Sty-
renics are notoriously sensitive to UV radiation (such as in sunlight
and some fluorescent lamps), and will yellow badly under the proper con-
ditions. It is primarily a surface phenomenon and will have minimal
effect upon material properties unless carried to extreme. I have an
ST bought second hand that is badly yellowed, and I suspect that it
spent much of its life near a window.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

2796. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 02:52:04 UTC
From: gah@ccd.harris.com
Message-ID: <1993Aug7.025204.20762@ccd.harris.com>
Source record: 105657

For Sale:

800XL Computer
1050 Disk Drive
1027 Printer
1030 Modem
1010 Cassette
Koala Pad w/software(Micro illustrator and a game)
lots of software (games,finance,terminal,etc.)
lots of disks, cartridges, cassettes.

125.00 or best offer

2797. Re: Mydos...I want it, I think...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 04:20:03 UTC
From: bmarcum@news.delphi.com
Message-ID: <23vahj$bqd@news.delphi.com>
Source record: 105658

As far as I know, Mydos isn't available in cartridge. You can ftp it from atari.archive.umich.edu, or download it from any of the major online services (Compuserve, GEnie, etc.) or from a local BBS if you can find one that still supports the Atari 8-bits.

Bill Marcum bmarcum@delphi.com

2798. Re: 850 question / DOS 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 04:26:18 UTC
From: bmarcum@news.delphi.com
Message-ID: <23vata$buq@news.delphi.com>
Source record: 105659

striepe@apple.apple.com (Harald Striepe) writes:

>If I remember correctly, DOS 2.5 had some "strange behaviors", lack
>compatibility due to a highj MEMLO location, and was pulled off the market
>fairly quickly.
>SpartaDOS is still the best DOS I found for "late model Ataris".

DOS 3.0 was the one that had compatibility problems, and was replaced by 2.5.
Then there was DOS XE, but by the time that was released, it wasn't long
until Atari quit supporting the 8-bit computers.

Bill Marcum bmarcum@delphi.com

2799. Re: 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 07:10:43 UTC
From: ScottM@cup.portal.com
Message-ID: <87355@cup.portal.com>
Source record: 105660

>I believe the SETUP.COM that came with DOS 2.5 had an option to load the 850
>handler.
>
Boy I feel stupid. I forgot about that entirely. Thanks for your help.

/==\
|Scott Maxwell * RU 486, Inetel 486, Coincidence? |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, // * The eyes are the windows to the soul. |
|1200, Pet 2001, \X/ * His however, are painted shut! |
|Vic, 64, 128, 800XL * This space for rent - 555-RENT |
\==/

2800. DOS 4.0 (was Re: 850 question / DOS 2.5)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 15:30:14 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug7.153014.13856@exu.ericsson.se>
Source record: 105661

BMARCUM@DELPHI.COM writes:
>
>DOS 3.0 was the one that had compatibility problems, and was replaced by 2.5.
>Then there was DOS XE, but by the time that was released, it wasn't long
>until Atari quit supporting the 8-bit computers.

Has anyone ever messed with DOS 4.0? Supposedly, it was developed
by Atari and was much, much faster than 2.5. Something went wrong,
because it ended up being dumped rather quietly as freeware. I assume
there were serious compatibility problems or maybe it was just outdone
by various third party alternatives.

--
James Hague
exuhag@exu.ericsson.se

2801. PART#

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 19:51:09 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <yZgX8B1w165w@TheRat.Kludge.COM>
Source record: 105676

A favor please; I just got some Motorola parts labled '1820' that were sold to me as 6520's. Does someone have access to a Data Book that shows this as equiv to a 6520 ('cept for probably being CMOS)?

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2802. Coupla questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-07 21:21:43 UTC
From: rwilmott@news.delphi.com
Message-ID: <2416d7$q3c@news.delphi.com>
Source record: 105662

As someone who was heavily into the Atari 8-bit world from
1980 until about a year ago, when I kinda fell out of touch,
I've got a couple of questions....

-Did AIM ever resurface?

-Whatever happened to AtariUser? As far as I can recall now,
I still had a subscription, but they just stopped coming
back around Christmas or so.

-Is Current Notes still around? I let that subscription lapse
last winter and rather miss it....it is/was a good mag.

-Is there any good PD/shareware that's come alon for the 8-bit
within the past year or so?

-Has any new commercial stuff from Europe come along lately?

-As of a year ago, the APDA on GEnie were working on, and
planning to release a MIDI-Maze type game for the 8-bits.
I forget the name of it, but did it ever come about?

-And finally...how's Atari doing these days? Did they ever get
the Falcons out on dealer shelves? And wqhen is the (rumored?)
Jaguar system due out?

-Ray

ps - yes, I've REALLY fallen out-of-touch this past year! :-(

2803. Re: DOS 4.0 (was 850 question / DOS 2.5)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-08 02:09:05 UTC
From: hoosier@rider.cactus.org
Message-ID: <1294@rider.UUCP>
Source record: 105664

exuhag@exu.ericsson.se (James Hague) writes:
]
]Has anyone ever messed with DOS 4.0? Supposedly, it was developed
]by Atari and was much, much faster than 2.5. Something went wrong,
]because it ended up being dumped rather quietly as freeware. I assume
]there were serious compatibility problems or maybe it was just outdone
]by various third party alternatives.

Got it. Never used it. There are too many good DOSes in my OS file to
ever get around to messin' with that one.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

REPORTER: "As a pitcher, what do you consider your greatest asset?"
LEFTY GOMEZ: "Fast outfielders."

2804. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-08 06:18:50 UTC
From: wa2ise@netcom.com
Message-ID: <wa2iseCBFG7E.4vo@netcom.com>
Source record: 105665

Our favorites tended to be 2 player at the same time games.

Dogdaze: You and the other player compete to mark fire hydrants, if you touch one marked by your opponent, you get frozen for a while.

Mousekattack: You and the other player are plummers laying pipe in a sewer. Watch out for rats. You have non-moving cats to block the rats, also your cat will also block your opponent (let him get trapped between a rat and your cat).

Wizard of Wor: A maze game, you shoot at various bad guys and each other.

Archon: A game somewhat similar to chess, but you fight it out to take possession of a square on the board.
Joust: you and your opponent ride giant birds and try to knock each other out of the air.

Mule: up to 4 players colonize a planet.

Some single player games we liked:

Miner 2049er: A jumping and dodging game.

Jumpman: similar to Miner2049er.
Shamus
Shamon: An adventure/maze/shoot-em-up game.
Crossfire: A grid shoot-em-up game.

Loderunner: A running Jumping avoid-em game, also you can make your own screens.

Qbert: Another jumping avoid-em game. Also there were a few similar games whose' names I can't remember right now.

2805. Re: Sound off with John Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-08 07:44:42 UTC
From: jharris@cup.portal.com
Message-ID: <87410@cup.portal.com>
Source record: 105666

The graphic program that demonstrates the new color ability is probably not going to be ready for several more days. I've added more to the program than I thought I was going to do, I'm writing a bunch of documentation to explain it all, and as usual I am getting timeshared into other things at the same time.

One thing just finished, is the ability to automatically draw into any PMG element that happens to be under the cursor, no matter how many times they are repositioned or scaled in width. This turned out to be harder than I thought, since you can't just read hardware registers to find out where the things are. I'm keeping track of all position and sizing commands in a table, and matching things to the cursor location.

I played with automatic positioning of PMG elements as you draw. You could draw anywhere, and the program would move any available PMG elements to the cursor location. I felt it would create a lot of problems, and that the problems would be harder to clean up than manual positioning in the first place. At this stage, the program is still intended solely for coloring existing pictures. As such, it is pretty easy to see objects that can be colored effectively with PMGs, and manually position the players in the right spots.

John Harris - jharris@cup.portal.com

2806. Infiltrator

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-08 11:33:49 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9308081124.AA27667@brachot.jct.ac.il>
Source record: 105667

Anybody out there have this game?
I've finished mission one. Anybody finished, or at least managed to unlock any doors, in mission two?
-itay
--
Itay Chamiel (Pronounce CH as in 'loch-ness') | You can fool all of the people
bruck@brachot.jct.ac.il | some of the time, and some of
"LIFE! Don't talk to me about life." -Marvin | the people all of the time, but
_____ you can't fool MOM! -Murphy

2807. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-08 16:50:20 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug8.165020.4660@exu.ericsson.se>
Source record: 105668

Robert Casey writes:
>
>Wizard of Wor: A maze game, you shoot at various bad guys and each other.

This game looked *ugly*, but was loads of fun. I still play it now and
then.

>Qbert: Another jumping avoid-em game. Also there were a few similar
>games whose' names I can't remember right now.

Mr. Cool. Pogo Joe. Pharaoh's Pyramid, one from ANALOG. Probably
more.

--
James Hague
exuhag@exu.ericsson.se

2808. Re: Z Handler Query

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 00:12:14 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2444ou$m2o@news.ysu.edu>
Source record: 105669

The "Z:" handler is on the SpartaDos Construction Set for use
with the R-Time 8 clock and BASIC using the XIO routines.
You have to load the handler first then use the routines like
XIO 38,#IOCB,0,0,"Z:" will turn on the time/date display (same
as TD ON). it is also used to read or set the date or time in
formatted or unformatted string. See the R-time 8 supplement for
SDCS used only with SpartaDos3.2d or xcart. I have a progarm that
sets the jiffy clock with the Zhandler to remember the date when
thecomputer is powered down and then up again so you don't have to
keep typing in the date if you have no R-time 8<-I use this cuz
my R-time 8 is broke.
--
Joe Sabatino -->ab588@yfn.ysu.edu

2809. Want to trade ST for 8bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 00:30:25 UTC
From: darreld@access.digex.net
Message-ID: <darreld.744855770@access>
Source record: 105670

I have a 1040ST in good condition, and an Atari color monitor for
trade. The ST is in good condition with TOS 1.4 and a BUNCH of
software.

I would like to trade it for a COMPLETE 8bit atari system. I need
at least 800xl (prefer 130xe)
1050 disk drive
MUCH software
printer (will do without for 2 drives)

I haven't used my ST for a while but wnat my kids to be exposed
to the EXCELLENT 8-bit environment I remember. (This move has
NOTHING to do with the plethora of excellent games there was/is
for the atari 8-bit. It's a serious thing.

Some of the software available for the ST:
Laser C
Wordflair II
a BUNCH of shareware stuff
much games
Flash 1.6
Stalker 2
Wordwriter ST
Falcon 3.0
Flight Sim
Personal Pascal
too many more titles to list

I also want a bunch of software for the 8-bit.

Send EMAIL replies

-> Darrel <-

--
---
* Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
* *

2810. Re: Atari In The Movies (and TV)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 02:31:29 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <87453@cup.portal.com>
Source record: 105672

Just got back from visiting my in-laws in the Berkshires (the extreme Western end of Massachusetts, for the geographically-impaired among you), at their new house. The new place lacks the pool they had at the old place, and so they used the difference in upkeep expense to spring for cable TV for the first time. Dad-in-law was showing me the local info channel for West Stockbridge, and boy did those graphics modes look familiar! It was an Atari 8-bit, near as I could tell without going there. John (Harris), I'm reasonably sure it WASN'T _your_ product, since they weren't showing images or mixing graphics modes, but I thought I'd mention it!

Chris
Chris_F_Chiesa@cup.portal.com

2811. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 02:32:54 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <87454@cup.portal.com>
Source record: 105671

To Charles Berlinguette (sp?):

I tried to e-mail you about your first posting (the first one -I- saw, anyway), the one about Antic etc. magazines for sale, but the mail bounced. Can you e-mail me with a working e-mail self-address?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2812. OS ROMs no longer needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 06:09:53 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug9.060953.29239@ultb.isc.rit.edu>
Source record: 105673

This is just to let you all know that I no longer need the Atari
OS ROMs. I managed to find and read revision A,B, and C ROM chips.
I also have Rev C Atari Basic now (although I seem to be having
conflicts between it and my emulator which I'm not sure of the cause
of--- I think I read the chips fine, so it's probably the emulator's
fault... but if I find out otherwise, I'll post again to ask for
the Atari Basic cart ROMs)

Thanks for all the replies I got earlier, and I'll be posting a status
update on the project later this week.

- Frank

2813. Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 10:11:03 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.744891063@garbod26>
Source record: 105674
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

Could somebody please help me with this brief list of Atari's history?
I haven't been able to fill in the years for several important company
events. Any additional information is appreciated.

1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's
intention was to use the name "Syzygy", but since it was already
occupied, he picked "Atari" instead.
197?: The Pong game becomes popular in the arcades.
1976: The Atari 2600 is released.
1979: The Atari 400 and Atari 800 computers are released. The computers
had inofficial name, "Colleen" and "Candy".
198X: Nolan Bushnell sells Atari to Warner Communications.
1983: The Atari XL series is introduced, replaces the 400/800 series.
198X: The Atari 7800 is released.
1984: Jack Tramiel leaves Commodore and buys Atari from Warner. The company
is split into Atari Corp (consumer products) and Atari Games
(arcade games).
1985: The Atari 520ST computer is introduced.
The Atari XE series, compatible with the 400/800/XL series, is
introduced. (65XE, 130XE.)
198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.
198X: The Atari TT computer is introduced.
198X: A portable ST named Stacy is introduced.
1989: The Atari STE series is introduced.
1993: The Atari Falcon computer is made available (?) to consumers.

It would be nice to have the names and years of introduction of some
popular arcade games as well. Since I was too young to take part of
the action in the early years, I can't remember what games were
created by Atari. Suggestions: Missile Command, Pole Position (Namco?),
Pong, Breakout, Galaga, Battlezone.

Anyone who's interested in this subject should feel free to edit the
list and send replies to my email address. I'll read the newsgroups
as well.

Thanks in advance,
Anders Skelander

2814. Re: Infiltrator

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 10:36:09 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.744892569@garbod26>
Source record: 105675

bruck@brachot.jct.ac.il (Itay Chamie1) writes:

>Anybody out there have this game?
>I've finished mission one. Anybody finished, or at least managed to unlock any
>doors, in mission two?

I didn't even know this game was released for the Atari computer. Is it
the Infiltrator game written by Chris Gray? I remember Chris stated in
an article in a Commodore magazine that he preferred the Atari computer.
This was back in 1986.

Anders Skelander

2815. Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 14:43:30 UTC
From: manf5853@toyota.gmi.edu
Message-ID: <manf5853.744907410@toyota>
Source record: 105677

I have just ran across cassette versions of Jawbreaker and Pharoa's Curse for $3.00. I didn't buy them because they are on cassette, and I hate waiting for them to load. Driving home I was wondering if it would be too difficult to write a simple program to transfer the data from cassette to a dos file. Before I attempt to do this I would like to know if I am wasting my time. I don't know much about how the computer stores data in either format, so all I would be able to do is a basic read and write. Are there any problems I would encounter that would render my binary file useless?? Probably a stupid question, but I am open to any input.

Thanks,
John

2816. 1050 Drive Repairs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 19:28:45 UTC
From: zds@NETSYS.COM
Message-ID: <1993Aug9.192845.3234@netsys.com>
Source record: 105678

I have problems with my "Happy" 1050 Drive. The most common one
seems to be inability to read sectors (just a minor thing!)... I suspect
<read: guess> the problem to be alignment as it is fairly sporadic. Is
there any way I can do a realignment or test the drive? The Happy Diagnostics
don't report any obvious failures... Any ideas?

Appreciate any help much,
(Love my Atari 8-bit)

Daniel Hoff

2817. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 19:33:30 UTC
From: ricortes@TheRat.Kludge.COM
Message-ID: <Ji618B1w165w@TheRat.Kludge.COM>
Source record: 105557

manf5853@toyota.gmi.edu (John Peter Manfreda) writes:

> I have just ran across cassette versions of Jawbreaker and Pharoa's Curse for
> $3.00. I didn't buy them because they are on cassette, and I hate waiting
> for them to load. Driving home I was wondering if it would be too difficult
> to write a simple program to transfer the data from cassette to a dos file.
> Before I attempt to do this I would like to know if I am wasting my time. I
> don't know much about how the computer stores data in either format, so all I
> would be able to do is a basic read and write. Are there any problems I
> would encounter that would render my binary file useless?? Probably a stupid
> question, but I am open to any input.
> Thanks,
> John

There's a couple of programs that'll do the job, the only problem would
be if the programs are multi stage load programs. Some of the later
cassette programs loaded a program that then took over the computer to
load the actual game. As far as I know there's never been a program that
can handle these multi-stage loads.

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

2818. Monitor Port Pinouts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 20:10:08 UTC
From: g1@english.as.ua.edu
Message-ID: <g1.5@english.as.ua.edu>
Source record: 105608

Hi... posted this before but from the Internet, so I guess it never made it to general USENET readership. I'm looking for the pinouts on the monitor port. I want to build an extra-long cable so I can run my 130XE into the video-2 port on my a/v stereo receiver. I know I could buy a cable but I have doubts that it would be long enough. So if anyone has the pinouts for the monitor port and perhaps more details about building this cable, I'd appreciate it.... :-)

Since I don't know that the replies would necessarily make it into the digest I get, answer by email would be appreciated:

rkoster3@ua1vm.ua.edu

-Raph Koster

2819. For Sale: 800, Games, Books

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-09 21:00:30 UTC
From: cd617@cleveland.Freenet.Edu
Message-ID: <246dtf$hp1@usenet.INS.CWRU.Edu>
Source record: 105679

The following Atari 400/800 hardware, games and books are for sale.
All games are cartridges. If you don't like my prices, make me an
offer for what you consider to be a fair price. (I will also consider
discounts for purchases of more than one item.) Shipping cost is not
included in the prices below (buyer pays shipping).

Price Item Included Notes

$45 Atari 800 48KB Power supply makes buzzing
Owner's Guide noise, but works fine.
BASIC Cartridge
BASIC Reference Manual
Atari BASIC: A Self-Teaching Guide
1 Joystick

$2.50 WICO Joystick w/3 interchangeable BROKEN: up switch does not
joystick handles work. Otherwise, good.

$10 Trackball analog or joystick emulation

$15 Star Raiders Docs.

$10 Missile Docs. Press CTRL-T to switch
Command game into trackball mode.

$10 Defender Docs.

$10 Donkey Kong Docs.

$10 Ms. Pac-Man Docs.

$10 Pac-Man Docs.

$10 Centepede Docs.

$10 Joust Docs.

$10 Pole Position Docs.

$10 David's Docs. Pinball simulation
Midnight Magic

$7.50 Robotron: 2084 Docs. No dual joystick tray.

$7.50 Asteroids Docs.

$7.50 Dig Dug

$7.50 Gorf

$7.50 Wizard of Wor

$7.50 Galaxian

$5 Submarine Commander

$5 Soccer

$5 River Rescue

$5 Castle Hassle

$5 Necromancer

$2.50 Droids Free with purchase of
any two items.

$5 Atari Games & Recreations Book for novice Atari
by Herb Kohl, et al. users/programmers.

$10 Your Atari Computer: A Guide to Book for novice to
Atari 400/800 Personal Computers experienced users and
by Lon Poole, et al. programmers.

Various product literature/catalogs/documentation free with any purchase,
just ask (I only have one of each):
-Discover the World of Atari Home Computers, 1982 catalog
-Atari 1981 Software Catalog
-Fact Sheets for the 400, Controllers, 410, 810, 815, 820,
822, 825, 830 and 850
-Atari 410 Program Recorder Owner's Guide

--
Stephen M. Brancati | ...the act of the passing generation is the germ
CD617@ | which may and must produce good or evil fruit in
Cleveland.Freenet.Edu | a far-distant time... -- N.Hawthorne

2820. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 02:57:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <9AUG199321573275@pavo.concordia.ca>
Source record: 105680
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

In article <etxansk.744891063@garbod26>, etxansk@garbo.ericsson.se writes...
> Could somebody please help me with this brief list of Atari's history?
>I haven't been able to fill in the years for several important company
>events. Any additional information is appreciated.
>

>STUFF DELETED

>Thanks in advance,
>Anders Skelander
>

There is a book out called "The Rise and Fall of Atari", I think. It covers the earliest days of the company up to about 1986. See if you can find it.

Woj.

2821. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 02:58:02 UTC
From: farren@netcom.com
Message-ID: <farrenCBIw8r.3oA@netcom.com>
Source record: 105681
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

etxansk@garbo.ericsson.se writes:

> Could somebody please help me with this brief list of Atari's history?
>I haven't been able to fill in the years for several important company
>events. Any additional information is appreciated.

>198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.

Lynx was developed by some of the original Amiga team - R.J. Mical and,
I believe, Dave Needle.

--
Michael J. Farren farren@netcom.com

2822. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 03:44:44 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <87539@cup.portal.com>
Source record: 105682

John Peter Manfreda writes:

>I have just ran across cassette versions of Jawbreaker and Pharoa's Curse for
>$3.00. I didn't buy them because they are on cassette, and I hate waiting
>for them to load. Driving home I was wondering if it would be too difficult
>to write a simple program to transfer the data from cassette to a dos file.

Depends what you mean by "too difficult!" Depending on whether the cassettes
use "short" or "long" inter-record-gap format, BASIC may not be able to read
records from tape fast enough. What other languages do you have/know? Boot
tapes are almost certainly in "short gap" format, meaning you'd have to
write your program in ML or Action! or something fast along those lines.

That aside, such a program is QUITE feasible. However, simply reading the
raw bytes from the tape and putting them in a disk file is only half the
job, because the boot format (i.e. where in the "boot file" a load-address,
run-address, etc. are specified) is DIFFERENT between Tape and Disk, as
well as between boot-disk and load-and-go executable DOS file. You'd
certainly have to convert boot-tape format to one or the other disk format.

And then, all of THAT aside, there are surely a number of programs Out
There already that do this very conversion FOR you. You almost certainly
don't have to write ANYTHING. :-)

Hope this helps,
Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2823. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 05:48:10 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <ZyX28B1w165w@cybernet.cse.fau.edu>
Source record: 105683
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atar

wojci_g@pavo.concordia.ca (WOJCIECH) writes:

> In article <etxansk.744891063@garbod26>, etxansk@garbo.ericsson.se writes...
> > Could somebody please help me with this brief list of Atari's history?
> >I haven't been able to fill in the years for several important company
> >events. Any additional information is appreciated.
> >
>
> >STUFF DELETED
>
> >Thanks in advance,
> >Anders Skelander
> >
>
> There is a book out called "The Rise and Fall of Atari", I think. It covers t
> earliest days of the company up to about 1986. See if you can find it.
>
> Woj.
>

Yes, it is called ZAP! The Rise and Fall of Atari. forget the author tho.

2824. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 05:57:31 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBJ4Jw.ELq@genesis.nred.ma.us>
Source record: 105687
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

etxansk@garbo.ericsson.se wrote:
:
: Could somebody please help me with this brief list of Atari's history?
: I haven't been able to fill in the years for several important company
: events. Any additional information is appreciated.
:
: 1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's
: intention was to use the name "Syzygy", but since it was already
: occupied, he picked "Atari" instead.
: 197?: The Pong game becomes popular in the arcades.

Hmm...I think Pong became popular in 1972 as well.

: 1976: The Atari 2600 is released.
: 1979: The Atari 400 and Atari 800 computers are released. The computers
: had inofficial name, "Colleen" and "Candy".
: 198X: Nolan Bushnell sells Atari to Warner Communications.
: 1983: The Atari XL series is introduced, replaces the 400/800 series.
: 198X: The Atari 7800 is released.

1984 I belive..then never to be seen again until like 1986 or so.

: 1984: Jack Tramiel leaves Commodore and buys Atari from Warner. The company
: is split into Atari Corp (consumer products) and Atari Games
: (arcade games).
: 1985: The Atari 520ST computer is introduced.
: The Atari XE series, compatible with the 400/800/XL series, is
: introduced. (65XE, 130XE.)
: 198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.

1988-89??

: 198X: The Atari TT computer is introduced.

1989?

: 198X: A portable ST named Stacy is introduced.

Ooh...'89 I'd say. What ever happened to this thing? Does it still
exist? What are the capabilities? How much does it cost????

: 1989: The Atari STE series is introduced.
: 1993: The Atari Falcon computer is made available (?) to consumers.
:
: It would be nice to have the names and years of introduction of some
: popular arcade games as well. Since I was too young to take part of

: the action in the early years, I can't remember what games were
: created by Atari. Suggestions: Missile Command, Pole Position (Namco?),
: Pong, Breakout, Galaga, Battlezone.
:
: Anyone who's interested in this subject should feel free to edit the
: list and send replies to my email address. I'll read the newsgroups
: as well.

Yeah, what's AtariGames' relationship with Namco anyway?
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2825. Re: Infiltrator

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 11:53:02 UTC
From: richards@bugs.orl.mmc.com
Message-ID: <1993Aug10.115302.20377@iplmail.orl.mmc.com>
Source record: 105684

Yes. This is the Infiltrator by Chris Gray. It was released for the
8-bit by Mindscape sometime before 1989 (that was when I bought mine).

Larry Richardson
richards@foghorn.orl.mmc.com

2826. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 12:42:24 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug10.124224.2044@apgea.army.mil>
Source record: 105689
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

In article <9AUG199321573275@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>In article <etxansk.744891063@garbod26>, etxansk@garbo.ericsson.se writes...
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>>STUFF DELETED
>
>>Thanks in advance,
>>Anders Skelander
>>
>
>There is a book out called "The Rise and Fall of Atari", I think. It covers the
>earliest days of the company up to about 1986. See if you can find it.
>
>Woj.
>

Actually it only covers till about 84 when Tramiel took over and it doesn't
say alot about computer part.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
Sysop of Moon Base Tycho BBS. 410-391-6291. Running Renegade
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "And his face which was a paper-white mask of evil, I
I he sang us a song." I
+---+

2827. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 12:51:26 UTC
From: wijdeven@es.ele.tue.nl
Message-ID: <WIJDEVEN.93Aug10145126@python.es.ele.tue.nl>
Source record: 105685

Taking about '2 player at the same time' games, I just LOVE Aztec Challenge.

In this game there are two guy's (each controlled by one player) that walk after eachother while some nice graphics scrolls by. You had to complete the levels by jumping (low, normal, high).

These levels were called : The Grounds, The Columns, The Ground and the Columns (a mixture of the previous two), the Fire Caves, the Gems and the last one I forgot (maybe someone else knows).

I you completed a level without any mistakes you got an instant replay (at double speed I think).

The trick was to keep concentrated on your own guy, but when you noticed that the other one was going to goof up chances were big that you would make a mistake before he did. It did occur frequently I shouted 'JUMP' to the other player and in the meantime I walked against an obstacle and died. So if you played with an player that was unfamiliar with the game you would keep your eyes pointed on his sprite and chances were big that you made the most mistakes.

Boy, did we play that game a lot and if it hadn't been on cassette we would have played it even more.

Did someone else have the same experiences with this game or is it just me.

==========
Jos Wijdeven wijdeven@es.ele.tue.nl
Eindhoven University of Technology
The Netherlands
==========

2828. Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 13:17:40 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.744988660@garbod26>
Source record: 105688
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

This is an updated list, thanks to all who replied. It still isn't accurate, if you feel you can make a contribution to it, please send me any information you've got or write a follow-up.

I've also received replies with some interesting information about Atari products that (to my knowledge) aren't widely known. I'll add them to the list later.

I'm doing this research in order to complete a dictionary on video games and home computers. It's written in Swedish, and it's only for fun, but I find the Atari stuff particularly interesting. That's the reason to why I posted this article and the original question.

I'll order the book recommended by some people in replies to the previous article, the book is called "The Rise and Fall of Atari", many thanks for this hint. But any observation done by people "out there" is still interesting, since it may bring up some undocumented facts, opinions etc on the subject.

Thanks in advance,
Anders Skelander

1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's intention was to use the name "Syzygy", but since it was already occupied, he picked "Atari" instead.
1972: ??? The Pong game becomes popular in the arcades.
197X: Pong is released as a home system.
197X: The Atari 2600 is released. The 2600 is based around MOSTEK's 6507 CPU, and offers a ??? * ??? pixel resolution and a, for the time of release, huge, 128 colour palette. Game size is typically 4 KB to 8 KB.
1978 ??? Atari release there first pinball machine.
1979: The Atari 400 and Atari 800 computers are released. They are 6502-based 1,74 MHz machines with graphics ranging from a 40 * 25 text mode up to 320 * 192 pixel graphics. In lower resolutions it's possible to use colours from a 128 colour palette, or even 256 colours simultaneously in a special mode. Audio is four-channel sound based on analog synthesis. The computers had inofficial names "Colleen" and "Candy".
1980: ??? The production of Atari pinball games is discontinued.
198X: ??? Nolan Bushnell sells Atari Inc to Warner Communications.
1982: The Atari 1200XL computer is introduced with specifications similar to the 800s, except that ???.
1983: The Atari 600XL and 800XL computers (the XL series) are introduced, with specifications similar to the 800's. XL replaces 400/800.

1984: Jack Tramiel leaves Commodore and buys Atari from Warner. Atari
is split into Atari Corp (consumer products) and Atari Games
(arcade games).
1985: The Atari 520ST computer is introduced. It's a 68000-based 8 MHz
computer with 512 KB RAM, graphics modes from 320 * 200 pixels
in 16 colours from a 512-colour palette up to 640 * 400 on a
monochrome monitor. Audio is created by a three channel sound
chip using fairly simple analog synthesis. Digital Research's
graphical user interface/operating system GEM is included. The
ST computer has a built-in MIDI interface.
The Atari XE series, compatible with the 400/800/XL series, is
introduced. (65XE, 130XE.)
1986: ??? The Atari 7800 is released. It can run 2600 games, but is
also a vast improvement over the 2600, with impressive video
capabilities in ??? colours and resolution up to ??? * ??? pixel
graphics. Sound is the same as in the 2600.
1987: ??? The Atari XE/GS video game, based on the Atari XE computer
series, is released. It can run old Atari 8-bit computer cartridges,
a few new games are released. A lightgun with some shooting games
are also released.
198X: ??? Atari buys the Lynx from Epyx. The Lynx is a 6502-based (4 MHz)
portable colour video game with a built-in 3.5" colour LCD
screen. Graphics resolution is 160 * 108 ??? pixels in 16 colours
out of a 4096 colour palette. Sound is four-channel mono. Lynx
cartridges can hold up to 256 KB ??? of code, the machine's
internal RAM size is 64KB. The Lynx has remarkable sprite
scaling capabilities.
198X: ??? The 68030-based 16 MHz Atari TT computer is introduced.
198X: ??? A portable ST computer named Stacy is introduced. It's
specifications are similar to the original 520ST computer. Stacy
has a built-in monochrome LCD screen.
198X: ??? A palmtop PC computer, the Atari Portfolio is released. The
Portfolio was developed by XXX in the UK.
198X: ??? The ST-Book (?) is introduced.
1989: The Atari STE series is introduced. The 520STE offers better
graphics hardware than the older ST computer, with hardware
scrolling and a coprocessor for copying chunks of data in
memory, a "blitter" chip. Audio is also enhanced with two-channel,
stereo, 8-bit PCM-sound.
1993: The 68030-based 16 MHz Atari Falcon computer is made available ???
to consumers.

This is a brief list of arcade games made by Atari/Atari Games:

1972: Pong
1976: ??? Breakout
1979: Asteroids
1981: ??? Missile Command
1981: ??? Tempest
1981: ??? Centipede
1983: Pole Position (developed by Namco)

2829. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 13:35:15 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <24886j$kok@usenet.INS.CWRU.Edu>
Source record: 105686

(Question about converting tape commercial prgs. to disk).
Sometimes you can do it. Usually you can't or it is tedious.
Often, the tape prg. is protected. Often it loads over DOS and
won't work with disk without major finagling. I successfully
made 'KidGrid' run from disk. It was a simple one stage load
in memory that did not conflict with dos. Now my Bruce Lee tape,
that I messed with quite a bit. It was about a 6 stage load.
Over dos. Encryption. A mess. Only get those tapes if you want
to play with them. Chances are you won't be able to convert them
to disk.

2830. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 14:54:56 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <248cs0$13b@cismsun.univ-lyon1.fr>
Source record: 105690
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st

```
In article <CBJ4Jw.ELq@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo)
writes:
>etxansk@garbo.ericsson.se wrote:
>:
>: Could somebody please help me with this brief list of Atari's history?
>: I haven't been able to fill in the years for several important company
>: events. Any additional information is appreciated.
>:
>: 1972: The company, Atari Inc, is founded by Nolan Bushnell. Bushnell's
>: intention was to use the name "Syzygy", but since it was already
>: occupied, he picked "Atari" instead.
>: 197?: The Pong game becomes popular in the arcades.
>
> Hmm...I think Pong became popular in 1972 as well.
>
>: 1976: The Atari 2600 is released.
>: 1979: The Atari 400 and Atari 800 computers are released. The computers
>: had inofficial name, "Colleen" and "Candy".
>: 198X: Nolan Bushnell sells Atari to Warner Communications.
>: 1983: The Atari XL series is introduced, replaces the 400/800 series.
>: 198X: The Atari 7800 is released.
>
> 1984 I belive..then never to be seen again until like 1986 or so.
>
>: 1984: Jack Tramiel leaves Commodore and buys Atari from Warner. The company
>: is split into Atari Corp (consumer products) and Atari Games
>: (arcade games).
>: 1985: The Atari 520ST computer is introduced.
>: The Atari XE series, compatible with the 400/800/XL series, is
>: introduced. (65XE, 130XE.)
>: 198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.
>
> 1988-89??
>
>: 198X: The Atari TT computer is introduced.
>
> 1989?
>
>: 198X: A portable ST named Stacy is introduced.
>
> Ooh...'89 I'd say. What ever happened to this thing? Does it still
>exist? What are the capabilities? How much does it cost????
```

It seems to be still existing, since my local dealer has some in demo...
The price was over 10 000 FF , but must have rose down since then...
Quite a bit :).
But it has never been really sold... Only interesting for musicians... They
had problems with power supply, as far as I remember...
The capabilities (and the interfaces) are the equivalent of a 4 Meg/48 Meg
STF (with TOS 1.04, though), with blitter.

>
>: 1989: The Atari STE series is introduced.

1991 ? 1992? : a notebook called St-Book is introduced:
at least 1 meg RAM, 2.5" Hard Disk, no internal Floppy (but interface)

At the same time a notepad (without a keyboard, but a pen screen) is anounced..
What did it become ?
>: 1993: The Atari Falcon computer is made available (?) to consumers.
>:
>: It would be nice to have the names and years of introduction of some
>: popular arcade games as well. Since I was too young to take part of
>: the action in the early years, I can't remember what games were
>: created by Atari. Suggestions: Missile Command, Pole Position (Namco?),
>: Pong, Breakout, Galaga, Battlezone.
>:
>: Anyone who's interested in this subject should feel free to edit the
>: list and send replies to my email address. I'll read the newsgroups
>: as well.
>
> Yeah, what's AtariGames' relationship with Namco anyway?
>--
>Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
>[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
>[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
>[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2831. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 16:02:40 UTC
From: rjung@netcom.com
Message-ID: <rjungCBJwKG.JwG@netcom.com>
Source record: 105691
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <CBJ4Jw.ELq@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>etxansk@garbo.ericsson.se wrote:
>> Could somebody please help me with this brief list of Atari's history?
>>
>>1979: The Atari 400 and Atari 800 computers are released. The computers
>> had inofficial name, "Colleen" and "Candy".
>>198X: Nolan Bushnell sells Atari to Warner Communications.

I thought Atari Inc. was in Warner's hands most of the time. The "198X" figure strikes me as wrong. Didn't Nolan sell the company to Warner soon after Pong became popular? In any event, I think all 400/800 computers were released under Warner.

>>198X: Atari buys the Lynx from Epyx. The Lynx was developed by XXX.
>
> 1988-89??

Probably late 1988 or early 1989. The machine was nearly complete then; all Atari had to do was tool up the factories. The Lynx was officially released in New York and Los Angeles in December, 1989. I remember not seeing it in L.A. until three or four days before Christmas, which puts it in mid-December.

>>198X: The Atari TT computer is introduced.
>
> 1989?
>
>>198X: A portable ST named Stacy is introduced.
>
> Ooh...'89 I'd say. What ever happened to this thing? Does it still
>exist? What are the capabilities? How much does it cost????

It was a stock monochrome ST computer (1 or 4 megabytes of RAM, I believe) in a luggable case.

>>It would be nice to have the names and years of introduction of some
>>popular arcade games as well.

A quick search through the "Killer List of Video Games" (see rec.games.video.arcade) should turn up every title ever made.

> Yeah, what's AtariGames' relationship with Namco anyway?

Whatever it was, I think it's dead. Probably a distributorship deal more than anything else. I mean, until recently, all of Namco's games were carried by either Atari Inc./Atari Games (XEVIOUS, PAC-LAND, ASSAULT) or

Bally/Midway (PAC-MAN, MS. PAC-MAN, etc.). Only with the very recent stuff has Namco handled it on their own (SOLAVU).

I'd like to see an explicit listing of the agreement between Atari Games and Atari Inc., myself.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2832. Atari 7800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 16:31:11 UTC
From: se_allma@mango.uwe.ac.uk
Message-ID: <1993Aug10.163111.23282@pat.uwe.ac.uk>
Source record: 105615

Does anyone know where i can buy/beg/borrow/steal cartridges for the now
defunct VCS 7800 as i have picked up a machine but cant find any cartridges
to buy.
I remember seeing a version of Galaxians/Galaga that looked pretty good but any other
classic Atari software would suffice...
eg. Centipede, Missile Command,Battlezone,Pacman,Star Raiders etc....

Hope someone can help..
Thanks,
Steve

2833. Re: Infiltrator

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 16:46:42 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug10.164642.16328@apgea.army.mil>
Source record: 105694

In article <1993Aug10.115302.20377@iplmail.orl.mmc.com> richards@bugs.orl.mmc.com (Larry Richardson) writes:
>Yes. This is the Infiltrator by Chris Gray. It was released for the
>8-bit by Mindscape sometime before 1989 (that was when I bought mine).
>
>
>Larry Richardson
>richards@foghorn.orl.mmc.com
>

That was kinda of a neat game. And one of the few that was better on PCs of the time than the Atari. It even works on PCs today, BUT its a tad to fast for my 486. :) First game that I ever saw with hard drive istallation.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2834. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 17:04:05 UTC
From: payson@dr-hibbert.cs.wisc.edu
Message-ID: <1993Aug10.170405.26548@cs.wisc.edu>
Source record: 105692
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.744988660@garbod26> etxansk@garbo.ericsson.se writes:

>197X: The Atari 2600 is released. The 2600 is based around MOSTEK's
> 6507 CPU, and offers a ??? * ??? pixel resolution and a, for the
> time of release, huge, 128 colour palette. Game size is typically
> 4 KB to 8 KB.

[1] MOS Technologies was not the same as MOSTEK if I recall [common mistake]

[2] Horizontal resolution: 160 pixels
Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]
Colors : Eight grays plus eight shades each of 15 hues

[3] CPU: MOS Technologies 6507 @1.19MHz [dot clock / 3]

[4] RAM: 128 bytes of RAM, mapped at $0080 and $0180

[5] ROM: 4K of address space available $F000 to $FFFF
[some cartridges bank-switch to get 8K, although this requires either
more chips or custom silicon. I am not aware of any carts bigger than 8K]
--
---
payson@cs.wisc.edu | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

2835. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 17:25:16 UTC
From: jim@skipjack
Message-ID: <1993Aug10.172516.10490@jpl-devvax.jpl.nasa.gov>
Source record: 105693

You might want to distinguish between the year a product was
announced and the year the product was actually available to consumers.
The two were usually different, especially after about 1985. :-)

2836. Looking for Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 18:00:04 UTC
From: darreld@access.digex.net
Message-ID: <darreld.745005444@access>
Source record: 105695

Help, all. I'm looking for a copy of a game called Spelunker.
It was originally release by a company called Micrografix(I think)
and then repackaged and sold by Broderbund. Am interested in
either version. The older version had a neat intro screen
and played music from "Pictures in an Exhibition(?).

Any Help appreciated.

-> Darrel <-

--
---
* Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
* *

2837. Can I put files to 8bit from PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 18:03:30 UTC
From: darreld@access.digex.net
Message-ID: <darreld.745005666@access>
Source record: 105696

Now that I have an Atari 8bit again, and have found out about the ftp sites for the 8-bit, is there any way to get files that are downloaded with a PC onto the atari? I currently have an extra 9600 baud modem but no 850 interface so I can't use a modem on the 8bit.

Has anyone written a utility that will read/write a PC disk in the 1050 drive? Is this possible??

-> darrel <-

--
---
* Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
* *

2838. looking for Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 18:05:49 UTC
From: darreld@access.digex.net
Message-ID: <darreld.745005882@access>
Source record: 105697

I'm looking to buy the Action! language for the 8-bit atari.
If anyone has this and wants to get rid of it, please email me..

-> Darrel <-

--
---
* Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
* *

2839. Re: Can I put files to 8bit from PC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 20:11:46 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.745013506@ilces>
Source record: 105699

darreld@access.digex.net (ddavis) writes:

>Now that I have an Atari 8bit again, and have found out about
>the ftp sites for the 8-bit, is there any way to get files that
>are downloaded with a PC onto the atari? I currently have an
>extra 9600 baud modem but no 850 interface so I can't use a modem
>on the 8bit.

>Has anyone written a utility that will read/write a PC disk in the
>1050 drive? Is this possible??

It's possible - IF the 1050 has a doubler chip or other true double
density modification. There's a program for the PC which will quite
handily read and write Atari SSDD format disks (it's called UTIL I
believe) and should be available in the archives mentioned above.

--
Scott Coleman tmkk@uiuc.edu

"An Irishman is never drunk as long as he can hold onto one blade of grass and
not fall off the face of the earth."

2840. x/ymodem, kermit protocols

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 20:21:17 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9308102020.AA29385@brachot.jct.ac.il>
Source record: 105700

hi guyz,
I've decided I'm adding Xmodem, Ymodem, and Kermit upload/download into
my terminal, to transform it into the truly ultimate terminal program for
all 8-bits. I need help, since I have no idea as to how to implement these, and
I'd like somebody to mail me some kind of doc file describing some or all of
these protocols.. thanks anyone!..
-itay
--
Itay Chamiel (Pronounce CH as in 'loch-ness') | You can fool all of the people
bruck@brachot.jct.ac.il | some of the time, and some of
"LIFE! Don't talk to me about life." -Marvin | the people all of the time, but
_____ you can't fool MOM! -Murphy

2841. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 20:32:06 UTC
From: kolstad@cae.wisc.edu
Message-ID: <1993Aug10.153208.6680@doug.cae.wisc.edu>
Source record: 105698
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx,rec.games.video.classic

In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:

[Atari 2600 stuff deleted]

>[2] Horizontal resolution: 160 pixels

...although the way of using them wasn't the standard sprite/bitmapped background, it was more like sprite/repeated smaller blocky background.

> Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]

...but many games needed more processing time and only changed displays every other scan line, giving a whole whopping 110 or so lines.

>[5] ROM: 4K of address space available $F000 to $FFFF
> [some cartridges bank-switch to get 8K, although this requires either
> more chips or custom silicon. I am not aware of any carts bigger than 8K]

...and the original cartridges were only 2K (back then, 4K of RAM was EXPENSIVE!!! :-)). It'd be interesting to see a list of "good" 2K games. I remember that Activision's first game, Kaboom!, was pretty good for 2K.

---Joel Kolstad

2842. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 21:56:35 UTC
From: drisko@ics.com
Message-ID: <1993Aug10.215635.15027@ics.com>
Source record: 105704
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

You forgot about the Atari 5200!

What a great old system that was...

Thanks for the memories,

Jason

2843. Items For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 22:10:11 UTC
From: jws@cup.hp.com
Message-ID: <CBKDL0.JuK@cup.hp.com>
Source record: 105701

I have the following Atari 8-bit stuff for sale. Prices are negotiable.
I'll pay postage on the software (and on books explicitly included with
software in the software list), but on the books and magazines you'll
have to pay postage and I haven't included postage in their prices.

--
John Stafford -- Hewlett Packard Computer Languages Operation
Internet: jws@cup.hp.com UUCP: hplabs!hpda!jws

SOFTWARE

Bank Street Music Writer $ 8.00
Will Harvey's Music Construction Set $ 6.00
Guitar Wizard $ 8.00
Bill Budge Pinball Construction Set $ 6.00
Millionaire Stock Market Simulation $ 8.00
DVC/65 $ 10.00
Lightspeed C $ 13.00
INTERLISP/65 $ 10.00
& Book: LISP by Winston
& Book: The Little Lisper by Friedman
RUBBER STAMP (XLEnt Software) $ 10.00
MEGAFONT II+ (XLEnt Software) $ 8.00
TYPESETTER (XLEnt Software) $ 8.00
PAGE DESIGNER (XLEnt Software) $ 10.00
PS INTERFACE (XLEnt Software) $ 8.00
The First XLEnt Word Processor v2.1 $ 10.00
DOS XL (OSS) $ 10.00
Awardware (HI TECH EXPRESSIONS) $ 5.00
Heartware (HI TECH EXPRESSIONS) $ 3.00
Atari DOS 3.0 $ 1.00
PD DOS 4.0 (Antic Disk PD0067) $ 1.00
Murder On The Zinderneuf $ 5.00
D-BUG (Childware Game) $ 3.00
Odin (Othello) $ 7.50
Genie $ 1.00
Timeworks Electronic Checkbook $ 3.00
Disk Wizard II $ 5.00
Night Mission Pinball $ 5.00
Saragon II $ 5.00
Extended DDT (Antic Disk AP0171) $ 2.00
Sherlock 1050 ver 1.2 (Antic Disk AP0155) $ 2.00
Lister Plus v1.5 (Antic Disk AP0179b) $ 2.00
Picture Plus (Antic Disk AP0179a) $ 2.00
Enhanced Pokey Player (Antic Disk AP147) $ 2.00

RAMbrandt v2.0 (Antic Disks AP0157a/AP0157b) $ 2.00
PD Micropaint Artist (Antic Disk PD053) $ 2.00
NOVATARI Turbo BASIC $ 2.00
Print Shop & Companion & Many Picture/Utility Disks $ 25.00
Daisy Dot II (NOVATARI Disk 42) $ 2.00
Antic Monthly Disk 8/89 $ 2.00
Antic Monthly Disk 9/89 $ 2.00
Antic Monthly Disk 10/89 $ 2.00
Antic Monthly Disk 12/89-1/90 $ 2.00
Antic Monthly Disk 2/90-3/90 $ 2.00
Antic Monthly Disk 4/90-5/90 $ 2.00
Antic Monthly Disk 6/90-7/90 $ 2.00

BOOKS

Atari 400/800 Technical Reference Notes, includes $ 15.00
Operating System User's Manual
Operating System Source Listing
Hardware Manual
1200XL Addendum
Atari 1050 Field Service Manual $ 5.00
Atari 400/800 Basic Reference Manual $ 2.50
Atari 400/800 Disk Operating System II Reference Manual $ 2.50
De Re Atari $ 10.00
Nano Systems Atari 400/800 Reference Card $ 2.00
ANALOG Computing Pocket Reference Card $ 1.00
The Creative Atari (Ed. David & Sandy Small) $ 7.50
Computer Animation Primer (using the Atari) $ 8.00
Atari Graphics and Arcade Game Design $ 6.00
Dr. C. Wacko's Miracle Guide to Designing and Programming
Your Own Atari Computer Arcade Games (with Disk) $ 8.00
Understanding Atari Graphics (Alfred Handy Guide) $ 1.00
Mapping The Atari (Original Edition) $ 2.00
Inside Atari DOS (w listing of 2.0) by Wilkinson $ 5.00
Atari User's Guide (BASIC & Graphics) by Ellis $ 3.00
SAMS Programmer's Reference Guide for the Atari
400/800 Computers $ 5.00
Atari Color Graphics A Beginner's Workbook $ 4.00
Atari Sound and Graphics by Albrecht $ 3.00
Advanced Programming Techniques For You Atari
Including Graphics and Voice Programs $ 5.00
Electronic Computer Projects For Atari Computers $ 3.50
Speed Script (The Word Processor For Atari Computers) $ 3.50
The Koala Pad Book $ 2.00
HACKERBOOK for your ATARI Computer $ 3.00
Inside Atari Basic $ 2.00
Dr. C. Wacko Presents Atari BASIC & The Whiz-Bang
Miracle Machine $ 3.50
Advanced ATARI BASIC Tutorial $ 3.00
The Musical Atari $ 5.00
An Atari 8-bit Extra (ANALOG Computing) $ 3.00

Atari Roots (Guide to Atari Assembly Language) $ 5.00
Assembly Language Programming for the Atari Computers $ 5.50
COMPUTE!'s FIRST BOOK OF ATARI $ 3.50
COMPUTE!'s SECOND BOOK OF ATARI $ 3.50
COMPUTE!'s THIRD BOOK OF ATARI $ 3.50
COMPUTE!'s FIRST BOOK OF ATARI GRAPHICS $ 3.50
COMPUTE!'s SECOND BOOK OF ATARI GRAPHICS $ 3.50
COMPUTE!'s FIRST BOOK OF ATARI GAMES $ 3.50

NON-ATARI BOOKS

Basic and the Personal Computer $ 7.50

MAGAZINES

Analog ($.50 each or all for $25.00)
1984 12
1985 1,2, 4,5,6,7,8,9,10,11,12
1986 1,2,3,4,5,6,7,8,9,10,11,12
1987 1,2,3,4,5,6,7/8,9,10
1988 4,5,6, 8,9,10,11,12
1989 1,2,3,4,5,6,7,8,9,10,11,12
Antic ($.50 each or all for $30.00)
1984 12
1985 1,2,3,4,5,6,7,8,9,10,11,12
1986 1,2,3,4,5,6,7,8,9,10,11,12
1987 1,2,3, 5,6,7,8,9,10,11,12
1988 1,2,3,4,5,6,7,8,9,10,11,12
1989 1,2,3,4,5,6,7,8,9,10/11,12/
1990 1, 4/5,6/7
Current Notes ($.50 each or all for $18.00)
1985 6,7/8,9,10,11,12
1986 1,2,3,4,5,6,7/8,9,10,11,12
1987 1,2,3,4,5,6,7/8,9,10,11,12
1988 1,2,3,4,5,6,7/8,9,10,11,12
Compute ($.50 each or all for $24.00)
1983 9,10,11,12
1984 7,8,9, 11,12
1985 1,2,3,4,5,6,7,8,9,10,11,12
1986 1,2,3,4,5,6,7,8,9,10,11,12
1987 1,2,3,4,5,6,7,8,9,10,11,12
1988 1,2,3,4,5,6
Atari Explorer ($.50 each or all for $5.00)
1985 2,4/5,Summer
1986 Winter,11/12
1987 1/2,Spring,Summer,9/10,11/12
1988 2,3/4,5/6,7/8

2844. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 22:40:44 UTC
From: farren@netcom.com
Message-ID: <farrenCBKEzx.848@netcom.com>
Source record: 105702
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

rjung@netcom.com (Robert A. Jung) writes:

> A quick search through the "Killer List of Video Games" (see
>rec.games.video.arcade) should turn up every title ever made.

Not even close. The KLOV is real nice, but it's full of holes, especially
in the early days. As a prime example, Ramtek, where I worked for a number
of years and which was for a while the number two video game producer, is
not mentioned in the KLOV at all - the same situation applies to several,
if not many, of Atari's earliest games. But then, so many of us who were
around this are suffering from senility by now :-)

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

2845. Atari 2600 VCS tech. info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-10 23:20:15 UTC
From: jeffv@physics.ubc.ca
Message-ID: <249aff$ak1@iskut.ucs.ubc.ca>
Source record: 105703

This is not a joke. I'm looking for technical info and/or theory of operation info on the Atari 2600 VCS video game popular in the late 70's and early 80's.

If anybody has any information or can point me in the right direction, I'd appreciate it. I'd be particularly interested in the type of hardware used, memory maps and/or device maps.

Please reply via *e-mail* as I am unable to read this newsgroup on my server.

- Jeff

2846. Atari Games and Namco

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 00:22:13 UTC
From: dauria@ra.cs.umb.edu
Message-ID: <1993Aug11.002213.7728@cs.umb.edu>
Source record: 105622

Isn't Atari Games owned by Namco????

2847. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 01:28:55 UTC
From: ifarqhar@laurel.ocs.mq.edu.au
Message-ID: <249i0n$12l@sunb.ocs.mq.edu.au>
Source record: 105605
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>[5] ROM: 4K of address space available $F000 to $FFFF
> [some cartridges bank-switch to get 8K, although this requires either
> more chips or custom silicon. I am not aware of any carts bigger than 8K]

Around 1984-5 or so, Atari had publicised their Sara chip at the CES, which apparently contained 16K of ROM. Whether this was actually ever used in a published I don't know.

It is also worth noting that some cartridges also contained small amounts of RAM to suppliment the meagre 128 bytes in the RIOT chip. As there was no R/W line to the ROM, this was usually implemented by mapping the read for these locations to one address, and the write to another. Unfortunately, this also bit into the small 4K ROM space, which was tight enough already!

BTW, does anyone actually know what the mechanics of the commoner bank-switching schemes used on the VCS were? I've never actually found any information on this.

Ian.

2848. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 01:47:16 UTC
From: payson@dr-hibbert.cs.wisc.edu
Message-ID: <1993Aug11.014716.23499@cs.wisc.edu>
Source record: 105606
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx,rec.games.video.classic

In article <1993Aug10.153208.6680@doug.cae.wisc.edu> kolstad@cae.wisc.edu (Joel Kolstad) writes:
>In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>
>[Atari 2600 stuff deleted]
>
>>[2] Horizontal resolution: 160 pixels
>
>...although the way of using them wasn't the standard sprite/bitmapped
>background, it was more like sprite/repeated smaller blocky background.
>
Yes, indeed. Two players, two missles, the playfield, and the ball. There was a programmer's spec posted here awhile ago. I did not want to overburden the net with detail however.

>> Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]
>
>...but many games needed more processing time and only changed displays
>every other scan line, giving a whole whopping 110 or so lines.
>
Well, until Activision appeared, almost ALL games did their processing on every other scan line. After Activision appeared, almost all of them do it on every scan line. Also, I think Activision pioneered the hi-res six-digit scoring. Most games draw on about 180-200 lines, scanning every line except the old ones [Missle Command does some things every line; others things every other]
>>[5] ROM: 4K of address space available $F000 to $FFFF
>> [some cartridges bank-switch to get 8K, although this requires either
>> more chips or custom silicon. I am not aware of any carts bigger than 8K]
>
>...and the original cartridges were only 2K (back then, 4K of RAM was
>EXPENSIVE!!! :-)). It'd be interesting to see a list of "good" 2K games.
>I remember that Activision's first game, Kaboom!, was pretty good for 2K.
>
> ---Joel Kolstad

--
---
payson@cs.wisc.edu | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

2849. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 01:59:23 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug11.015923.11514@ntg.com>
Source record: 105607
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>In article <etxansk.744988660@garbod26> etxansk@garbo.ericsson.se writes:
>
>>197X: The Atari 2600 is released. The 2600 is based around MOSTEK's
>> 6507 CPU, and offers a ??? * ??? pixel resolution and a, for the
>> time of release, huge, 128 colour palette. Game size is typically
>> 4 KB to 8 KB.
>
>[1] MOS Technologies was not the same as MOSTEK if I recall [common mistake]
>
>[2] Horizontal resolution: 160 pixels
> Vertical resolution: Standard NTSC non-interlaced [~220 on most sets]

Almost all games used vertical resolution of 192-200 lines. Anything beyond that gets into the overscan region on some sets (especially older ones).

> Colors : Eight grays plus eight shades each of 15 hues

The last two hues were generally the same as the first two, giving an actual usable color space of about 104 colors. The PAL version of the chipset had fewer usable hues than the NTSC version did.

>[3] CPU: MOS Technologies 6507 @1.19MHz [dot clock / 3]
>
>[4] RAM: 128 bytes of RAM, mapped at $0080 and $0180
>
>[5] ROM: 4K of address space available $F000 to $FFFF
> [some cartridges bank-switch to get 8K, although this requires either
> more chips or custom silicon. I am not aware of any carts bigger than 8K]

There were some carts bigger than 8K. I believe that Epyx' Winter Games was 16K.
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

2850. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 03:58:10 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug11.035810.45362@acs.ucalgary.ca>
Source record: 105609
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

The 2600 came out November 1977, and Warner bought Atari in 1976.
I got this from the book Zap! The Rise and Fall of Atari, by
Scott Cohen, McGraw Hill, 1984. The book covers everything up to
mid 1983, when Atari was beginning to shrink. I think Nolan
Bushnell left Atari in 1979.

--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

2851. Re: Monitor Port Pinouts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 05:46:03 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug11.054603.13340@ultb.isc.rit.edu>
Source record: 105611

In article <g1.5@english.as.ua.edu> g1@english.as.ua.edu writes:
>I'm looking for the pinouts on the monitor
>port. I want to build an extra-long cable so I can run my 130XE into the
>video-2 port on my a/v stereo receiver. I know I could buy a cable but I
>have doubts that it would be long enough. So if anyone has the pinouts for
>the monitor port and perhaps more details about building this cable, I'd
>appreciate it.... :-)

Okay, looking at the jack on the 130XE (or 800),
the pins are numbered as follows:

3 1
5 4
2

And the functions are:
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

This info can also be found in the book that came with the 130xe.

Buy the plug at Radio Shack or somewhere like that (5 pin DIN)
and get 2 RCA plugs, and connect pins 2 and 3 to one your audio
connector, and pins 2 and 4 to your video.

Hope this helps.

(I'm sending this to you in email too, but thought the net might be
interested)

- Frank

2852. Atari with money (was Re: LYNX)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 05:54:40 UTC
From: rjung@netcom.com
Message-ID: <rjungCBKz35.1s7@netcom.com>
Source record: 105610
Cross-posted to: alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit

In article <249sos$146@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>rjung@netcom.com (Robert A. Jung) writes:
>>I'm more
>>interested as to why things weren't done. Lack of capital? Bad planning?
>
>Lack of capital NOW, perhaps, but now when they were still in the game...

Hmmmm. I'm mentally running through the history of Atari Corp. (post-Warner, Jack Tramiel, et al), and I don't recall when they were ever rolling in the money. Uncle Jack came along, picked up the computer and home video game ends, and it's been pretty much hand-to-mouth the entire time...

Someone want to correct me on this?

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2853. 6502 test program needed (atari emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 05:59:57 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug11.055957.13565@ultb.isc.rit.edu>
Source record: 105612

Well, it looks like I'm running into problems with the emulator
already, and they seem to be related to my 65C02 emulation.
Some programs work fine (even ones with lots of P/M graphics,
DLI's, POKEY timer IRQs, mixed graphics modes, fine scrolling, etc...)
and others lock right up or seem to get confused in ways that
suggest the CPU is at fault.

So, I was wondering, does anyone have, or know where I can get,
a program that will test out all the instructions of the 6502 or
65C02 and compare it against expected results? Or at least one
that comes with a list of the expected trace of it? (I can trace through
6502 code to see all the registers and memory read/writes, so if I just
had something to compare to, I could easily track this down)

Part of my problem might be the decimal mode for ADC and SBC-- I'm
unclear on what it does for numbers that aren't in proper BCD format
(i.e. - outside of the range 00-99) and how it affects the status flags.

But I'm sure that's not the main problem, because some programs that
don't work don't even use the decimal flag.

Also, I was wondering if someone might have the list of undocumented
6502 opcodes and their side effects (and does any Atari software use
them?) (for that matter, are the 65C02 instructions used? Did that chip
exist in the old 400/800 too, or just the XL/XE line?)

If you can answer any of these questions it would be greatly
appreciated.

If I have to, I'll dig out the 800 and hook it up and start playing
with MAC/65 and DDT and see if I can figure out what I should expect
from each instruction. (which could take a long time)

I *do* have some 65C02 spec sheets I found in an Apple book, but they
don't go into enough detail on exactly what side effects each
instruction has, and of course they don't give me the undocumented
opcodes.

Thanks for the help.

- Frank

(p.s. --- the color DEC 3000 (Alpha) workstation I've been doing this
on is going back to the computing department here tomorrow morning,
so from this point on I'll be developing this on a Tahoe machine (also
running Unix) with the Xwindows going to 4-gray-scale Kodak KIMS
workstations.... meaning that I won't be able to properly debug the

graphics and they'll be incredibly slow... so, maybe some better
optimizations will come out of this... but when I release this thing
don't expect the colors to necesarily be right... although I will
try to find a color machine to test it on at least once before sending
it off to the net)

2854. looking for that graphics program...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 06:06:37 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug11.060637.13753@ultb.isc.rit.edu>
Source record: 105614

I remember a while back someone was talking about a graphics program
that used DLI's, P/M graphics, etc to get as many colors as possible
on a scanline. Is it available yet?
I'd like to get a copy to use to test my emulator-- because if it uses
these many tricks, it would be good to see how well I'm emulating the
real Atari, and how well I synchronized everything.

Just let me know where I can get it.
Thanks.

- Frank

2855. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 06:28:46 UTC
From: payson@dr-hibbert.cs.wisc.edu
Message-ID: <1993Aug11.062846.8021@cs.wisc.edu>
Source record: 105613
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug11.015923.11514@ntg.com> slandrum@ntg.com (Stephen H. Landrum) writes:
>In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>
>> Colors : Eight grays plus eight shades each of 15 hues
>
>The last two hues were generally the same as the first two, giving an
>actual usable color space of about 104 colors. The PAL version of the
>chipset had fewer usable hues than the NTSC version did.
>
On NTSC, at least on my machine, all hues are different; they work very nicely as a color wheel and since they are derived from progressively shifting the 3.58MHz clock, the hardware to implement them is cheap. I will grant, however, that adjacent hues tend to be very close; this is to be expected given that there are so many of them [15 hues is really quite a lot]. BTW, on my Atari the lightness values are noticeably non-linear: 3 and 4 are far more distinct than 2 and 3, or 4 and 5.

>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>was 16K.

Hmm... California Games wouldn't surprise me at all if it were 16K [though I'd be disppointed--I gave them so much credit for 4 good events averaging 2K each... :-?] Winter Games didn't seem to have as much good stuff in it.
--
---
payson@cs.wisc.edu | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

2856. Re: 850 question / DOS 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 08:27:22 UTC
From: ScottM@cup.portal.com
Message-ID: <87642@cup.portal.com>
Source record: 105616

```
>If I remember correctly, DOS 2.5 had some "strange behaviors", lack
>compatibility due to a highj MEMLO location, and was pulled off the market
>fairly quickly.
>SpartaDOS is still the best DOS I found for "late model Ataris".
>
I'd love to get SpartaDOS except that I can't find it anywhere. No company
I've called has any version of it. :-(

>Harald Striepe
>US Business Manager
>Apple Online Services
>Apple Computer, Inc.
>

/============================================================\
|Scott Maxwell * RU 486, Intel 486, Coincidence? |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, * The eyes are the windows to the soul. |
|1200, Pet 2001, Vic, * His however, are painted shut! |
|64, 128, 800XL, //e * This space for rent - 555-RENT |
\============================================================/
```

2857. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 09:39:49 UTC
From: farren@netcom.com
Message-ID: <farrenCBL9ID.EMn@netcom.com>
Source record: 105617
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

slandrum@ntg.com (Stephen H. Landrum) writes:

>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>was 16K.

Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
did a 2600 game - although they did lots of 400/800 games, some of which
might have shown up as 7800 games. At least, there were no 2600 games
in the works and no 2600 programmers at Epyx the last time I did work
for them, which was just after Summer Games came out.

Epyx made 400/800 carts with 16K long before this. My own game, Gateway
to Apshai, was 16K.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

2858. Leaving

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 11:34:06 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9308111133.AA13054@brachot.jct.ac.il>
Source record: 105618

I'll be leaving for England tonight. I'll check my mail again about 8 hours
from now, so if anybody wants to clear anything up with me, do it *now*.

If you wish to send me anything untimely, which I can also read in September,
well, no problem; send it.

My request for Xmodem/Ymodem/Kermit protocol docs still remains; I haven't
received anything yet! If you have anything, send it in!

--
Itay Chamiel (Pronounce CH as in 'loch-ness') | You can fool all of the people
bruck@brachot.jct.ac.il | some of the time, and some of
"LIFE! Don't talk to me about life." -Marvin | the people all of the time, but
_____ you can't fool MOM! -Murphy

2859. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 12:00:33 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug11.120033.9381@iplmail.orl.mmc.com>
Source record: 105621
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com>, farren@netcom.com (Mike Farren) writes:
|>
|> Epyx made 400/800 carts with 16K long before this. My own game, Gateway
|> to Apshai, was 16K.
|>
|> --
|> Michael J. Farren farren@netcom.com
|> Unconnected with Commodore for almost two years, now!

You did Gateway??? That was a really great game. I just wish it would let
you save your characters to disk! I hated to get down to level 6 and then
die... with no way to restart from level 5.

Larry Richardson
richards@foghorn.orl.mmc.com

2860. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 12:23:09 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug11.122309.3972@apgea.army.mil>
Source record: 105648
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <rjungCBJwKG.JwG@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>In article <CBJ4Jw.ELq@genesis.nred.ma.us> nugget@genesis.nred.ma.us (Ralph Barbagallo) writes:
>>etxansk@garbo.ericsson.se wrote:
>>> Could somebody please help me with this brief list of Atari's history?
>>>
>>>1979: The Atari 400 and Atari 800 computers are released. The computers
>>> had inofficial name, "Colleen" and "Candy".
>>>198X: Nolan Bushnell sells Atari to Warner Communications.
>
> I thought Atari Inc. was in Warner's hands most of the time. The "198X"
>figure strikes me as wrong. Didn't Nolan sell the company to Warner soon after
>Pong became popular? In any event, I think all 400/800 computers were
>released under Warner.

I think Warner had it in the 70's but Bushnell was the CEO for a few years
after that.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2861. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 12:25:35 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug11.122535.4526@apgea.army.mil>
Source record: 105647

In article <1993Aug10.172516.10490@jpl-devvax.jpl.nasa.gov> jim@skipjack (James Brown 525-3610 6-6055) writes:
>You might want to distinguish between the year a product was
>announced and the year the product was actually available to consumers.
>The two were usually different, especially after about 1985. :-)

Yeah I remember reading about the 7800 back in 83-84, it wasn't released until 86, I didn't see one till early 89, and I bought one in feb of this year..

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2862. Re: 6502 test program needed (atari emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 12:42:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <24apfo$3bd@usenet.INS.CWRU.Edu>
Source record: 105619

In a previous article, feb6399@ultb.isc.rit.edu (F.E. Barrus) says:

>Also, I was wondering if someone might have the list of undocumented
>6502 opcodes and their side effects (and does any Atari software use
>them?) (for that matter, are the 65C02 instructions used? Did that chip
>exist in the old 400/800 too, or just the XL/XE line?)

I believe the 400/800 have a plain 6502, while the XL/XE lines have Atari's
(slightly?) custom 6502C. I think the 65C02 is something else again, which
Atari did not build into any of the machines.

Can someone who knows what he's talking about elaborate?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Mt. Pleasant, MI, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2863. Re: 6502 test program needed (atari emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 12:57:16 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <24aqbc$4v@nz12.rz.uni-karlsruhe.de>
Source record: 105620

In article <24apfo$3bd@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>
>In a previous article, feb6399@ultb.isc.rit.edu (F.E. Barrus) says:
>
>>Also, I was wondering if someone might have the list of undocumented
>>6502 opcodes and their side effects (and does any Atari software use
>>them?) (for that matter, are the 65C02 instructions used? Did that chip
>>exist in the old 400/800 too, or just the XL/XE line?)
>
>I believe the 400/800 have a plain 6502, while the XL/XE lines have Atari's
>(slightly?) custom 6502C. I think the 65C02 is something else again, which
>Atari did not build into any of the machines.
>
>Can someone who knows what he's talking about elaborate?

You're right. The XL/XE lines's 6502C is not to be confused with the 65C02.
The 6502C is rather a plain 6502 with a different pinout. The instructions
should be 100% compatible. No 65C02 instructions are supported on the
6502C!!

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

2864. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 14:57:27 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <24b1cnINNji9@uwm.edu>
Source record: 105623

In article <86945@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>I saw Journey to the Planets in that favorite game post, and I'm wondering
>if anyone is familiar enough with the game to get me past two planets I
>could never finish.
>
>One had a rectagular box with a moving bucket, where you could drop things
>into and they would get changed into something else as they went around.
>
>I don't remember the other one off hand, but I'll go find it if there's
>anyone out there that can help.

I have solved the Journey to the Planets game. The screen you describe is
the one that gave me the most trouble also. Put the rock in the machine to
get the flat looking thing. The flat thing is a flying carpet which you must
use to fly over the canyon a few screens back. That should be enough
information to get you to solve the planet.

What is the other planet you are stuck on?

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2865. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 16:46:11 UTC
From: rossam@dunx1.ocs.drexel.edu
Message-ID: <1993Aug11.164611.16305@netnews.noc.drexel.edu>
Source record: 105626
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com> farren@netcom.com (Mike Farren) writes:
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
> [...]>

Yes, Epyx did a few 2600 carts... I have Winter Games and it clearly says 'Epyx'
on the cart and manual. That's not to say that they didn't contract the
carts out to some other company, tho.

If you look at Craig Pell's 2600 cart list, you'll see two or three Epyx
games.
--
Andrew Ross, rossam@dunx1.ocs.drexel.edu

2866. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 17:12:48 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <24b9agINNl75@uwm.edu>
Source record: 105624

Here are some more entries for the all-time favorites list:

Mr. Do - My all time favorite. I like the method for earning extra lives,
the music, the game play, everything about it!

Pharoah's Curse - Roam through the tombs and collect the treasures. Watch
out for that nasty mummy and the troublesome vulture.

Shamus II - A real non-stop shoot-em-up.

ANALOG's Bacterion - Protect the brain cells from the intruders. Great fun!
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2867. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 17:35:48 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <24balk$ij@usenet.INS.CWRU.Edu>
Source record: 105625
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In a previous article, farren@netcom.com (Mike Farren) says:

>slandrum@ntg.com (Stephen H. Landrum) writes:
>
>>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>>was 16K.
>
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
>
>Epyx made 400/800 carts with 16K long before this. My own game, Gateway
>to Apshai, was 16K.
>

Nope, I have (well, HAD i just sold it) Winter Games for the 2600 (not 7800)
which had scads of events and GREAT graphics for a 2600 game, I cant
say i know how much ROM was in it, but it had to be ALOT more then a
par 2600 game, the graphics were so good, and so many events

Steve
--
"I'm gettin' really good at barely gettin' by..." | Buy/Sell/Trade
Brooks & Dunn | Atari 2600/5200/7800/xl/xe
"..I don't believe that Heaven waits for only | Colecovision/Intellivision
those who congregate..." - Don Williams | And ALL Other Game Systems

2868. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 17:50:12 UTC
From: gah@ccd.harris.com
Message-ID: <1993Aug11.175012.2234@ccd.harris.com>
Source record: 105630

For Sale:

800XL Computer
1050 Disk Drive
1027 Printer
1030 Modem
1010 Cassette
Koala Pad w/software(Micro illustrator and a game)
lots of software (games,finance,terminal,etc.)
lots of disks, cartridges, cassettes.

125.00 or best offer

2869. 8bit system forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 18:07:47 UTC
From: cho@richsun.cpg.trs.reuter.com
Message-ID: <4540@richsun.cpg.trs.reuter.com>
Source record: 105632

For those of you scavenging for an 8bit system here's your chance to get a decent deal.

Atari 800 - 48k RAM
includes:
1 joystick
basic cartridge
miner 2049er game cartridge
millipede game cartridge
Atari 410 tape drive
Owners manuals
Progammers manual
Price is $60. (shipping extra)

GP-100 AT printer for the Atari 400/800.
This graphics printer plugs right into the port.
Price is $55. (shipping extra)

These hardware works like new.
If you're willing to purchase everything listed here
then the price is $100 (shipping extra).

Reply via email or phone 708-574-7424 ext. 2505

2870. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 18:11:21 UTC
From: gah@controls.ccd.harris.com
Message-ID: <1993Aug11.181121.2768@ccd.harris.com>
Source record: 105631

```
For Sale:

800XL Computer
1050 Disk Drive
1027 Printer
1030 Modem
1010 Cassette
Koala Pad w/software(Micro illustrator and a game)
lots of software (games,finance,terminal,etc.)
lots of disks, cartridges, cassettes.

125.00 or best offer
```

2871. Re: 6502 test program needed (atari emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 18:32:27 UTC
From: ken@cup.hp.com
Message-ID: <CBLy63.2tv@cup.hp.com>
Source record: 105627

F.E. Barrus (feb6399@ultb.isc.rit.edu) wrote:
> Well, it looks like I'm running into problems with the emulator
> already, and they seem to be related to my 65C02 emulation.
> Some programs work fine (even ones with lots of P/M graphics,
> DLI's, POKEY timer IRQs, mixed graphics modes, fine scrolling, etc...)
>
Excellent!

> and others lock right up or seem to get confused in ways that
> suggest the CPU is at fault.
>
Bogus!

> So, I was wondering, does anyone have, or know where I can get,
> a program that will test out all the instructions of the 6502 or
> 65C02 and compare it against expected results? Or at least one
> that comes with a list of the expected trace of it? (I can trace through
> 6502 code to see all the registers and memory read/writes, so if I just
> had something to compare to, I could easily track this down)
>
> Part of my problem might be the decimal mode for ADC and SBC-- I'm
> unclear on what it does for numbers that aren't in proper BCD format
> (i.e. - outside of the range 00-99) and how it affects the status flags.
>
This is probably not documented. You will probably have to write some
test programs. However, I doubt this is the cause of your problems. Very
few programs would rely on this kind of behaviour. Even for numbers in a
valid BCD format, most of the status flags are invalid in decimal mode.
I believe that only the zero flag is valid. Check a few references.

> But I'm sure that's not the main problem, because some programs that
> don't work don't even use the decimal flag.
>
> Also, I was wondering if someone might have the list of undocumented
> 6502 opcodes and their side effects (and does any Atari software use
> them?) (for that matter, are the 65C02 instructions used? Did that chip
> exist in the old 400/800 too, or just the XL/XE line?)
>
All atari 8bits only had 6502 CPU's, with various pinouts. The 65C02 is not
supported in the 8bit, though some people have upgraded 400/800 machines
without problem. However, the timing of the 65C02 processor is different
for some instructions, and this can cause problems with timing loops and DLI
routines. I would emulate only the 6502, and not the 65C02.

Here is a list of 6502 undocumented opcodes I got off the net a while back:

Article 2689 of comp.sys.atari.8bit:
Path: riacs!ames!olivea!uunet!fernwood!portal!cup.portal.com!Rick_Michael_Cortese
From: Rick_Michael_Cortese@cup.portal.com
Newsgroups: comp.sys.atari.8bit
Subject: Undocumented OP CODES
Message-ID: <53311@cup.portal.com>
Date: 24 Jan 92 17:01:18 GMT
Organization: The Portal System (TM)
Lines: 40

Here's the 'undocumented OP codes' you
requested. I might add that some of
the programs I've seen also do stuff
like have the code pass an initial
start-up decremented by 1 so you can't
disassemble it from disk. The 1st piece
of code just INCs the rest so it'll run
From Compute May, 1987 by Raeto West
INSTR ABS ABS,X ABS,Y ZER ZER,X ZER,Y (IND,X) (IND),Y IMM
ASO OF 1F 1B 07 17 ? 03 13 0B
ASL then ORA the results with the accumulator
RLA 2F 3F 3B 27 37 ? 23 33 2B
ROL then AND the result with the accumulator
LSE 4F 5F 5B 47 57 ? 43 53 ?
LSR then EOR the results with the accumulator
RRA 6F 7F 7B 67 77 ? 63 73 ?
ROR then ADC the result with the accumulator
AXS 8F ? ? 87 ? 97 83 ? ?
Store the result of A and X
LAX AF ? BF A7 B7 ? A3 B3 ?
LDA and LDX with the same data
DCM CF DF DB C7 D7 ? C3 D3 ?
DEC memory and CMP the results with the accummulator
INS EF FF FB E7 F7 ? E3 F3 ?
INC memory then SBC the result with the accumulator
ALR ? ? ? ? ? ? ? ? 4B
AND the accumulator with data then LSR the result
ARR ? ? ? ? ? ? ? ? 7B
AND the accumulator with data then ROR the result
OAL ? ? ? ? ? ? ? ? AB
ORA the accumulator with #EE, AND the result with data then TAX
SAX ? ? ? ? ? ? ? ? CB
SBC data from A AND X and store the result in X
*NOTE they gave DEX and CMP as the the instructions replaced by
this which doesn't make sense! I think this is right.
NOP 1A, 3A, 5A, 7A, DA, FA
No operation
SKB 80, 82, C2, E2, 04, 14, 34, 44, 54, 64, 74, D4, F4
Skip a byte
SKW 0C, 1C, 3C, 5C, 7C, DC, FC

> If you can answer any of these questions it would be greatly
> appreciated.
>
You're welcome.

>
> If I have to, I'll dig out the 800 and hook it up and start playing
> with MAC/65 and DDT and see if I can figure out what I should expect
> from each instruction. (which could take a long time)
>
Well, this is probably your best bet.

> I *do* have some 65C02 spec sheets I found in an Apple book, but they
> don't go into enough detail on exactly what side effects each
> instruction has, and of course they don't give me the undocumented
> opcodes.
>
I would suggest you track down the book "Programming the 65816, including
the 6502, 65C02 and 65802" by David Eyes and Ron Lichty. This is an excellent
reference book. Also, I have a 8.5"x11" 6502 quick reference card made from
credit card plastic. Very handy. I lived by that thing when I used to
crack copy protection for the fun of it. Anyhow, I suggest you get one of
them. Last I remember, JDR Microdevices in San Jose sold them. They do
mail order business. Call information at (408) 555-1212 for their number.
If you can't find it, I could fax a copy to you...

>
> Thanks for the help.
>
> - Frank
>
> (p.s. --- the color DEC 3000 (Alpha) workstation I've been doing this
> on is going back to the computing department here tomorrow morning,
> so from this point on I'll be developing this on a Tahoe machine (also
> running Unix) with the Xwindows going to 4-gray-scale Kodak KIMS
> workstations.... meaning that I won't be able to properly debug the
> graphics and they'll be incredibly slow... so, maybe some better
> optimizations will come out of this... but when I release this thing
> don't expect the colors to necesarily be right... although I will
> try to find a color machine to test it on at least once before sending
> it off to the net)
>
Well, when you send it out, I'll run it on a HP 9000/720, and maybe on a
99Mhz 735. CPU cycles I got!

2872. Atari 2600 system etc. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 18:43:01 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00970DDE.47327920@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 105634
Cross-posted to: misc.forsale,comp.sys.atari.8bit

The following items are for sale. You can buy any combination of items you want, no need to take everything if you don't want it.
Items will be sold to the best reasonable offer (if one is made :-), hopefully within a couple of days.
Please e-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU, or, in case you have no e-mail account, call (804) 293-8973 (prefer e-mail). Thanks!

Atari 2600 system and items for sale:

Atari 2600 in excellent condition, with manual

Black hard plastic protective hood that goes on top of the Atari 2600, with a place to put the cartridges and manuals on the top of it; it also allows joysticks and power supply cable to be connected, so the whole system can be conveniently operated with it

Atari joysticks

Atari paddles

Official Atari Log Book (like new)

A series of Atari catalogs from different dates.

A storage box for 24 cartridges (Atari 2600/5200/7800) or cassettes or even 8-track casettes if the need arises. Wooden base, smoked clear hard-plastic top, blue velvet-like inside.

CARTRIDGES-
Frogger
Home Run
Video Pinball
Astroblast
Outlaw
Super Challenge Baseball
Grand Prix
Moon Patrol
Space Invaders
Combat
Donkey Kong
Missile Command
River Raid
Atlantis
Fishing derby
Breakout
Super Breakout

Indy 500
Astroids
Pac Man
Freeway
Skiing
Football CX-2625
Target Fun 27 TeleGames
Pong/Sports 50 TeleGames

Please e-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU, or, in case you have no e-mail account, call (804) 293-8973 (prefer e-mail). Thanks!

2873. Gateway to Apshai!!??

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 18:49:59 UTC
From: zds@NETSYS.COM
Message-ID: <1993Aug11.184959.22948@netsys.com>
Source record: 105628

Yet another person saying "You did Gateway to Apshai!!!"...
That was one of the best games I ever played (my friend had it) but
I never got to buy it and now it is gone... Bit of a shame that...

Congratulation on a fine piece of work... You have MANY fans.

Daniel Hoff

2874. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 19:06:03 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <24bfurlNNmea@uwm.edu>
Source record: 105629

Oops, I forgot one.

Drelbs - Now this is a seriously weird game. They just don't make games
like this anymore. Sigh.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2875. info on an 800XL with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 19:23:58 UTC
From: arorabeck@TrentU.CA
Message-ID: <1993Aug11.192358.11299@trentu.ca>
Source record: 105633

Hello there! I found an Atari 800XL with a 1050 disk drive in my parent's house's basement: The same one I used to play games on when I was younger (including Infiltrator: I don't know how to do the second mission, either). I have a 486dx for my computing chores, and so was wondering where I could find info on everything on how the XL works (from the very basics up!), and what I could do with it. I know nothing at all about the system, so any pointers in the way of education from the computer's layout to interfacing would be greatly appreciated. My email is
arorabeck@trentu.ca
if someone wants to reach me there; I will continue reading the postings here too!!

Thanks a whole lot,
Andy

2876. 5200, anyone??

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 22:08:50 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <F2258B1w165w@cybernet.cse.fau.edu>
Source record: 105635

Looking for Atari 5200 Joysticks. Two in good working condition would be
great -- and if you aren't willing to {(art with them, how bout I buy the
whole thing?
(I know this is the wrong newsgroup~, but hey, I gotta try.)
{_/s

2877. Re: 6502 test program needed (atari emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 22:17:24 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug11.221724.8181@ultb.isc.rit.edu>
Source record: 105636

In article <24aqbc$4v@nz12.rz.uni-karlsruhe.de> uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:
>In article <24apfo$3bd@usenet.ins.cwru.edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>>
>>I believe the 400/800 have a plain 6502, while the XL/XE lines have Atari's
>>(slightly?) custom 6502C. I think the 65C02 is something else again, which
>>Atari did not build into any of the machines.
>>
>>Can someone who knows what he's talking about elaborate?
>
>You're right. The XL/XE lines's 6502C is not to be confused with the 65C02.
>The 6502C is rather a plain 6502 with a different pinout. The instructions
>should be 100% compatible. No 65C02 instructions are supported on the
>6502C!!
>

Hold on a second then.... if no 65C02 instructions are supported on
the 6502C, then why are they supported by the MAC/65 assembler
cartridge? Is that just in case you decide to plug one into
your machine instead of the traditional 6502?

And of course, my original question persists.... where can I find
out the info on the undocumented opcodes? I've already found some
demos that call opcodes that don't really seem to exist...
(to some extent they can probably be figured out by looking at
the addressing modes and other opcodes, but I'd like to be sure)

Thanks
- Frank

2878. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 23:01:15 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug11.230115.13266@ntg.com>
Source record: 105638
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com> farren@netcom.com (Mike Farren) writes:
>slandrum@ntg.com (Stephen H. Landrum) writes:
>
>>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>>was 16K.
>
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
>
>Epyx made 400/800 carts with 16K long before this. My own game, Gateway
>to Apshai, was 16K.

Yes, I am sure. Epyx did several 2600 carts in 1987-1988. Those carts
were done for Atari, and marketed by Atari.

I worked as an employee for Epyx from November 1983-Feb 1987, and again
from November 1988-November 1990. You were never an employee at Epyx
during the time I was there, but I can certainly believe that you did
contract work for them around 1984. Actually, all but two of the
programmers at Epyx in 1984 were originally 2600 programmers (Epyx
merged with StarPath in November 1983), but Epyx was not doing any 2600
titles at that time. Epyx resurrected the old StarPath 2600
development systems for the Atari work.

--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

2879. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 23:13:47 UTC
From: slandrum@ntg.com
Message-ID: <1993Aug11.231347.13452@ntg.com>
Source record: 105637
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <1993Aug11.062846.8021@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>In article <1993Aug11.015923.11514@ntg.com> slandrum@ntg.com (Stephen H. Landrum) writes:
>>In article <1993Aug10.170405.26548@cs.wisc.edu> payson@dr-hibbert.cs.wisc.edu (Payson) writes:
>>
>>> Colors : Eight grays plus eight shades each of 15 hues
>>
>>The last two hues were generally the same as the first two, giving an
>>actual usable color space of about 104 colors. The PAL version of the
>>chipset had fewer usable hues than the NTSC version did.
>>
>On NTSC, at least on my machine, all hues are different; they work very
>nicely as a color wheel and since they are derived from progressively
>shifting the 3.58MHz clock, the hardware to implement them is cheap. I
>will grant, however, that adjacent hues tend to be very close; this is to
>be expected given that there are so many of them [15 hues is really quite
>a lot]. BTW, on my Atari the lightness values are noticeably non-linear:
>3 and 4 are far more distinct than 2 and 3, or 4 and 5.

Well, at least on the early 2600's (pre-1980), hues $e0-$ef and $f0-$ff
were generally the same as the hues $10-$1f and $20-$2f. The exact hues
changed several times over the years.
--
Stephen H. Landrum VOICE: (415) 813-8909 Domain: slandrum@ntg.com
New Technologies Group - a Division of the 3DO Company
2470 Embarcardero Way, Palo Alto CA 94303
Companies interested in 3DO product development should call (415) 572-5289

2880. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-11 23:48:17 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Aug11.194817@helix.nih.gov>
Source record: 105639
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <Aug11.035810.45362@acs.ucalgary.ca>,
dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
|> The 2600 came out November 1977, and Warner bought Atari in 1976.
|> I got this from the book Zap! The Rise and Fall of Atari, by
|> Scott Cohen, McGraw Hill, 1984. The book covers everything up to
|> mid 1983, when Atari was beginning to shrink. I think Nolan
|> Bushnell left Atari in 1979.

Bushnell was constrained from any direct competition for three years by
terms of the deal with Warner Communications. Consequently, that's
when
he started the Chucky Cheese franchise...

2881. [Q] SDX: Info (semitechnical)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 00:00:34 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <24c172$5fj@usenet.INS.CWRU.Edu>
Source record: 105640

Hello once more. I'm wondering if anyone knows which memory bank
SpartaDos-X uses when configured for `banked ram'. I am using
this configuration on a standard 130XE and wish to access
the other 3 available banks. [I know, I know, use it as a ramdisk
but I wish to use it for a data buffer]
Also does anyone knows where one can obtain the rom for 4.19 SDX?

-BRiTiSH

2882. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 03:51:43 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBMo28.4Az@genesis.nred.ma.us>
Source record: 105642
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

Yeah, I seem to remember reading way back in '88 or so that Namco
actually bought AtariGames...but I guess that was false.

BTW, what is Pacman '88? I've seen it in the KLOV... it was released
around the same time PacMania was but I've only seen Pacmania not Pacman '88..
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2883. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 04:16:20 UTC
From: farren@netcom.com
Message-ID: <farrenCBMp79.6A3@netcom.com>
Source record: 105641
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

slandrum@ntg.com (Stephen H. Landrum) writes:

>Yes, I am sure. Epyx did several 2600 carts in 1987-1988. Those carts
>were done for Atari, and marketed by Atari.

Cool. Always nice to learn unsuspected new things :-)

>I worked as an employee for Epyx from November 1983-Feb 1987, and again
>from November 1988-November 1990. You were never an employee at Epyx
>during the time I was there, but I can certainly believe that you did
>contract work for them around 1984.

I was part of the Connelley Group, which consisted of the original
Epyx software group (minus one or two folks, notably Randy). We broke
off from Epyx proper around 1982, but continued to do contract work
for them through 1984 or so.

>Actually, all but two of the programmers at Epyx in 1984 were originally
>2600 programmers (Epyx merged with StarPath in November 1983)

I'd forgotten that. Makes a lot of sense, then.

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

2884. 2600 games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 05:08:09 UTC
From: tim@rider.UUCP
Message-ID: <1308@rider.UUCP>
Source record: 105644

Hello,
This is my first time to post on anything, so please be nice! I am selling
some games for a friend of mine for the Atari 2600 video game console.
Anyone who is interested please e-mail me at tim@rider.cactus.org.
The titles include:

PacMan
Strategy-X
Pole Position
E.T.
Mouse Trap
Combat
and a few others I don't quite have the name of.
I myself have quite a few games, so ask me if I've got whatever you're looking
for...

--
Tim Wilson
tim@rider.cactus.org

2885. Looking for ANTIC DMA cycle info (Atari Sim)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 05:59:59 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug12.055959.13271@ultb.isc.rit.edu>
Source record: 105643

Yes, once again I'm posting for info for my Atari simulator.

This time, what I need is the info on how many cycles the DMA for ANTIC
uses for each video mode.
I know there are 114 machine cycles per scan line
(* 262 lines = 29868 per frame * 60 frames = 1,792,080 per second = 1.79Mhz)

What I need to know is, how many of those do you lose on each scanline?
Obviously blank entries in the display list shouldn't cost any cycles
(codes 0,16,32,48,64,80,96,and 112) although is there a one cycle
penalty for reading the actual entry?

(i.e. is it simply a penalty of the number of bytes the DMA must read,
and is each read one cycle, or what? Of course, if that's the case,
you'd lose 40 cycles on every mode 15 (Basic mode 8) line, and even more
in mode 2 (Basic mode 0) since in that mode you have to read the
character code plus every entry from the character set to draw it)

Or is it more complex than that, since the DMA reads don't always
conflict with CPU reads? If so, what's the average ratio of DMA data
amount to CPU cycles lost?

Also, on the text modes, does it read each character code once, and then
buffer them internally until all 8 (or 10 or 16) scan lines are drawn,
or does it keep looking them up on each scan line?
(40+8*40 penalty vs. 8*80 penalty)

Okay, so maybe I'm going into *too* much detail here, but I'm trying to
get the timing as close as possible so that there won't be as many
incompatability problems.

Oh, also, could someone with PAL info please give me the number of scan
lines and cycles per scan line, etc...? Assuming the same 1.79Mhz
clock frequency, and a similar horizontal refresh rate,
I'd guess the following:

50 cycles
314 scan lines
114 machine cycles per line (same as NTSC) ?
35841 cycles per frame

Am I correct?

Again, thanks for any help I can get.

And yes, I do intend to support PAL standards as well as NTSC.
Are there any others I should know of? Does Atari do SECAM? (and what
is it???)

Thanks.

- Frank

Coming soon to an ftp site near you: xatari

2886. Re: looking for that graphics program...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 07:53:16 UTC
From: jharris@cup.portal.com
Message-ID: <87725@cup.portal.com>
Source record: 105646

>I remember a while back someone was talking about a graphics program
>that used DLI's, P/M graphics, etc to get as many colors as possible
>on a scanline. Is it available yet?
>I'd like to get a copy to use to test my emulator-- because if it uses
>these many tricks, it would be good to see how well I'm emulating the
>real Atari, and how well I synchronized everything.
>
>Just let me know where I can get it.
>Thanks.
>
> - Frank

I'm hoping it will be ready tomorrow. All that is needed at this point is
disk I/O, and finishing a couple of sample pics.

I'll UUencode this, and send it to you.

It runs a fixed timing loop with no WSYNCs. Unless you are +/- zero cycles
in the emulation, it won't be in sync. On the other hand, if it works,
I'll be seriously impressed, and you should be able to run almost anything.
:-)

If I can think of some other things that aren't quite as nasty, I'll
include those too.

John Harris - jharris@cup.portal.com

2887. Re: 6502 test program needed (atari emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 07:53:24 UTC
From: jharris@cup.portal.com
Message-ID: <87726@cup.portal.com>
Source record: 105645

>Part of my problem might be the decimal mode for ADC and SBC-- I'm
>unclear on what it does for numbers that aren't in proper BCD format
>(i.e. - outside of the range 00-99) and how it affects the status flags.

The BCD mode is really strange, in that the N,Z,V flags are not updated correctly. (I just found out about this from the 65816, but I don't exactly know what's wrong with them. Let me know if you need me to find out more.)

>But I'm sure that's not the main problem, because some programs that
>don't work don't even use the decimal flag.

I would agree that this is probably not the main problem.

>Also, I was wondering if someone might have the list of undocumented
>6502 opcodes and their side effects (and does any Atari software use
>them?) (for that matter, are the 65C02 instructions used? Did that chip
>exist in the old 400/800 too, or just the XL/XE line?)

As far as I know, undefined 6502 opcodes are unpredictable, and can crash the CPU. I would be really surprised to find actual stable uses for anything that wasn't listed in the 6502 specs. If there were other usable opcodes, wouldn't they have been listed?

Undefined opcodes could be used to purposely crash the machine in the case of copy protect failure. It's the best way, since it locks up the chip from most types of recovery.

No software should use any 65C02 instructions, since most of the Atari models can't even possibly use the 65C02. Only early models of the 400/800 used a standard 6502 that could be swapped for a 65C02. Later models and all XL/XE machines use a 6502C (note position of the C) that had some custom bus logic embedded in the CPU chip itself. No other processor can be swapped into those machines.

I wish I had a test program for you, but the only such program like that I have is only to test the assembly of every definable opcode and addressing mode. It does nothing, and uses the same operand value on each instruction. It's also expanded to a full 65816 set, although I could trim those out if this kind of thing would be any use to you.

It basically does:

```
ADC #$12
AND #$12
.
.
```

.

and goes through all instructions of all adr modes.

John Harris - jharris@cup.portal.com

2888. Re: Atari Corporate History - 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 14:35:34 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug12.143534.6033@apgea.army.mil>
Source record: 105649
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <farrenCBL9ID.EMn@netcom.com> farren@netcom.com (Mike Farren) writes:
>slandrum@ntg.com (Stephen H. Landrum) writes:
>
>>There were some carts bigger than 8K. I believe that Epyx' Winter Games
>>was 16K.
>
>Are you sure you're thinking of 2600 carts? I didn't think Epyx ever
>did a 2600 game - although they did lots of 400/800 games, some of which
>might have shown up as 7800 games. At least, there were no 2600 games
>in the works and no 2600 programmers at Epyx the last time I did work
>for them, which was just after Summer Games came out.
>
>Epyx made 400/800 carts with 16K long before this. My own game, Gateway
>to Apshai, was 16K.
>
>--
>Michael J. Farren farren@netcom.com
>Unconnected with Commodore for almost two years, now!

Nope, I have both Winter Games and Summer games for the 2600.
They really do exist. But I found them kinda lame. I perfered Activison's
Decathalon.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2889. Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 17:30:54 UTC
From: darreld@access.digex.net
Message-ID: <darreld.745176520@access>
Source record: 105650

I downloaded the program called MULE which is supposed to
allow me to transfer 1 file at a time between the PC and my
800XL but It doesn't seem to work. Whenever I invoke MULE.EXE
on the PC (either under DOS 5.0 or OS/2's DOS) it just hangs.

Anyone having success with it?

-> Darrel <-
--
---
* Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
* *

2890. Re: DOS 4.0 (was Re: 850 question / DOS 2.5)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 18:37:02 UTC
From: ed@Tekelec.Com
Message-ID: <1993Aug12.183702.13463@gecko.uucp>
Source record: 105653

In article <1993Aug7.153014.13856@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>BMARCUM@DELPHI.COM writes:
>>
>>DOS 3.0 was the one that had compatibility problems, and was replaced by 2.5.
>>Then there was DOS XE, but by the time that was released, it wasn't long
>>until Atari quit supporting the 8-bit computers.
>
>Has anyone ever messed with DOS 4.0? Supposedly, it was developed
>by Atari and was much, much faster than 2.5. Something went wrong,
>because it ended up being dumped rather quietly as freeware. I assume
>there were serious compatibility problems or maybe it was just outdone
>by various third party alternatives.
>
I had a copy of that, might still have somewhere. It was a third
party thing. It was fast and worked alright but a lot of stuff I had wasn't
compatable so I want back to Smart DOS. It may have been that the compatability
problems were because I have a 'hotrod' 400 with Mosaic 64K ram and Rana system
disk drives.

BTW, if any one knows where I can get a tech manual for the Rana drives, pls
Email me. I tried the 800 number in the user manual a couple of years ago and
drive by their address and they are gone.

Ed Campbell
ed@tekelec.com

2891. printer device number?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 18:48:23 UTC
From: kspeichl@x.cip.e-technik.uni-erlangen.de
Message-ID: <24e39nEc5q@uni-erlangen.de>
Source record: 105651

I have bought an ATARI 1027 Letter Quality Printer (very cheap).
As I have no ATARI Computer, nor any desctiption of the printer, I have not
yet found out how to make it print or even only react to Random-Commands.
Obviously the communication is seriel, but how does it work exactly?
Do the ATARI-peripheral-devices have device numbers (similar to C64)?
Perhaps someone can help me.

2892. Re: Looking for ANTIC DMA cycle info (Atari Sim)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 18:52:32 UTC
From: ken@cup.hp.com
Message-ID: <CBntrK.Bpw@cup.hp.com>
Source record: 105652

F.E. Barrus (feb6399@ultb.isc.rit.edu) wrote:
> Yes, once again I'm posting for info for my Atari simulator.
>
> This time, what I need is the info on how many cycles the DMA for ANTIC
> uses for each video mode.
> I know there are 114 machine cycles per scan line
> (* 262 lines = 29868 per frame * 60 frames = 1,792,080 per second = 1.79Mhz)
>
> What I need to know is, how many of those do you lose on each scanline?
> Obviously blank entries in the display list shouldn't cost any cycles
> (codes 0,16,32,48,64,80,96,and 112) although is there a one cycle
> penalty for reading the actual entry?
>
I think you must burn a cycle for reading each instruction in the display
list. You must also burn cycles to perform DRAM refresh. I'm not sure
how many cycles it takes, but ANTIC holds up the CPU about 4% of the time
doing memory refresh.

> (i.e. is it simply a penalty of the number of bytes the DMA must read,
> and is each read one cycle, or what? Of course, if that's the case,
> you'd lose 40 cycles on every mode 15 (Basic mode 8) line, and even more
> in mode 2 (Basic mode 0) since in that mode you have to read the
> character code plus every entry from the character set to draw it)
>
True, BASIC mode 0 takes the most cycles of DMA.

> Or is it more complex than that, since the DMA reads don't always
> conflict with CPU reads? If so, what's the average ratio of DMA data
> amount to CPU cycles lost?
>
When ANTIC performs DMA, it stops the CPU clock, thus halting the CPU.
This is the reason that putting a 65802 in an Atari is non-trivial. The
maximum time the 65802 clock can be held high is limited, (I don't remember
the limit, but it is in the 65802 specs) and ANTIC will hold it longer than
that. This causes the 65802 to lock up. Unfortunately, the 65802 can have
its clock held low indefinately, but ANTIC stops it on the high cycle.
Terry Conklin (Terry, are you out there?) and I looked into this way back
in '86 or so.

> Also, on the text modes, does it read each character code once, and then
> buffer them internally until all 8 (or 10 or 16) scan lines are drawn,
> or does it keep looking them up on each scan line?
> (40+8*40 penalty vs. 8*80 penalty)
>
I believe it only reads the character code once, and then reads the font data

as needed. Remember, in BASIC graphics mode 2, it only needs to read the font data once every two scan lines.

> Okay, so maybe I'm going into *too* much detail here, but I'm trying to
> get the timing as close as possible so that there won't be as many
> incompatability problems.
>
It is very important to get the timing accurate, since most DLI routines are coded down to the last available cycle.

I think the De Re Atari, and the Hardware Manual describe this is great detail. Call B&C Computervisions and order a copy if you don't have one.

> Oh, also, could someone with PAL info please give me the number of scan
> lines and cycles per scan line, etc...? Assuming the same 1.79Mhz
> clock frequency, and a similar horizontal refresh rate,
> I'd guess the following:
>
> 50 cycles
> 314 scan lines
> 114 machine cycles per line (same as NTSC) ?
> 35841 cycles per frame
>
This might also be in the hardware docs. I'm not sure.

> Am I correct?
>
Who knows??!!! :-)

> Again, thanks for any help I can get.
>
> And yes, I do intend to support PAL standards as well as NTSC.
> Are there any others I should know of? Does Atari do SECAM? (and what
> is it???)
>
I don't think Atari supported SECAM. Only France and Russis use it, as far as I know.

> Thanks.
>
> - Frank
>
> ---

> Coming soon to an ftp site near you: xatari

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

2893. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 18:55:55 UTC
From: ed@Tekelec.Com
Message-ID: <1993Aug12.185555.13797@gecko.uucp>
Source record: 105556

Thrax's Lair. You fly a prehistoric bird through a tunnel zapping
a variety of insects that live there. touching any of them is fatal,
and some shoot back. You get points for insects killed, distance traveled
and bonus points for speed.

Submarine Commander (Thorn EMI) This is a little slow moving, as
travel around the battle area is in real time, but the battle sequences
are very intense, especially at higher levels.

Ed Campbell

2894. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 19:52:43 UTC
From: lmcraho@noah.ericsson.se
Message-ID: <1993Aug12.195243.23704@exu.ericsson.se>
Source record: 105555

I remember having such a program but I'll have to search my archives for it.

Ralph Hoflich
lmcraho@noah.lmc.ericsson.se

...this is chaos in Los Angeles...
- Roger Waters - Radio K.A.O.S.

2895. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 20:30:23 UTC
From: mehlhaff@soda.berkeley.edu
Message-ID: <24e98v$9ol@agate.berkeley.edu>
Source record: 105654
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <CBMo28.4Az@genesis.nred.ma.us>,
Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
>
> Yeah, I seem to remember reading way back in '88 or so that Namco
>actually bought AtariGames...but I guess that was false.

Actually, it was incomplete. Namco bought Atari OPERATIONS, the
arcade-chain part of Atari. Namco is reasonably big as an operator in
japan, with some 60 odd percent of their business there being
operations.

--
ERic mehlhaff "The Borg have neither honor nor courage.
mehlhaff@ocf.berkeley.EDU _That_ is our greatest advantage." -Worf
@soda.berkeley.edu

2896. Re: Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-12 20:47:07 UTC
From: munoz@alamo.utdallas.edu
Message-ID: <MUNOZ.93Aug12204707@alamo.utdallas.edu>
Source record: 105558

> I downloaded the program called MULE which is supposed to
> allow me to transfer 1 file at a time between the PC and my
> 800XL but It doesn't seem to work. Whenever I invoke MULE.EXE
> on the PC (either under DOS 5.0 or OS/2's DOS) it just hangs.

> Anyone having success with it?

I had to recomplie the program to get it to run. Now it
runs but fails to read properly on an IBM 1.2M floppy drive.
(Is MULE a hoax?)

> -> Darrel <-
> --

Mike

2897. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 04:30:12 UTC
From: bryanw@rahul.net
Message-ID: <CBoKID.3D4@rahul.net>
Source record: 105559

In <CBAKws.8G9@srgenprp.sr.hp.com> frankh@sr.hp.com (Frank Hamlin) writes:

>We had a game where the marbles rolled down a maze with various trap
>doors. The doors would open & close at random, and redirect the marbles
>at the bottom. You had to catch them. I seem to remember getting a
>bigger house every time a level was completed. Does this sound similiar
>to what you are looking for?

Hmm, btw does anyone remember "Spindizzy" ??

2898. Re: Converting binaries on cassette to disk [WHY?]

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 05:57:29 UTC
From: quest@iowegia.dsm.ia.us
Message-ID: <iei88B6w165w@iowegia.dsm.ia.us>
Source record: 105568

manf5853@toyota.gmi.edu (John Peter Manfreda) writes:

> I have just ran across cassette versions of Jawbreaker and Pharoa's Curse for
> $3.00. I didn't buy them because they are on cassette, and I hate waiting
> for them to load. Driving home I was wondering if it would be too difficult
> to write a simple program to transfer the data from cassette to a dos file.
> Before I attempt to do this I would like to know if I am wasting my time. I
> don't know much about how the computer stores data in either format, so all I
> would be able to do is a basic read and write. Are there any problems I
> would encounter that would render my binary file useless?? Probably a stupid
> question, but I am open to any input.
>
> Thanks,
> John

John,

I think it can be done, but you have to have the skill of
a pirate to do so. Cassette programs begin loading into what ever
memory address is specified, EVEN PAGE SEVEN! This means that
professionally produced software will probably begin loading right
on top of dos, in page seven. You could probably write in macro
assembly a routine to get and put cassette blocks to file, later
edit it into a bootable disk, again loading into page seven at
boot.

I remember taking the rom image from basic and making it
bootable off cassette, along with a basic program. This was so I
could use a 400 and cassette to control and monitor the burning of
a woodburning furnace- back in Jimmy Carter days if I remember
correctly, or shortly thereafter. I know what you ask CAN be
done, just have to ask, why would you want to? There once was a
time when Jawbreaker and Pharoa's curse was staples on pirate BBS
all across this country. Is talking about pirate Atari 8-bit
software still taboo, even tho the computer is discontinued for
the most part within the United States? Would it still be illegal
for someone to upload these programs to the archive? I have seen
collections of over 480 different dos files, most of which were
games for the 8-bit Atari computers. Wouldn't it be grand if we
could trade these files legitimately?

I suppose I should be one to talk about how great it would
be, I still haven't dug my Atari out of the box its been sitting
in for the past MANY years. I don't even remember what Atari
graphics look like- don't think they match SVGA tho, maybe even
CGA was better. At least CGA was 80 columns in color.....sq

2899. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 06:57:26 UTC
From: atario@cats.ucsc.edu
Message-ID: <24fe0mINNpja@darkstar.UCSC.EDU>
Source record: 105560

In <CBoKID.3D4@rahul.net> bryanw@rahul.net (Bryan Woodworth) writes:

>Hmm, btw does anyone remember "Spindizzy" ??

Yeah! Great game! Better than "Marble Madness", actually!

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

2900. Re: Undocumented 6502 OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 07:12:55 UTC
From: daedraug@news.delphi.com
Message-ID: <24fetn$c1u@news.delphi.com>
Source record: 105561

```
Here is a list of undocumented 6502 OpCodes (from Compute! Oct. 1983)

--------------------------------------------------------------------------------
Name/Description Operation Addressing Mode OpCode(Hex) N # NZCV
--------------------------------------------------------------------------------
ANDX
AND A with X A&X -- M Zero Page 87 3 2 ----
Zero Page,Y 97 4 2
Absolute 8F 4 3
--------------------------------------------------------------------------------
DCMP
Decrement M, A-(DEC M) Zero Page C7 8 2 ???-
Compare to A Zero Page,X D7 10 2
Absolute CF 10 3
Absolute,X DF 11* 3
--------------------------------------------------------------------------------
ISBC
Increment M, A-(INC M)-C Zero Page E7 8 2 ????
Subtract from A -- A,C Zero Page,X F7 10 2
Absolute EF 10 3
Absolute,X FF 11* 3
--------------------------------------------------------------------------------
LDAX
Load A and X M -- A,M -- X Zero Page A7 3 2 ??--
Zero Page,Y B7 4 2
Absolute AF 4 3
Absolute,Y BF 4* 3
--------------------------------------------------------------------------------
RLAN
Rotate M left, (ROL M)&A -- A Zero Page 27 8 2 ???-
AND with A Zero Page,X 37 10 2
Absolute 2F 10 3
Absolute,X 3F 11* 3
--------------------------------------------------------------------------------
RRAD
Rotate M right, (ROR M)+A+C Zero Page 67 8 2 ????
Add with carry -- A,C Zero Page,X 77 10 2
Absolute 6F 10 3
Absolute,X 7F 11* 3
--------------------------------------------------------------------------------
SLOR
Shift M left, (ASL M)V A Zero Page 07 8 2 ???-
OR with A -- A Zero Page,X 17 10 2
Absolute 0F 10 3
```

```
-------------------------------------------------------------------------------
SREO
Shift M right, (LSR M)_A Zero Page 47 8 2 ???-
Exclusive OR with A -- A Zero Page,X 57 10 2
Absolute 4F 10 3
Absolute,X 5F 11* 3
-------------------------------------------------------------------------------
TSTA
Test bit 2 in A A&#$04 -- A Absolute 9F 4 3 ----
-------------------------------------------------------------------------------
TSTX
Test bit 2 in X X&#$04 -- A Absolute 9E 4 3 ----
-------------------------------------------------------------------------------

The following notation applies to this summary:

A Accumulator - No Change, or Subtract
X,Y Index Registers + Add
M Memory & Logical AND
C Carry Flag _ Logical Exclusive OR
? Change -- Transfer To
V Logical OR N Number of Clock Cycles
# Number Of Storage Blocks
* Add 1 if page boudary is crossed

NZCV - Flag registers

--
Hope this helps.

Stephen Kiernan - --- USSys --- -
Unicorn Software Systems
Dedicated to the Atari 8-bit Line
Coming Soon: UniLAN - Universal Network Interface LAN for interconnection
of Atari 8-bit, ST, IBM PC/compatible, and C-64/128 using standard
75-ohm coaxial cable.
```

2901. Re: Looking for ANTIC DMA cycle info (Atari Sim)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 08:56:29 UTC
From: jharris@cup.portal.com
Message-ID: <87819@cup.portal.com>
Source record: 105562

>This time, what I need is the info on how many cycles the DMA for ANTIC
>uses for each video mode.

I was just about to ask you if you handled this, since it is required for a
couple of the programs I was going to send.

>What I need to know is, how many of those do you lose on each scanline?
>Obviously blank entries in the display list shouldn't cost any cycles
>(codes 0,16,32,48,64,80,96,and 112) although is there a one cycle
>penalty for reading the actual entry?

Basically, you can figure one cycle for every byte DMAed, but there's also
up to nine cycles per scan line lost for memory refresh DMA.

You have 1 cycle for the display list fetch itself, except in cases where
you have an LMS address, in which case 3 cycles are lost. This cycle count
is only for the top scan line of any dlist instruction, and occurs in the
hblank period.

If PMGs are enabled, 5 cycles will be lost in the hblank period.

Memory refresh is nasty, because of the 9 cycles stolen, only 1 or 2 occur
in the hblank period. The rest occur during the first 1/3 or so of the
screen, and take place once every four cycles. On character mode screens,
only 1 cycle instead of 9 will be stolen, because of double DMA access.

Lastly, 1 cycle is stolen for every displayed byte. In character modes, 2
cycles per byte are stolen on the top scanline, and 1 per byte for the
remaining lines. The total amount of cycles will vary based on Narrow (32),
Normal (40), or Wide (48) playfields, and also with the wide playfield
created automatically when horizontal scrolling is enabled, which costs 4
extra cycles.

>Or is it more complex than that, since the DMA reads don't always
>conflict with CPU reads? If so, what's the average ratio of DMA data
>amount to CPU cycles lost?

DMA reads always conflict. It's consistant.

>Oh, also, could someone with PAL info please give me the number of scan
>lines and cycles per scan line, etc...? Assuming the same 1.79Mhz
>clock frequency, and a similar horizontal refresh rate,
>I'd guess the following:
>
>50 cycles
>314 scan lines
>114 machine cycles per line (same as NTSC) ?

>35841 cycles per frame

I think the PAL master clock is different. I know it requires a different crystal, and I know the POKEY timing values are all different. Yet, I also think that the same number of cycles per scan line in the same between NTSC and PAL.

>And yes, I do intend to support PAL standards as well as NTSC.
>Are there any others I should know of? Does Atari do SECAM? (and what
>is it???)

SECAM is available, but in a pretty small number of countries. I think the timing is compatable with PAL.

John Harris - jharris@cup.portal.com

2902. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 12:29:58 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <24g1g6$914@usenet.INS.CWRU.Edu>
Source record: 105563

In a previous article, bryanw@rahul.net (Bryan Woodworth) says:
>In <CBAKws.8G9@srgenprp.sr.hp.com> frankh@sr.hp.com (Frank Hamlin) writes:
[...Talk about a game to be known as `Gumbal' deleted...]
>
>Hmm, btw does anyone remember "Spindizzy" ??

I remember SpinDizzy. Pretty decent graphics, although I found
the game play to be a bit difficult at times. Perhaps I'll look
through my disks and load it up and give it another go.
-BRiTiSH

2903. Re: Looking for ANTIC DMA cycle info (Atari Sim)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 12:50:12 UTC
From: potter@sunny60.DAB.GE.COM
Message-ID: <CBp7np.8Jp@sunblossom.ge.com>
Source record: 105520

F.E.Barrus writes:

> Oh, also, could someone with PAL info please give me the number of scan
> lines and cycles per scan line, etc...? Assuming the same 1.79Mhz
> clock frequency, and a similar horizontal refresh rate,
> I'd guess the following:
>

The Technical User Notes give the pixels/line and line decodes for PAL
as well as NTSC. My 800XL schematics show a parts substitution for PAL
machines: the 3.58 MHz crystal is replaced by a 4.43 MHz one, and a few
other parts are thrown in. Check these two documents for details.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2904. Atari Classics advertising info

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 17:28:34 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <930813172534_71450.1050_EHB52-1@CompuServe.COM>
Source record: 105564

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2905. Atari Classics subscription info

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 17:29:24 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <930813172602_71450.1050_EHB52-2@CompuServe.COM>
Source record: 105565

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The AC Software disk is a double-sided single-density "flippy" containing
all the type-in software published in the magazine plus selections from the
Public Domain. It is produced and distributed 3 times/year, concurrently
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See the "Swap 'n' Shop" column for rules pertaining to personal ads.

Thanks for your interest in Atari Classics magazine!

2906. Atari software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 17:30:14 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <930813172635_71450.1050_EHB52-3@CompuServe.COM>
Source record: 105566

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Internet 71450.1050@COMPUSERVE.COM.

|

2907. Re: Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 18:57:34 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CBpoo1.Hnv@cbnewsc.cb.att.com>
Source record: 105567

From article <MUNOZ.93Aug12204707@alamo.utdallas.edu>, by (Michael Munoz):

>> I downloaded the program called MULE which is supposed to
>> allow me to transfer 1 file at a time between the PC and my
>> 800XL but It doesn't seem to work. Whenever I invoke MULE.EXE
>> on the PC (either under DOS 5.0 or OS/2's DOS) it just hangs.
>
>> Anyone having success with it?
>
> I had to recomplie the program to get it to run. Now it
> runs but fails to read properly on an IBM 1.2M floppy drive.
> (Is MULE a hoax?)

One of the MS-DOS utilities that reads Atari 8bit disks will only work
if you have a really old PC/XT with a 180K single-sided low density
floppy drive. I don't know if that is MULE or not. I have never used
it. Doesn't it come with any documentation?

Come to think of it the utility that I am think of allows you to read
an Atari 8bit floppy while you are talking about transferring files
between two machines. Are you using a null modem? Are you sure it is
wired properly? I would double check all the connections.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

2908. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 20:28:25 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBpsvE.DJ4@genesis.nred.ma.us>
Source record: 105571
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

Jason Drisko (drisko@ics.com) wrote:
:
: You forgot about the Atari 5200!
:
: What a great old system that was...
:
:
: Thanks for the memories,
:
: Jason
--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2909. atari 8bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-13 22:12:16 UTC
From: mrbill@TheRat.Kludge.COM
Message-ID: <6iR98B1w165w@TheRat.Kludge.COM>
Source record: 105572

Here is my atari 8bit extras list. Email me if want anything on this list. I would prefer to trade for games I don't have. I collect coleco, intv, 5200, 7800 and vectrex. I can either email you these extras lists, or you can check them out in the rec.games.classic.marketplace.

Atari 8bit extras list (all games are cartridge)

3d tic tac toe ace of aces
action alien ambush
alphabet zoo archon
asteroids atari logo
atari writer atlantis
attack at ep-cyg-4 ball blazer
barnyard balster basic
basketball big birds egg catch
blue max buck rodgers
bug hunt centipede
choplifter claim jumper
computer chess crossbow
dance fantasy deamon attack
defender delta draw
demo cart(xe) desert falcon
dig dug donkey kong
donkey kong jr dreadnaught factor, the
eastern front educational system master
fight night final legacy
flight simulator II food fight
fraction feaver frogger
galaxian gateway to asphi
gato gorf
gyruss halftime battlin' bands
hardball! journey to the planets
joust jumpman jr
jungle hunt k-star patrol
kaboom! Kickback
kids on keys kindercomp
krazy shootout learning phone
letter go round linking logic
lode runner logic levels
mario bros mastertype
math milage megamania
micro filer micro maestro
millipede miner 2049er
missle command monster maze

moon patrol ms packman
necromancer one on one
orc attack packman
pilot pitstop
platter mania pole position
popeye qbert
qix real sports football
rescue on fractalus river raid
river rescue sea fox
slime smart terminal
space invaders space journey
squish'em starion
star raiders star raiders II
star trek star wars death star battles
submarine commander super breakout
super cobra up'n'down
wizard of wor zaxxon
zenji

--
bill esquivel
internet: mrbill@TheRat.Kludge.COM uucp: ...!apple!therat!mrbill

2910. August AC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 00:46:56 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9308140013.AA02095@smithkline.com>
Source record: 105569

[Lawrence, please post to all nets, thanks!]

This is to let AC readers know the status of the August issue.

The August AC is now finished, and the entire press run is in the hands of our Publisher. Under ordinary circumstances, the mailing would have already commenced by now.

However, a postal audit is scheduled for August 17, and the entire August press run must be held for examination by the postal authorities. So the mailing will be delayed until August 18 at the very earliest.

If this all sounds a bit mysterious, that's because the postal audit & all the voodoo that goes with it are just part of the rituals the post office imposes upon ANY publication that seeks to upgrade its mail service to 2nd Class. I can assure you, it has been a *tremendous* amount of work- & major headeaches- for both me and our Publisher. And it will probably result in a delay of our August mailing. So I'm going to ask all of AC's readers to be patient while I'm biting my nails awaiting the outcome of next week's audit.

Supplications to appropriate deities, burnt sacrifices to the Postal Gods, or prayers to the Great Cosmic Muffin in behalf of AC will be much appreciated at this time. Great labors were performed to prepare for this event, we have done our very best, & now we await Judgement From On High.

I can only hope AC will withstand the rigors of the audit.

I also wish I was better at waiting...

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

2911. Looking for an 850 interface.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 00:53:33 UTC
From: darreld@access.digex.net
Message-ID: <darreld.745289547@access>
Source record: 105570

I'm looking for an 850 interface or a ICD P:R:Connection
so I can use my modem with the 8bit. Please send email.

-> Darrel <-

--
---
* Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
* *

2912. Re: Undocumented 6502 OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 07:37:10 UTC
From: jharris@cup.portal.com
Message-ID: <87876@cup.portal.com>
Source record: 105573

I tested a few items from that undocumented opcode list.

ANDX does what it says.

LDAX does load the A and X register, but not with the value in the operand field. For example, all operands from 01 to 03 placed $30 in both registers, while $04 resulted in a $06. I got a few other values, but don't know the pattern as to what to expect.

TSTA and TSTX did nothing that I could determine, other than increment the PC by 3. It didn't change any flags or registers, or the memory location.

That's as far as I went. We're apparently looking at strange paths though the micro-code.

Gosh, I wonder if anyone would actually use any of this in a real program.

John Harris - jharris@cup.portal.com

2913. Hey! It works!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 16:05:52 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <H9508B3w165w@cyberden.sf.ca.us>
Source record: 105574

Hello... PhBill (Bill Kendri<k) aka Anyone here, and I @AN READ
@.S.A.8! HURRAY!

What have I missed in the past MONTH or so???

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...

2914. Re: PMG "Re-Use"

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 16:07:25 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <3a608B4w165w@cyberden.sf.ca.us>
Source record: 105575

nlin@alliant.backbone.uoknor.edu (Norman Lin) writes:

>
> At one point in my life, I thought about writing a generalized
> version of a multiple-player DLI/VBI routine like this, but never
> came up with a satisfactory resoluton of what, exactly, to do
> when you want, say, 8 of your "virtual sprites" on the same
> horizontal line.
>
>
> Norman

DO IT! PLEASE! I'm too unknowledge to write su<h spiffy stuff and this
is just what I always wanted! :)

>>> anyone@cyberden.sf.ca.us <<< Coasties SUCK
ATARI @LASSI@ USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK1
my keyboard is broken! please forgive all "@"s and "<"s...

2915. Re: Undocumented 6502 OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 20:47:06 UTC
From: jharris@cup.portal.com
Message-ID: <87922@cup.portal.com>
Source record: 105576

Sorry for posting this to a funny place. I'm getting nothing but errors posting to my own topic, and I just wanted to get this out. I hope the guy who wrote the front-end program I use can get the bugs out of usenet postings soon.

Phew,

I'm finally done with this graphic editor and documentation. All that remains is to finish up a sample picture, and a small tutorial. I realized that the concepts in this program may be difficult to grasp. The tutorial picture will show you how to control some of the effects.

Then I get to find out if I know how to upload FTP.

In the meantime, I've decided to post one of the included files, which is a technical description of the format, and of the quirks that come with it. I figured it may be enjoyable for many of you, and that I could start fielding questions about it. The learning curve may take a bit of time, so don't worry if you don't understand at first. Please ask questions.

Best Wishes,
John Harris - jharris@cup.portal.com

The GED graphic format is really in two parts -- player/missles (PMG), and playfield. For the playfield, there is a 10K DLI that continuously stuffs colors into the color registers. The background color isn't changed, but the other 3 color registers can be stuffed multiple times with different values. This creates 9 playfield colors per scan line. A color register value only exists for a portion of the scan line, and it creates what I call a color 'cell'. It divides the screen up into columns, as shown below, and I'll follow it with the DLI code. The scan line will begin with starting colors for all three registers. Next, the DLI pre-loads the first three color changes into A,X,Y. That takes us to pixel #27 on the horizontal scan line. From there, follow the chart below.

```
-- DLI instruction --
LDA # LDA #
STA $D016 STX $D017 STY $D018 STA $D016 STA $D017
```

```
-- X pixel coordinates --
31 63 83 107 131
1st set of ! New color 1 ! New cols ! New cols ! 3rd value ! 3rd val
colors 0-3 ! and original ! 1-2, and ! 1-3 ! for col 1 ! for 1-2
exist here ! 2-3 ! org 3 ! ! 2nd 2-3 ! 2nd 3
```

This is the timing of the DLI, but visually, It's more important to see where the color cells are, since that's what you draw with.

1st value of ! 2nd value of color 0 ! 3rd value of color 0 ! ! color 0

1st value of color 1 ! 2nd value of color 1 ! 3rd val ! ! of col 1

1st value of color 2 ! 2nd value of color 2

There is no 3rd value for color 2. I hope you can visualize what this does. It means that depending upon where the cursor is on the line, changing the color register value using the Shift-Arrows only changes the local color 'cell'. It will only change the color on part of the line. Playfield colors are stuffed automatically every line, and so changing a color cell effects only the scan line it is being changed on. The previous values will get stuffed back into the color register on subsequent lines, until those color cells are changed as well, (which can be done with the 'C' and 'W' commands).

The pixel positions in the chart are for the default setting. GED now allows you to skew the entire routine left or right, one cycle at a time. This will move all of the pixel coordinates.

```
--------------
| PMG Format |
--------------
```

GED has full control over all of the Atari graphic registers, but in a more limited fashion than it does with the playfield colors. There is only time in the DLI for one more register change. So for maximum flexibility, GED can set which register to change, as well as what value should be stored into it. This makes PMG changes behave differently than playfield color changes. Since PMG changes are not automatically stuffed every line, changing a PMG graphic register will effect every line from the cursor position down to the bottom of the screen, or to any other place where that register was changed further down the screen.

All PMG attributes have a starting value at the top of the screen. If the cursor is at the top when you give a GED command to adjust PMGs, the change will occur in this starting table, and you may change all of the attribute values in this way. (The Shift-Ctl-Up command is useful for getting to the top).

If the cursor is part way down the screen, any PMG commands will have to use the DLI routine which can only change one attribute at a time. If you enter another command on the same line, GED will look for the closest unused scan line above the position you requested. (By unused, I mean a scan line that does not contain a PMG register change -- it can contain playfield or PMG data.) The cursor will be repostioned to that line to let you know where the command was placed. If GED ran into the top of the screen, or a conflicting command before

finding an unused line, the screen will flash briefly, to let you know the command could not be stored. The cursor will be positioned at the conflicting position.

The problem you might run into, if you have any dense sections of register changes, is that by the time GED finds an unused line, it may be far enough above your cursor position that it effects other uses for a PMG object higher up. For example, lets say you have two small objects on the screen that you are trying to color with PMGs. These objects have one scan line of space between them. With the cursor at the top left of the lower object, you press 'Shift-1' to move the player to the new location. Then you use the Shift-Arrows to change it to a new color. Since this scan line was already used to store the position change, GED will use the blank line between the two objects. Now you decide that the second object needs to be larger, and you need to make the player wider to cover it. When you press '>' at this point, the closest line is at the bottom of the first object, and changing the player there may change the first object's appearance. When something like this happens, you may want to first press 'Shift-0' to erase this last register change. Then you need to examine the screen to see if there are any other ways to accomplish what you want. It may turn out that you don't need the extra width until a bit later in the object, and you can enter the width change partway down the object. There may also be no way to do what you need, and the only alternative is to switch to using a different object, or swap with one already in use.

There are other things you can do in tight spots, including editing or moving objects slightly to allow for a register change, or to cross to the other side of a playfield color cell boundary. One other option, is that if a new color change is relatively close to the previous value, and you can't perform the change exactly at the first pixel where you need the color, it may be completely unnoticable to just let the change occur where it can. People may not even see a few pixels of a different color. The MARTIAN picture had to do this once. Can you find the spot?

I hope that some of you will find GED a fascinating new approach to color graphics -- instead of a mess of confusion. I'm always available to answer questions.

John Harris
45346 Graceway Dr.
Ahwahnee, CA 93601

jharris@cup.portal.com
GEnie:JHARRIS32

2916. IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 21:53:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PBLa9B5w165w@cyberden.sf.ca.us>
Source record: 105577

A FRIEND OF MY *GAVE AWAY* 65 ATARI 400/800/XL/XE GAMES, A 1050 DISK
DRIVE, SOME DISKS OF GAMES, AND A @ASSETTE RE@ORDER

AND *NOT* TO ME!!! (I'm the only person in a 50 mile radius
who <ares about Atari.. ok, that's
stret<hing it.... 49 miles hehe)

WHAT SHOULD I DO TO THIS GIRL!?!?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2917. Re: Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-14 23:43:11 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CBrwK0.G51@cbfsb.cb.att.com>
Source record: 105578

In article <CBpoo1.Hnv@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
>From article <MUNOZ.93Aug12204707@alamo.utdallas.edu>, by (Michael Munoz):
>
>>> I downloaded the program called MULE which is supposed to
>>> allow me to transfer 1 file at a time between the PC and my
>>> 800XL but It doesn't seem to work. Whenever I invoke MULE.EXE
>>> on the PC (either under DOS 5.0 or OS/2's DOS) it just hangs.
>>
>>> Anyone having success with it?
>>
>> I had to recomplie the program to get it to run. Now it
>> runs but fails to read properly on an IBM 1.2M floppy drive.
>> (Is MULE a hoax?)
>
>One of the MS-DOS utilities that reads Atari 8bit disks will only work
>if you have a really old PC/XT with a 180K single-sided low density
>floppy drive. I don't know if that is MULE or not. I have never used
>it. Doesn't it come with any documentation?
>

This is speculation, but the above paragraph in reply makes a lot of sense, in that a 1.2 Meg drive is 80 track, and the Atari drive and older IBM PC drives were 40 track. I would suspect it should work fine with 360K drives, cannot think why the default head select would interfere with reading single sided floppies. If you do not have a 360 K drive in your PC, perhaps you could take the disk and software to a friend's house that does and try it? (<grin> or of course just add one from your collection of bare floppy drives in the cellar ... everyone must be like me and cannot pass up bare 360K drives for $10 at flea markets when they initially paid $300 for 180K ones years ago).

--
Richard Dell

2918. 2600/7800 carts FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 00:57:47 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <930815005457_71450.1050_EHB53-1@CompuServe.COM>
Source record: 105579

Atari 2600 cartridges FOR SALE:
(All cartridges are BRAND NEW in factory boxes w/manuals unless otherwise noted. Multiple quantities available unless indicated w/a (1).)

$1 EACH titles:

Desert Falcon *No manual or box* (quantity left: 1)

$2 EACH titles: (multiple quantities available unless otherwise noted)

Asteroids, Battlezone (1), Centipede, Circus Atari, Crystal Castles, Desert Falcon (1), Double Dunk (1), Galaxian, Gravitar, Jr. Pac Man, Kangaroo, Midnight Magic, Millipede, Ms. Pac Man, Missile Command, Moon Patrol (1), Pole Position, Realsports Baseball, Realsports Football, Realsports Tennis, Realsports Volleyball, Secret Quest, Sentinel (requires Atari Light Gun), Solaris, Space Invaders, Sprintmaster (1), Super Baseball, Super Breakout (1), Super Football, Warlords

Atari 7800 cartridges FOR SALE:

$2.50 each titles (all titles are BRAND NEW in factory box w/manuals):

Ace Of Aces (1), Asteroids, Ballblazer (1), Barnyard Blaster (requires Atari Light Gun), Basketbrawl (1), Centipede, Choplifter!, Crack'ed, Crossbow (requires Atari Light Gun), Dig Dug, Donkey Kong, Donkey Kong Junior, Fight Night (1), Food Fight, Galaga, Hat Trick, Impossible Mission (1), Karateka (1), Midnight Mutants, One-On-One Basketball (1), Pole Position II, Realsports Baseball, Robotron 2084, Touchdown Football, Tower Toppler, Xenophobe

If interested in any of these cartridges, contact Lawrence Estep at 524 Roseview Terrace, New Albany, IN 47150, by CompuServe Mail at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM, or call (812) 948-6278.

Minimum order is $10. Price includes shipping charges. All orders will be shipped via U.S. Postal Service. This list was updated on 8/10/93. Please call or e-mail if possible to confirm availability of the titles you are interested in before mailing payment. New titles may have been added or titles may have sold out since this list was printed.

If you are looking for a particular Atari manufactured 2600 or 7800 cart please let me know.

2919. Re: Converting binaries on cassette to disk [WHY?]

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 01:35:17 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug15.013517.10441@ultb.isc.rit.edu>
Source record: 105580

In article <iei88B6w165w@iowegia.dsm.ia.us> quest@iowegia.dsm.ia.us (Steve J. Quest) writes:
> I suppose I should be one to talk about how great it would
>be, I still haven't dug my Atari out of the box its been sitting
>in for the past MANY years. I don't even remember what Atari
>graphics look like- don't think they match SVGA tho, maybe even
>CGA was better. At least CGA was 80 columns in color.....sq
>

CGA? BETTER THAN ATARI GRAPHICS? Sorry, I beg to differ with you on this one. Yes, SVGA has better resolution and color, and in some cases EGA can be better, but CGA??? Never.
Granted, CGA could do up to 640x200, but with only two colors... and no real choice of colors. And in 320x200 you had four colors... four very bad colors. Now, the Atari had only 2 colors, per scan line, in 320x200, and only 4, per scan line, in 160x200, so you did have only half the horizontal resolution, but you could select from 128 (or in some cases, 256) colors, and you could automatically do horizontal and vertical fine scrolling, and could also overlay player/missile graphics over the background, adding additional color and high-speed animation. I've never seen the CGA come close, and most Atari programs have better gameplay than even anything I've seen in EGA and a lot of VGA. (yes, I know the last comment is going to get me flamed by someone out there who says they've got XXXX on the PC which is 1000x better than Atari... but it OUGHT to be. Think of the difference in cost and the time period during which it was developed.... The Atari hardware came out in 1979. What else compared to it at the time? I still happen to think that most games on it, using Atari-style joysticks, had better gameplay than most of what I've seen on the IBM, including a lot of the new programs, which *do* have incredible graphics now, but still have lousy gameplay in most cases-- remember how fast and responsive Star Raiders was? and it's just an 8K cartridge from 1979... where did all that programming skill go?)

Oh well, that's far more than my 2 cents, so I should stop now, and get back to my emulator.

And for the anxious: Please don't be too expectant of getting it this weekend--- I'm going to try to fix some major bugs tonight, and add a bit more functionality, but I don't have much time left before I have to pack to leave for Massachusetts, so it probably won't come out until I get back (two weeks). Thanks for waiting.

- Frank

2920. Wanted, White labeled Data Age Cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 01:50:19 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1yco@amiganet.chi.il.us>
Source record: 105582
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

I just ran across a white label Data Age cartridge for the 2600. Obviously there must be more. I will try to make a good deal for them no matter how common the game is. Please e-mail me if you have any.... Thanks, Bill.

2921. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 02:59:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <87944@cup.portal.com>
Source record: 105581

Bryan Woodworth (bryanw@rahul.net) writes:

>Hmm, btw does anyone remember "Spindizzy" ??

Hell YES! Used to play it for HOURS. Spent some time hacking it apart
to try to figure out how the hell they did the graphics, but was not
successful. Anyone out there ever figure it out in any detail?

Chris
Chris_F_Chiesa@cup.portal.com

PS - Bryan! Long time no see! You certainly get around: Portal, Netcom,
and now this "rahul.net"...

2922. Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 08:03:08 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XJDB9B2w165w@cyberden.sf.ca.us>
Source record: 105584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

```
------------------------------------------------------------------------
| G E M U L A T O R 3 . 0 |
| The Atari Emulation Card for PC Compatibles |
------------------------------------------------------------------------

[Windows 3.1 ] Last year we released Gemulator, the world's only Atari
[screen dump ] ST emulation card for DOS based PCs. With the freedom
[shows Gemul-] to run Atari ST software on a PC just about anywhere,
[ator running] over 500 Atari users just like you are already using
[Atari XE DOS] Gemulator on their PCs at home, at work, at school, and
[2.5 and Cal-] when they travel.
[amus SL. ]

Gemulator turns a PC into an AWESOME ST clone:
- TOS 2.06 ROMs included,
- 640x480 and 800x600 color graphics,
- 1.44 meg floppy disk support,
- modem, printer, and sound support,
- emulates up to 8 meg of RAM,
- Atari 800 emulation,
are all standard features of Gemulator. No need to buy a Falcon or spend
$$$ upgrading your ST!
------------------------------------------------------------------------
| Gemulator 3.0 will be on sale at the Glandale show, Sept.18-19, '93.|
------------------------------------------------------------------------
|Gemulator is fully compatible with: Pagestream, Calmus /
Highly |Calmus SL, MultiTOS, Geneva, Silhouette, Pha$ar,
Compatible |Word, Hotwire, Multidesk, Maxifile, GDOS/G+PLUS, Quick ST,
Emulation |Warp 9, Word Flair, EZ Calc, Sudden View, Laser C,
|ST Xformer, Magic Sac, Interlink, Avante Vector, Thunder,
|UIS III, Data Master, Turbo ST, NVDI, Extended Control
|Panel, Word Flair II, and hundreds of other Atari ST
|programs, utilities, and desk accessories.
|
|Gemulator requires only a basic 386 or 486SX PC. A new
Inexpensive|486SX system including VGA monitor and hard disk now costs
To Install |under $1200. So for under $1500 you have a 486 computer
|that's also an Atari ST clone with double the memory limit,
|double the screen resolution, and double the disk storage
|of a real ST! Just price yourself what it would cost to
|either upgrade your existing ST to TOS 2.06, VGA graphics,
|1.44 meg floppy, and 8 meg of RAM, or what it would cost
|you to buy the Falcon (if you can find one) and you'll see
|that Gemulator is a very sensible alternative to using an
```

Reviewed |ST. Product reviews in Current Notes (April 1993) and ST
|Informer (June 1993) agree.
|
|On fast 486 machines, Gemulator runs 2 to 3 times faster
Fast And |than the ST. That's as fast as the Falcon, and because
Powerful |Gemulator emulates the 68000 chip, not the TT's 68030 chip,
|Gemulator can run software that won't run on the TT or
|Falcon. For compatibility with ST software that does not
All TOSes |run on TOS 2.06, the Gemulator card allows you to plug in
|any earlier version of TOS. How easily can your ST switch
|between TOS 1.0, TOS 1.4, and TOS 2.06?
|
|Gemulator eliminates the need for having two monitors,
Graphics |since your PC's monitor can display all ST screen modes.
|The screen dump above shows Gemulator using a 640x480
|graphics mode, running Calamus SL under Windows. Gemulator
Sound |now supports sound by using your PC's Sound Blaster, Sound
|Blaster Pro, or AdLib sound cards.
|
|Gemulator gives your ST software access to the PC's hard
Hard Disk |disk. Use Atari's HDX utilities to autoboot from the hard
|disk. Create up to 4 32-megabyte ST partitions, or share
|files with PC programs on existing DOS partitions.
|
|Gemulator runs on laptop PCs, even color laptops, allowing
Laptop |you to use your favorite Atari ST software almost anywhere,
Ready |on smaller and lighter machines than the Atari STacy. All
|you need is a laptop with an 8-bit card slot.

The complete Gemulator 3.0 package lists for only $299 U.S. at an Atari
dealer near you, or contact Toad Computers, Rising Star, Floppy Wizard,
Xanth Computers, or PMC to order by
phone.
For a demo video, upgrade information, or more product information,
write or fax to:

Branch Always Software, 14150 NE 20th St, Ste.302, Bellevue, WA 98007
Phone (before 2pm Eastern time) or FAX: 206-885-5893
CompuServe: 73657,2714
GEnie: BRASOFT
Delphi: DAREKM

2923. Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 08:05:32 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XNDB9B3w165w@cyberden.sf.ca.us>
Source record: 105585
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

From:
B R A S O F T N E W S
The official newsletter of Branch Always Software. August 1993 issue.

Introducing Gemulator 3.0

If you have never seen Gemulator, picture this: You plug a small card into your PC. The card is the Gemulator ROM reader card which allows your PC to use the Atari ST's TOS ROM chips (TOS is the operating system which gives your ST the GEM interface). You then install the Gemulator emulation software into your PC's hard disk and run the emulator. In a few seconds, the familiar Atai ST desktop is up on the screen. Insert a disk, click on the A drive icon, and a window opens. You click on a program icon and in a few seconds you are running Atari ST software on your PC!

The whole Gemulator package, including the ROM reader card, a set of TOS 2.06 ROMs, and the emulation software (version 2.1) currently sells for $229 U.S. Without the ROMs, if you wish to use your own TOS ROMs, the package costs $179 U.S.

Gemulator 3.0, when introduced in September, will continue to sell for $229 with many new features added. If you are now a Gemulator user you can look forward to such new features as:

+ 800x600 16 color graphics and faster screen redraws
+ multiple ROM card and cartridge ROM support
+ sound (requires Sound Blaster or AdLib card)
+ hard disk autobooting and support for the HDX driver
+ modem support (using either COM1 or COM2)
+ Atari 800 emulation
+ numeric keypad support
+ more automated emulator configuration
+ improved compatibility
+ a new easy to read printed manual

And because Gemulator emulates the standard 68000 chip, the same microprocessor that's inside the ST, STE, and Mega ST computers, it can run Atari ST software that doesn't always run on 68030 based machines like the TT and Falcon and 68030 upgraded STs.

Gemulator 3.0 goes on sale in September.

How To Order The Demo Video and Upgrade To Gemulator 3.0

The Demo Video (on VHS tape) will be available in late September.
The cost is $20 and may be ordered by anybody.

Until September 3, 1993, all registered Gemulator users can upgrade to version 3.0 for only $30. We must have your registration card on file, so please send it in if you haven't
already. The upgrades will be sent out in early September prior to the Glendale show.

If you recently purchased or upgraded to Gemulator 2.1, i.e. after July 1, 1993, you are entitled to upgrade for only $10. Simply enclose a copy of the sales receipt from your dealer to show the date the product was purchased. After September 3, 1993, all upgrades will be $60.

Registered Gemulator users who require addition Gemulator ROM reader cards for use with the Gemulator 3.0 upgrade (to use with additional TOS ROMs or cartridge ROMs) may be ordered for $129 per card in addition to your upgrade fee.

All orders must be payable to Branch Always Software in U.S. funds by personal check or money order. Send payment to:

Brach Always Software, 14150 NE 20th St, Ste.302, Bellvue, WA 98007 USA

Shipping is free within Canada and the United States. Add $5 U.S per order for shipping anywhere else.

A U T H O R I Z E D G E M U L A T O R D E A L E R S

List price is $229 U.S. with TOS 2.06 ROMs. Prices in Europe may be slightly higher and vary due to flucuations in exchange rates.

XANTH COMPUTERS
14100 NE 20th St. #105
Bellevue, WA 98007
U.S.A
phone: 206-643-9697

RISING STAR COMPUTERS
P.O. Box 20038
Dayton, OH 45420
U.S.A
phone: 800-252-2787
fax: 513-254-7970

TOAD COMPUTERS
570-F Ritchie Highway
Severna Park, MD 21146
U.S.A.
phone: 800-448-8623
fax: 410-544-1329

PURPLE MOUNTAIN COMPUTERS
15600 NE 8th St. #A3-412
Bellevue, WA 98008
U.S.A.
phone: 206-399-8700

THE FLOPPY WIZARD
217 Memorial City Mall
Houston, TX 77024
U.S.A.
phone: 800-798-0064
fax: 713-461-7751

BRANCH ALWAYS SOFTWARE
14150 NE 20th St., Ste.302
Bellevue, WA 98007
U.S.A.
Upgrades, videos, and dealer orders only

ACN
Postbus 5011
NL-2000 CA Haarlem
The Netherlands
phone: +31 023 351100
fax: 361444

ST Club
2 Broadway
Nottingham NG1 1PS
United Kingdom
phone: +44 0602 410241
fax: 241515

ATIN Electronics
Bloemenlaan 3
NL-2235 EM Valkenburg
The Netherlands
phone: +31 01718-12340
fax: 12478

2924. GED pic format

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 08:21:45 UTC
From: atario@cats.ucsc.edu
Message-ID: <24krmpINNasn@darkstar.UCSC.EDU>
Source record: 105583

In <87922@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

>The GED graphic format is really in two parts -- player/missles (PMG),
>and playfield.
[snip]

Wow. This whole thing looks a real lot like the Spectrum format on the STs, which is almost directly analogous: changing the palette midway through the scan line. Plus, in this case, the PMG stuff. Only thing is, in the Spectrum program itself, you just act like you're drawing normally and the program handles all the technical stuff (like rearranging the palettes when you draw something new), and the various converters (GIF -> SPC, JPG -> SPC) automatically figure out "optimum" configurations of pixel values and palette settings. All that must take a load of computation, and I imagine the same type of thing on the GED format would be rather hairy to say the least. Well, good luck! I'll be interested to see your release package!

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

2925. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 18:31:29 UTC
From: cmedley@wam.umd.edu
Message-ID: <24lve1$b6@cville-srv.wam.umd.edu>
Source record: 105586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <XJDB9B2w165w@cyberden.sf.ca.us>, <phbill@cyberden.sf.ca.us> wrote:
>--
>Gemulator turns a PC into an AWESOME ST clone:
> - TOS 2.06 ROMs included,
> - 640x480 and 800x600 color graphics,
> - 1.44 meg floppy disk support,
> - modem, printer, and sound support,
> - emulates up to 8 meg of RAM,
> - Atari 800 emulation,

The only reason I wouldn't buy one is that it can't do MIDI. If it did
MIDI, I'd be happy. :)

(Add MIDI and you'd get a lot more sales)

Also, does it have HD support? Later in the post it says it does i think
for using PC HDs, but I'm not clear as to the difference....

2926. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 20:01:27 UTC
From: system@cyberden.sf.ca.us
Message-ID: <4sac9B2w165w@cyberden.sf.ca.us>
Source record: 105587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

phbill@cyberden.sf.ca.us writes:

> --
> | G E M U L A T O R 3 . 0 |
> | The Atari Emulation Card for PC Compatibles |
> --
>
> [Windows 3.1] Last year we released Gemulator, the world's only Atari
> [screen dump] ST emulation card for DOS based PCs. With the freedom
> [shows Gemul-] to run Atari ST software on a PC just about anywhere,
> [ator running] over 500 Atari users just like you are already using
> [Atari XE DOS] Gemulator on their PCs at home, at work, at school, and
> [2.5 and Cal-] when they travel.
> [amus SL.]
>
> Gemulator turns a PC into an AWESOME ST clone:
> - TOS 2.06 ROMs included,
> - 640x480 and 800x600 color graphics,
> - 1.44 meg floppy disk support,
> - modem, printer, and sound support,
> - emulates up to 8 meg of RAM,
> - Atari 800 emulation,

Well... where's the MIDI support... didn't they realize that without supporting the accuracy of a normal ST's MIDI port structure that this GEMULATOR is doomed a quick death? No... trust me... it will die. MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also play games and the such, but no MIDI? no way... it's a LOT cheaper to buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices no doubt) max will get you a killer ST system.

2927. Atari 8-bit/7800 Games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 20:07:31 UTC
From: Rob-G@cup.portal.com
Message-ID: <87998@cup.portal.com>
Source record: 105588
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

```
##################################################################################
Atari 8-Bit Items
##################################################################################

Atari CX85 Numeric Keypad.....................................................5

Star Raiders (cartridge, box, instructions)..........................10
Atari's Timewise (disk, manual, box)..................................7
Tigers in the Snow (disk, box, manuals)...............................7
Silent Service.....................................................4
Touchdown Football.................................................4
Text Wizard (Datasoft).............................................4
Jewels of Darkness (with docs).....................................4
Silicon Dreams (with docs).........................................4
SSI Tigers in the Snow (in box w/all docs)...........................4
Zork I (two available).............................................4
Fort Apocalypse....................................................4
F-15 Strike Eagle (w/docs).........................................4
OSS's Action! Runtime Library.....................................10
Hardball...........................................................4
Print Power (Commodore/Atari) (w/all docs)...........................4
Award Ware (Commodore/Atari) (w/all docs)............................4
Spell Checker!.....................................................1
Crush, Crumble & Chomp! (cassette -- in box w/docs)..................4
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....2
Zaxxon (cassette -- in box w/docs).................................2

ImageCat -- ATARI ST (fairly new version)...........................7

##################################################################################
Atari 7800 Games -- $5 each
##################################################################################

Pole Position II
Jinks
Choplifter
Robotron: 2084
Crossbow
Hat Trick (hockey)
Food Fight
Asteroids
Ballblazer

##################################################################################
```

Please send me Email if interested. Thanks!

Prices do not include shipping.

Thanks!
Rob_G@Delphi.com or Rob-G@cup.portal.com

2928. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-15 23:39:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <24mhfl$c2d@cville-srv.wam.umd.edu>
Source record: 105589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us>, <system@cyberden.sf.ca.us> wrote:
>phbill@cyberden.sf.ca.us writes:
>
>> --
>> | G E M U L A T O R 3 . 0 |
>> | The Atari Emulation Card for PC Compatibles |
>> --
>
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>play games and the such, but no MIDI? no way... it's a LOT cheaper to
>buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
>no doubt) max will get you a killer ST system.

Well, I never heard of STe's going to 8MB, but a 4MB STe can do a fair job
of MIDI sequencing provided you have a good program.

I guess if I were to spend the $2k I'd spend on my dream PC system, I'd
pay a little more to switch over to Cubase for Windows as well rather than
buy GEMulator for MIDI because I don't think it'd be as stable as running
a sequencer under its native environment.

2929. Re: Questions: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 00:08:29 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CBtsE7.1t6@genesis.nred.ma.us>
Source record: 105590
Cross-posted to: rec.games.video.classic,rec.games.video.arcade,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

ERic MeHlHaFf (mehlhaff@soda.berkeley.edu) wrote:
: In article <CBMo28.4Az@genesis.nred.ma.us>,
: Ralph Barbagallo <nugget@genesis.nred.ma.us> wrote:
: >
: > Yeah, I seem to remember reading way back in '88 or so that Namco
: >actually bought AtariGames...but I guess that was false.
:
: Actually, it was incomplete. Namco bought Atari OPERATIONS, the
: arcade-chain part of Atari. Namco is reasonably big as an operator in
: japan, with some 60 odd percent of their business there being
: operations.
:

Yeah, the arcade part...AtariGames. So Namco still owns AtariGames?

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

2930. Re: GED pic format

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 00:48:41 UTC
From: jharris@cup.portal.com
Message-ID: <88019@cup.portal.com>
Source record: 105592

>Wow. This whole thing looks a real lot like the Spectrum format on the
>STs, which is almost directly analogous: changing the palette midway
>through the scan line. Plus, in this case, the PMG stuff. Only thing is,
>in the Spectrum program itself, you just act like you're drawing normally
>and the program handles all the technical stuff (like rearranging the
>palettes when you draw something new), and the various converters (GIF ->
>SPC, JPG -> SPC) automatically figure out "optimum" configurations of pixel
>values and palette settings. All that must take a load of computation, and
>I imagine the same type of thing on the GED format would be rather hairy to
>say the least. Well, good luck! I'll be interested to see your release
>package!

One of the things I realized, is that I'm not planning to make GED a full drawing program. For my use, which is why the program exists, I only need to color an existing picture that I import from another source. Also, an automatic routine would make a lot of mistakes in GED's case, because it wouldn't know how large objects were eventually going to be when you started drawing them. That makes a big difference in deciding whether to use PMGs or not.

The routines in Atari ST Spectrum are much easier, because their format creates an even and identical color distribution on every line. With GED, the combinations of redefining PMGs including sizing and all, create very abstract situations -- which computers are not very efficient at solving. The bad part is, if the computer made some mistakes in allocating resources, it would be very nasty to clean up. Manual coloring, at this stage, is still the way to go.

On the other hand, converting an entire picture to GED format is a much easier job, because you know where all the colors are needed all at once. Someday, this will very likely be done.

John Harris - jharris@cup.portal.com

2931. Re: GED pic format

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 00:48:50 UTC
From: jharris@cup.portal.com
Message-ID: <88020@cup.portal.com>
Source record: 105591

GED has just been uploaded to atari.archive in the directory
atari/8bit/New. This is my first FTP upload attempt, so please inform me
if it worked ok.

I think the TEST picture with 40 colors per line looks pretty nice. :-)

Enjoy,
John Harris - jharris@cup.portal.com

2932. Re: Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 01:48:09 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <yuqc9B2w165w@cyberden.sf.ca.us>
Source record: 105593

darreld@access.digex.net (ddavis) writes:

> I downloaded the program called MULE which is supposed to
> allow me to transfer 1 file at a time between the PC and my
> 800XL but It doesn't seem to work. Whenever I invoke MULE.EXE
> on the PC (either under DOS 5.0 or OS/2's DOS) it just hangs.
>
> Anyone having success with it?
>
> -> Darrel <-
> --
> ---
> * Darrel L. Davis - darreld@access.digex.net (301)670-6722 *
> * *
> ---

Yep... it worked fine for me.. The fa<t that it's simply a beta program
made to show off the fa<t that file xfer between a sto<k 1050 and a P@
drive may be the reason it isn't the best thing around! :) Well, it is
in fa<t the ONLY thing around that DOES it.. it just wasn't finished up
well enough. Damn, I forgot who wrote it. He's in @alif... I must
admit, for the time he spent (a week or so??!) and the hardware at hand
(an Atari sto<k 1050!) he sure made something nifty.

I'm just wondering myself, though, if there's any newer version that does
more than one file... or at least has a BIG buffer... not like 20-30k

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

2933. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 02:05:05 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <7mRc9B3w165w@cyberden.sf.ca.us>
Source record: 105594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

system@cyberden.sf.ca.us writes:

>
> Well... where's the MIDI support... didn't they realize that without
> supporting the accuracy of a normal ST's MIDI port structure that
> this GEMULATOR is doomed a quick death? No... trust me... it will die.
> MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
> play games and the such, but no MIDI? no way... it's a LOT cheaper to
> buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
> no doubt) max will get you a killer ST system.

Well... again, you must realize that this thing is still more or less in
an infan<y stage... at least I hope. I mean, hell.. plenty of times they
pointed out in the bro<hures that "su<h&su<h isn't supported... yet"
well, not "yet" but "in this version"

Let me see if I <an find out what it says about MIDI....

ahh shoot.. where'd it go? well . anyways.. this is the first version
(or so they seem to say) that supports ANY sound... soo.... :)

Well, xor... just wait another year :) ... maybe (hopefully) less

ps - it mentions about using it under Windows, straight MSDOS, and Unix.
What DOS do you use on you ma<hine, anyways?
s/

2934. MIDI market share

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 03:09:58 UTC
From: seitz@netcom.com
Message-ID: <seitzCBu0sM.LMu@netcom.com>
Source record: 105595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST.

MIDI makes up 90%+ of the Atari market? That sounds high to me, based
on the share of MIDI articles and software I see in the magazines and on
on-line services. What leads you to think that MIDI is such a dominant
influnce?

--
Matthew Seitz
seitz@netcom.com

2935. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 03:29:39 UTC
From: ScottM@cup.portal.com
Message-ID: <88037@cup.portal.com>
Source record: 105596

>In this game there are two guy's (each controlled by one player) that walk
>after eachother while some nice graphics scrolls by. You had to complete
>the levels by jumping (low, normal, high).
>
I love this game. Pulled it out last week. Then I realized I forgot how to
do the low jump. I know normal is just the button and high is the button
while you push up. Is low the button and push down?

>Boy, did we play that game a lot and if it hadn't been on cassette we would
>have played it even more.
>
>Did someone else have the same experiences with this game or is it just me.
>
Yep. My cousin used to spend summers at my house and we would play this and
other games for hours.

>Jos Wijdeven wijdeven@es.ele.tue.nl

/==\
|Scott Maxwell * RU 486, Intel 486, Coincidence? |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, * The eyes are the windows to the soul. |
|1200, Pet 2001, Vic, * His however, are painted shut! |
|64, 128, 800XL, //e * This space for rent - 555-RENT |
\==/

2936. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 03:29:58 UTC
From: ScottM@cup.portal.com
Message-ID: <88038@cup.portal.com>
Source record: 105598

```
>(Question about converting tape commercial prgs. to disk).
>Sometimes you can do it. Usually you can't or it is tedious.
>Often, the tape prg. is protected. Often it loads over DOS and
>won't work with disk without major finagling. I successfully
>made 'KidGrid' run from disk. It was a simple one stage load
>in memory that did not conflict with dos. Now my Bruce Lee tape,
>that I messed with quite a bit. It was about a 6 stage load.
>Over dos. Encryption. A mess. Only get those tapes if you want
>to play with them. Chances are you won't be able to convert them
>to disk.
>
How do you protect a tape? I mean I know a fair amount about disk-based
protection but never heard of tape protection. Sounds interesting.

/============================================================\
|Scott Maxwell * RU 486, Intel 486, Coincidence? |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, * The eyes are the windows to the soul. |
|1200, Pet 2001, Vic, * His however, are painted shut! |
|64, 128, 800XL, //e * This space for rent - 555-RENT |
\============================================================/
```

2937. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 03:31:15 UTC
From: ScottM@cup.portal.com
Message-ID: <88040@cup.portal.com>
Source record: 105597

```
>Hmm, btw does anyone remember "Spindizzy" ??
>
Yep. I still have it and play it often.

/============================================================\
|Scott Maxwell * RU 486, Intel 486, Coincidence?             |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, * The eyes are the windows to the soul.   |
|1200, Pet 2001, Vic, * His however, are painted shut!       |
|64, 128, 800XL, //e * This space for rent - 555-RENT        |
\============================================================/
```

2938. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 04:11:06 UTC
From: dam1@Ra.MsState.Edu
Message-ID: <24n1cq$jto@Tut.MsState.Edu>
Source record: 105599

I have the following Atari 8-bit items for sale:

Accessories - 1 Suncom Tac-3 joystick $3
1 Atari 7800 joystick $3
1 set of paddles $5

Software on disk - Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15

Games on disk - Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Hacker $7
Jewels of Darkness $5
Leaderboard Dual Pack $10
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Quest of the Space Beagle (no docs) $3
Silicon Dreams $5
Trail Blazer $10

Books - Atari DOS 2.5 Manual, $7

If you are interested in any of the above please contact me...

Daniel Martin
3429 Shannon Dale Drive
Jackson, MS 39212

601-372-1605

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu

2939. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 04:55:13 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CBu5o1.Byu@cunews.carleton.ca>
Source record: 105600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>phbill@cyberden.sf.ca.us writes:

>> - Atari 800 emulation,
>
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
....

In my opinion, mihocka has a real good thing going here. People
who need midi will pay to get it anyway. People who don't but who
admire the ease of use of GEM and the power of software like CAlamus
will gladly go for this. Let's face it... the 486 is more certain to
last than the the Atari, and is more easily available and serviceable.
Unless the falcon really takes off big, my way of upgrading from the
STs I own would not be to the Falcon. It might well be to a 486 and a
Gemulator so that my investment in files and software I love is
preserved.
The atari has always been able to do things no MessyDoss system can
do, and do it faster, smoother and more pleasantly. If I could now
get a cheap 486 and an emulator, I would have the best of both worlds.
The only thing I would miss would be the Spectre/GCR emulation. If I
were Small, I would join Mihocka on this one.

2940. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 06:32:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <24n9m1$r9o@cville-srv.wam.umd.edu>
Source record: 105601
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <CBu5o1.Byu@cunews.carleton.ca>,
George Frajkor <gfrajkor@superior.carleton.ca> wrote:
>In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>>phbill@cyberden.sf.ca.us writes:
>
>>> - Atari 800 emulation,
>>
>>Well... where's the MIDI support... didn't they realize that without
>>supporting the accuracy of a normal ST's MIDI port structure that
>>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>....
>
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>who need midi will pay to get it anyway. People who don't but who
>admire the ease of use of GEM and the power of software like CAlamus
>will gladly go for this. Let's face it... the 486 is more certain to
>last than the the Atari, and is more easily available and serviceable.

A 486 may be more serviceable, but what about the GEMulator board itself?
I'm looking at this in terms of a system purchase... will Mihocka be able
to support GEMulator for as long as ST/Falcon systems ship?

Will he continually provide upgrades? What type of upgrades does he offer
now?

And as small as Atari is, a 3rd party company like his is even smaller, so
getting support may be even more difficult.

>Unless the falcon really takes off big, my way of upgrading from the
>STs I own would not be to the Falcon. It might well be to a 486 and a
>Gemulator so that my investment in files and software I love is
>preserved.

Well, my own personal attitude is that when (not if!) i get a 486, I'm
going to buy all new software, and convert as much as I can to run under
whatever native OS I'm using on it. There may be a Falcon in my future, too,
simply for Direct-to-Disk recording... <it's cheaper than anything else i've
seen for the job>

2941. ATARI 1027 printer for use with PC???

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 11:08:26 UTC
From: kspeichl@x.cip.e-technik.uni-erlangen.de
Message-ID: <24npraEe62@uni-erlangen.de>
Source record: 105602

I have bought an ATARI 1027 typewriter (very cheap) but don't know how to use it. As I don't have an ATARI-computer, I can't even try if it's ok.
Does anyone know how the communication between an ATARI 400/600/800 and the peripheral devices works? It is obviously a serial bus wich connects the printer (and I suppose also the Diskdrive etc.) to the computer.
I guess that every component has its own device number. But what is it for the printer? And how works the transfer of data? Is a handshake signal needed?
I have fed the printer several hours with random numbers, but nothing happened.
What can I do?

2942. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 12:56:25 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CBury4.9tL@cbnewsc.cb.att.com>
Source record: 105603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

From article <24n9m1$r9o@cville-srv.wam.umd.edu>, by ('Flip' Medley):

> In article <CBu5o1.Byu@cunews.carleton.ca>,
> George Frajkor <gfrajkor@superior.carleton.ca> wrote:
>>
>> In my opinion, mihocka has a real good thing going here. People
>>who need midi will pay to get it anyway. People who don't but who
>>admire the ease of use of GEM and the power of software like CAlamus
>>will gladly go for this. Let's face it... the 486 is more certain to
>>last than the the Atari, and is more easily available and serviceable.
>
> A 486 may be more serviceable, but what about the GEMulator board itself?
> I'm looking at this in terms of a system purchase... will Mihocka be able
> to support GEMulator for as long as ST/Falcon systems ship?
>
> Will he continually provide upgrades? What type of upgrades does he offer
> now?
>
> And as small as Atari is, a 3rd party company like his is even smaller, so
> getting support may be even more difficult.

Fortunately, Derek has a day job. :-) He works for MicroSoft, so
I don't think he is doing this for the money. He has been good
about support for his work for Atari in the past and I see no
reason why this should change. His company, Branch Always Software,
has developed other Atari ST products that have met with success
and been well supported.

>
>>Unless the falcon really takes off big, my way of upgrading from the
>>STs I own would not be to the Falcon. It might well be to a 486 and a
>>Gemulator so that my investment in files and software I love is
>>preserved.
>
> Well, my own personal attitude is that when (not if!) i get a 486, I'm
> going to buy all new software, and convert as much as I can to run under
> whatever native OS I'm using on it. There may be a Falcon in my future, too,
> simply for Direct-to-Disk recording... <it's cheaper than anything else i've
> seen for the job>
>
This is fine for someone working full time in a high paying job. :-)
Not everyone is in that position yet, nor may they be for some time to
come. Those in college or with young families and a mortgage simply do
not have the resources to buy a $2000 computer plus that much or more in

software for it. Since we can't in good conscience recommend piracy, that leaves little choice for some.

Notice I am not directly recommending the GEMulator because I have not seen it run, but Dekek has a good track record and I think you would probably be happy with the product and the support including future upgrades.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

2943. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 13:19:20 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug16.131920.1377@exu.ericsson.se>
Source record: 105604

Steve J. Quest writes:
>
>Is talking about pirate Atari 8-bit
>software still taboo, even tho the computer is discontinued for
>the most part within the United States? Would it still be illegal
>for someone to upload these programs to the archive? I have seen
>collections of over 480 different dos files, most of which were
>games for the 8-bit Atari computers. Wouldn't it be grand if we
>could trade these files legitimately?

Yes, it would indeed be grand. Unfortunately, there are still
vendors that sell 8-bit software (both new and used). Somehow,
they must still be making money and I'd hate to trample their
livelihood.

I'd love to see the 8-bit world cleaned-up, though. Some legitimate
software is next to impossible to find. Many original copy-protected
disks have gone flakey over the years, even though they may still be
sealed in the original box. I assume this is what the "Atari
Archives" project is all about? How about an update? (The Apple
equivalent, the "Lost Classics" project, seems to be making progress.)

--
James Hague
exuhag@exu.ericsson.se

2944. Re: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 15:29:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930816102940MIS0160@MVS.UDEL.EDU>
Source record: 105505

In article <88040@cup.portal.com>,
ScottM@cup.portal.com (Scott - Maxwell) writes:

>>Hmm, btw does anyone remember "Spindizzy" ??
>>
>Yep. I still have it and play it often.
>
Does anyone out there know who published Spindizzy?

2945. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 16:25:56 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CBv1nE.E7s@cbnewsc.cb.att.com>
Source record: 105506

From article <1993Aug16.131920.1377@exu.ericsson.se>, by (James Hague):
>
> I'd love to see the 8-bit world cleaned-up, though. Some legitimate
> software is next to impossible to find. Many original copy-protected
> disks have gone flakey over the years, even though they may still be
> sealed in the original box. I assume this is what the "Atari
> Archives" project is all about? How about an update? (The Apple
> equivalent, the "Lost Classics" project, seems to be making progress.)

No, the Atari Archive is simply a repository for freeware/shareware
software and text files (back issues of zmagazine, etc.). No copyright
material is accepted for inclusion (except for shareware programs with
copyright notices by the author).

I am curious about the Apple "Lost Classics" project. How is that being
handled? Is someone trying to contact the former companies/authors to
get a written authorization that releases these into the public domain?
I would like to see one person/organization/location take on the
responsibility of doing this. Maybe Atari Classics can run a page that
lists former copyrighted material that is now public domain. It needs to
be an organized effort.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

2946. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 16:28:18 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Aug16.162818.19687@def.bae.co.uk>
Source record: 105522

In article <CBoKID.3D4@rahul.net> bryanw@rahul.net (Bryan Woodworth) writes:
#In <CBAKws.8G9@srgenprp.sr.hp.com> frankh@sr.hp.com (Frank Hamlin) writes:
#
#>We had a game where the marbles rolled down a maze with various trap
#>doors. The doors would open & close at random, and redirect the marbles
#>at the bottom. You had to catch them. I seem to remember getting a
#>bigger house every time a level was completed. Does this sound similiar
#>to what you are looking for?
#
#
#Hmm, btw does anyone remember "Spindizzy" ??

Have it? I've just sold it!

2947. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 16:37:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <24od41$med@cville-srv.wam.umd.edu>
Source record: 105507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <CBury4.9tL@cbnewsc.cb.att.com>,
Kit Kimes@AT&T/NCR <kimes@cbnewsc.cb.att.com> wrote:
>From article <24n9m1$r9o@cville-srv.wam.umd.edu>, by ('Flip' Medley):
>
>> In article <CBu5o1.Byu@cunews.carleton.ca>,
>> George Frajkor <gfrajkor@superior.carleton.ca> wrote:
>>>
>>> In my opinion, mihocka has a real good thing going here. People
>>>who need midi will pay to get it anyway. People who don't but who
>>>admire the ease of use of GEM and the power of software like CAlamus
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>>>last than the the Atari, and is more easily available and serviceable.
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>> A 486 may be more serviceable, but what about the GEMulator board itself?
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>>
>> Will he continually provide upgrades? What type of upgrades does he offer
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>>
>> And as small as Atari is, a 3rd party company like his is even smaller, so
>> getting support may be even more difficult.
>
> Fortunately, Derek has a day job. :-) He works for MicroSoft, so
> I don't think he is doing this for the money. He has been good
> about support for his work for Atari in the past and I see no
> reason why this should change. His company, Branch Always Software,
> has developed other Atari ST products that have met with success
> and been well supported.
>

I'm not convinced of that yet... so far, Darek's main products in the ST
market (correct me if I'm wrong) were Quick ST and the Atari 8-bit emulator.
The only serious commercial success he had was with Quick ST, which as
I understood, he licensed to CodeHead so he could devote his time to
working on GEMulator.

I think it is probably a fascinating piece of hardware, but I guess I'm
wondering how he is going to maintain GEMulator and how secure this
investment will be for 4-5 years from now. If Darek stops right now, I
would be able to run MIDI on it, and anything that hits hardware directly
(i.e., games) probably won't work.

I'm also thinking back on how the accident w/ Dave Small's son forced him to take time off from Gadgets to take care of family matters. I noticed we did not see a lot of SST030 and GCR expansions during that time.... and I think he has been shown to have excellent support for his users (at least the ones i've met). But things happen...

(basically, i'm leery of paying $300 for an emulator that can't quite mimic the whole 9-yards... with PC emulators for the Atari, we usually can emulate their ports... with GCR we can read/write Mac disks and even use our HDs as if we were a Mac.. i'd like to see the GEMulator in person to see if it is really doing what it claims...)

2948. ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 17:20:39 UTC
From: cwilliam@tigger.cs.colorado.edu
Message-ID: <1993Aug16.172039.3728@colorado.edu>
Source record: 105508
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
-= Atari ST Hardware =-

ST HARD DISK Quantum 45MB SCSI w/new ICD Link for ST $149
ICD LINK Brand-new (in box) mini-adaptor SCSI->Atari ST $59
SPECTRE CART Spectre 128 w/ROMS v3.0 runs all Mac software $199
1040STFM no nicks or yellowing w/mouse $99
RGB MONITOR RGB Color monitor for Atari ST/8bit/Amiga/TV $79
STFM PARTS 1040STFM good drive but occassionally bombs $49
ST PARTS full set of chips incl. MMU and TOS 1.2 $19
BLASTER! Variable auto-firer for any joystick $4
ST CABLE 3' floppy drive cable for Atari ST $2
ST CABLE Atari monitor->audio/video RCA plugs for stereo $1

-= Atari ST Software (your choice $5) =-

DUNGEON MASTER Dungeon Master w/docs $5
BLACKJACK PLUS Complex blackjack for professionals $5
GFA PROGRAMMING Tutorial book on using GFA BASIC 3.0 $5
1ST WORD Atari's original word processor $1
SUPRA UTILS Supra's lated hard drive utils $1
SGATE HINTS Shadowgate hint disk $1

-= Atari 8-bit Hardware =-

ATARI 130XE In virgin-new condition $79
INDUS DRIVE Best DS/DD drive for Atari w/LED (in box) $49
COLOR MONITOR Composite for Atari/Apple/TV $39
ATARI 1050 Dual-density disk drives (new in box) $29
ATARI 800XL In virgin-new condition (2) $29
ATARI 850 Interface to use IBM modem/printer w/cable $29
HAPPY 810 Super-fast drive also copies protected software $29
PERCOM DRIVE Slave DD drive for Atari w/printer port $19

-= Atari 8bit accessories/software =-

8bit mon cable Monitor audio/video cable for 8bit (several) $4
SIO cable SIO cables for drives, printers, etc.. $2
BUSINESS PACK the best business titles for Atari NEW in box $19
PRINT SHOP THE disk/card sign maker for the Atari
PSHOP COMPANION Extra icons/fonts/borders/pictures
SYNCALC Best spreadsheet for Atari
TYPESETTER WYSIWIG desktop publishing for 8bit
GAMES PACK the best games ever written (all w/manuals) $19
ZORK 1 the original adventure game w/manual and hints
ZORK 2 the sequel w/manual and hints
```

ZORK 3 the final episode w/manual and hints
GUIDE Hitchhiker's Guide in box w/hints
ZOMBIES aka Realm of Impossibility, arcade-quality game
ARCHON Classic animated chess game (from Star Wars)
KARATEKA Classic karate game w/super graphics&sound

-= Misc. electronics =-

CAR SPEAKERS JVC Olifin Cone 4x6 80w 4ohm (paid $149 new) $29
PageMaker Mac Legal Version 4.2 disks ONLY for Mac $5
CAR SPEAKERS 6" square Realistic 20W 8Ohm raised-mount $1

-= IBM Hard Drives =-

213MB SCSI NEW Maxtor 12ms tiny external SCSI drive(8"x8") $249
45MB SCSI Quantum 15ms external SCSI drive $79
88MB SYQUEST NEW Syquest 88MB removable SCSI (never run out) $199
6 88MB CARTS NEW Syquest 88MB cartridges (6) $79

-= Motherboards and chips =-

386DX40 CPU 1 AMD 386DX 40Mhz CPU (new w/warranty) $29
2 1MB SIPPs 2 1MBx9 80ns SIPPS (pins not card-edge) $9
256K DRAM 23 256k DRAMs 120 & 150ns $9
386DX40 system 40Mhz DX in LED mid-tower (5bays) w/230 P.S. $179

-= IBM controller and other cards =-

5 tape drives 5 QIC-36 120MB tape backup units&card(10MB/min) $175
AT RLL w/floppy NEW Western Digital 1003 RLL1:1 w/cables&docs $29
AT MFM Western Digital 16bit MFM $9
AT MFM w/floppy National Computer 16bit MFM w/floppy $9
IBM AT MFM Original IBM 16bit MFM w/floppy $9
XT MFM Xebec 8-bit MFM controller $9
MONO cont. Hercules monochrome TTL controller w/parallel $5
3 Trident SVGA Trident 8900C 1MB SVGA w/accel Win/CAD drivers $79

-= Misc. other IBM components =-

Color Monitor Composite for Atari/Apple/IBM CGA/TV $39
CAD SVGA 19" SVGA 1024x768 NI CAD monitor (big&heavy) $39
Local, you come pick it up, too heavy to ship.
It is a SUN multiscan monitor which requires a special
PGA card to drive it. Want a cheap project monitor?
STEREO SWITCH Stereo expander for TV sound (supports 3 devs) $19
MODEM 1200-baud Hayes modem (runs off phone power) $9
CABLES 8' serial (9&25pin, either sex ends) $5 ea

-= IBM Software (all in box w/manuals) =-

Borland C 3.1 Complete Borland 3.1 C++ for Win w/all manuals $149
for Windows (Turbo Debugger/asm/profile, reference, etc 3")
Q-DOS Collect Q-DOS Backit, QDOS, Optimize, Menu, Virus 3" $39
Dark Savant Wizardry Dark Savant 5" $29

SimEarth Famous sequel to SimCity for Earth 3"/5" $19

2949. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 17:55:40 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CBv5su.L9q@cbnews.cb.att.com>
Source record: 105509
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1993Aug16.172039.3728@colorado.edu> cwilliam@tigger.cs.colorado.edu (Christopher Williamson) writes:
>
> ZOMBIES aka Realm of Impossibility, arcade-quality game
>

Zombies was the original. Realm of Impossibility was the sequel.
Both were awesome. Up there with Ali Baba and the Forty Thieves and
Boulderdash as my all-time favorites.

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

2950. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 18:20:43 UTC
From: system@cyberden.sf.ca.us
Message-ID: <9s1D9B2w165w@cyberden.sf.ca.us>
Source record: 105511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

anyone@cyberden.sf.ca.us writes:

> ps - it mentions about using it under Windows, straight MSDOS, and Unix.
> What DOS do you use on you ma<hine, anyways?

386/33, but not for music...

2951. Re: MIDI market share

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 18:21:58 UTC
From: system@cyberden.sf.ca.us
Message-ID: <BV1D9B3w165w@cyberden.sf.ca.us>
Source record: 105512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

seitz@netcom.com (Matthew Seitz) writes:

> In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
> >
> >Well... where's the MIDI support... didn't they realize that without
> >supporting the accuracy of a normal ST's MIDI port structure that
> >this GEMULATOR is doomed a quick death? No... trust me... it will die.
> >MIDI makes up 90-95% of the market of the ST.
>
> MIDI makes up 90%+ of the Atari market? That sounds high to me, based
> on the share of MIDI articles and software I see in the magazines and on
> on-line services. What leads you to think that MIDI is such a dominant
> influnce?

My experience in working with the ST for 5 years and seeing others in the
field. Games were popular in Europe, but in the states, aside from the
occasional pirate who had to have everything, I really never heard of
someone buying the ST for just playing games... The Amiga was better at
that... it starting coming down to music writing and playback. I mean,
the thing has built in MIDI ports... the only computer to do this as far
as I know... hense, there is a reason for that... Perhaps the 90% was
a bit high... but definately 80-85%... The ST just sucks for anything else.
The keyboard renders it useless for most business applications or word
processing. The mouse feels like shit, the graphics are so so, it's not
the fastest thing in the world... but for MIDI, it's perfect. I dunno...
it could be something I ate.

2952. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 18:55:32 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H1TD8G0U768Y4YAM@carleton.edu>
Source record: 105510

Atari Archive: 8bit/faq2.arc

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the 8-bit Atari FAQ List

Updated 13-Aug-93

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.arc.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA

U.S.A. 94579-2016
tel: 1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, LabelMaster, Multi-Column Lister

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639

FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg0@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Software
27 Stiles St.
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-W-6457 Maintal 4
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Eternal Dagger, Tactic, Zador II, Ogre, Atomit II,
Tecno Ninja

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain Software
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

Mars Merchandising
1041 E. St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
c/o Rick Detlefsen
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware/software
Developer: various utilities, hardware projects

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,

OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, SBM, SBM 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE, Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020

Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear,
Programmer's Workshop Volumes 1-4, Boing II

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA

U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 07831
tel: (908) 928-9371
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

2953. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 19:02:40 UTC
From: ed@Tekelec.Com
Message-ID: <1993Aug16.190240.1639@gecko.uucp>
Source record: 105514

It wasn't a cartridge game, but Infidel was a really good text adventure.
I managed to get the max number of points a few times through, but could never
avoid getting killed in the last room or when leaving it. Was there anything
else besides the mast from the ship to stand on when opening the door or to
put in the brackets to hold up the roof?

Eastern Front was also a good game. I don't think it was possible to
win above level 5 or so, the authors said this was on purpose so that you
could see just how futile it was for Hitler to invade Russia when he did.

Ed Campbell

2954. Re: ATARI 1027 printer for use with PC???

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 19:48:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FV5D9B4w165w@cyberden.sf.ca.us>
Source record: 105518

kspeichl@x.cip.e-technik.uni-erlangen.de (Klaus Peichl) writes:

> I have bought an ATARI 1027 typewriter (very cheap) but don't know how to use
> Does anyone know how the communication between an ATARI 400/600/800 and the
> peripheral devices works? It is obviously a serial bus wich connects the
> printer (and I suppose also the Diskdrive etc.) to the computer.
> I guess that every component has its own device number. But what is it for
> the printer? And how works the transfer of data? Is a handshake signal needed
> I have fed the printer several hours with random numbers, but nothing happene
> What can I do?
>

Well, I dont know the te<hni<alities, but the Atari's OS has a table of
devi<e handlers... some loaded by the OS (ROMs), like @:assette,
P:rinter, E:ditor, K:eyboard, et<.. some booted or loaded, like
D:isk drive (DOS), R:S232 (usually modem), et<.

You <an always repla<e the handler, like was done with the E:ditor..
there's a repla<ement version out there that is a lot faster than the
OS-ROM one.

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2955. Re: Undocumented 6502 OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 20:01:01 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug16.200101.13961@exu.ericsson.se>
Source record: 105513

John D Harris writes:
>
>That's as far as I went. We're apparently looking at strange paths though
>the micro-code.

Or more likely the Don't Care situations of the instruction execution
logic.

Interesting stuff, though.

--
James Hague
exuhag@exu.ericsson.se

2956. printer for atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 21:13:56 UTC
From: cho@richsun.cpg.trs.reuter.com
Message-ID: <4552@richsun.cpg.trs.reuter.com>
Source record: 105517

For those of you scavenging for a printer for your atari 800 here's your chance to get a decent deal.

Seikosha GP-100 AT printer for the Atari 400/800.
This graphics printer plugs right into the port.
Price is $55. (shipping extra)

It works like new.

Reply via email or phone 708-574-7424 ext. 2505

2957. Problem with Basketball on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 21:40:02 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9308162121.AA23853@smithkline.com>
Source record: 105515

I just completed all the electronic modifications for a dramatic improvement to the video output of the 1200XL (hopefully will have it written up in time for the December '93 issue of AC). With my mods the 1200XL becomes the best 8bit game machine, as the colors are more brilliant than video upgrades for the 600XL/800XL, while at the same time retaining the great improvement in sharpness & resolution of the upgrade I published in Current Notes awhile back.

I did a lot of testing & comparison with other upgraded XL's on this mod, paying particular attention to problems with color. I used a variety of cartridge-based games for the color testing. For some reason my Atari Basketball cart just would not boot in the 1200XL, tho it worked fine in the 800XL & 600XL. The 1200XL just came up dead, dark screen, no input response, etc. It ran sevral other cartridges just fine. Is there some incompatibility of Basketball with the 1200XL? Or, do I just have a funky cart? Or a funky 1200XL?

Anybody?????

- BEN POEHLAND
The 8-Bit Alchemist

****

2958. Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 21:41:38 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug16.214138.13490@ultb.isc.rit.edu>
Source record: 105516

I've been trying to build the reverse of the sio2pc hardware---
in other words, something to hook Atari peripherals up to my PC
(more particularly, the disk drives)
I successfully built a circuit that converts the RS-232 +/-12V
send/receive signals to 0/5V TTL data in/out signals for the Atari,
using line driver and receiver chips from Radio Shack.
I also use DTR to drive the "command" line. But, no matter
what I do, I cannot seem to get the drive to respond.
The packet I'm sending is: 31 53 00 00 84 (drive 1 status)
Shouldn't I be receiving something back? I tested the circuit, and
it responds correctly for converting the signals.

What I'm wondering, do I need to also supply the 5V and 12V signals to
the SIO port? I tried giving it 5, and also got no luck, but I'll
need another power supply to give it 12, since I'm only using 9 for my
RS232 driver right now. Also, does the drive perhaps need signals
on the proceed or clock in/out lines?

Then again, maybe the timing on the command line is more important than
I thought-- since I'm doing this under Unix, I just turn DTR on (which
drops the command line to 0V) and leave it on until my command is done,
but the timing isn't very precise.

If anyone knows exactly what the drive expects in the way of signals,
it would be greatly appreciated. (also, do I need to invert the signals
coming from the line drivers? The way it is now, +12V yields 0V, and
-12V yields 5V)

Thanks
- Frank

(email a response to me too, since I'm away right now and won't be able
to read this very often)

2959. Re: Ascii to Atascii Convertor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-16 23:11:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <24p465$cbk@charm.magnus.acs.ohio-state.edu>
Source record: 105519

In article <23isq8$rbe@usenet.INS.CWRU.Edu> ai792@cleveland.Freenet.Edu (Tony Lang) writes:
>
> If anyone could point me in the right direction to find a nice
>Ascii-to-Atascii file convertor program. I seem to have lost
>the one I used. It had quite alot of options on it, and was
>invoked via the Sparta_Dos command line. From what I remember,
>it was fast as it did block reads, and none of this fgetc() or
>fputc() garbage. [Which, IMHO, is slower than molassas in January]
>(The equivalent calls would be get/put for any non C coder)

You may be looking for SDVert (something like that; the filename is SDV.COM or SDV40.COM).
I like it because it can convert between about 8 different formats, and it automatically senses which format your file is in-- just tell it what format you want it in. I don't remember if I found it on the archive or a local BBS, though.

(I didn't even know there WERE that many different text formats until I got this program!)

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

2960. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 01:31:54 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CBvqx6.2pp@cbfsb.cb.att.com>
Source record: 105521

In article <1993Aug16.214138.13490@ultb.isc.rit.edu> feb6399@ultb.rit.edu () writes:
>I've been trying to build the reverse of the sio2pc hardware---
>in other words, something to hook Atari peripherals up to my PC
>(more particularly, the disk drives)
>I successfully built a circuit that converts the RS-232 +/-12V
>send/receive signals to 0/5V TTL data in/out signals for the Atari,
>using line driver and receiver chips from Radio Shack.
>I also use DTR to drive the "command" line. But, no matter
>what I do, I cannot seem to get the drive to respond.
>The packet I'm sending is: 31 53 00 00 84 (drive 1 status)
>Shouldn't I be receiving something back? I tested the circuit, and
>it responds correctly for converting the signals.
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>What I'm wondering, do I need to also supply the 5V and 12V signals to
>the SIO port? I tried giving it 5, and also got no luck, but I'll
>need another power supply to give it 12, since I'm only using 9 for my
>RS232 driver right now. Also, does the drive perhaps need signals
>on the proceed or clock in/out lines?
>
>Then again, maybe the timing on the command line is more important than
>I thought-- since I'm doing this under Unix, I just turn DTR on (which
>drops the command line to 0V) and leave it on until my command is done,
>but the timing isn't very precise.
>
>If anyone knows exactly what the drive expects in the way of signals,
>it would be greatly appreciated. (also, do I need to invert the signals
>coming from the line drivers? The way it is now, +12V yields 0V, and
>-12V yields 5V)
>
> Thanks
> - Frank
>
>(email a response to me too, since I'm away right now and won't be able
>to read this very often)
>

Per the Atari Hardware manual (I can't believe I found it, first try,
maybe next I'll find my schmativs for the interface I wired up) the
serial Clock Out line on pin 2 goes high at the start of each data out
bit and returns low in the middle of each bit. The Clock In line on pin
1 is not used. The Data in and Out lines I presume you are implementing
satisfactorily, remembering that a 4 volt or higher level is a logical
one and 0 v is logical zero. The Command- is normally high, and goes
low when a command frame is being sent from the computer Specs are typical

of TTL, 2 volts or greater are a one on input, .4 volts or lower a zero. Output, of course, open collector, and looks rated for 2.5 K total equivalent pullup (1.6 mA, 4.5-.4 volts) or 4 ten K loads, 8 20 K loads.

I suspect you do need the clock output.

Timing specs don't look critical. But .. they are .. 750 - 1600 uS from Command- to first command byte, 650-950 uS from last bit to Command- back to high. The peripheral is to acknowledge betweeen 0 uS and 16 mS. The computer can then send between 1000 uS and 1800 uS later.

Hope this helps, I hope someone is more expert than I if it isn't the clock output. If I remember correctly, I included a UART and such in my Computer/Tape drive interface so I could generate the clock signal (or perhaps I modified the UART in my 6809 box, I certainly need that schmatic!!!).

--
Richard Dell

2961. Re: SURVEY: Favorite 8-Bi

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 06:07:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <24psik$90o@news.cs.tulane.edu>
Source record: 105523

ed> Eastern Front was also a good game. I don't think it was possible to
ed> win above level 5 or so, the authors said this was on purpose so that you
ed> could see just how futile it was for Hitler to invade Russia when he did.

I have to agree, I still play Eastern Front to this day. The only other game
I still spend a lot of time on is M.U.L.E. I've turned in a number of reports
late because of this one...

Mike
---
* PabQwk 1.2 #9 Atari Archive Project Louisiana

2962. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 06:37:24 UTC
From: jharris@cup.portal.com
Message-ID: <88161@cup.portal.com>
Source record: 105524

>I have solved the Journey to the Planets game. The screen you describe is
>the one that gave me the most trouble also. Put the rock in the machine to
>get the flat looking thing. The flat thing is a flying carpet which you must
>use to fly over the canyon a few screens back. That should be enough
>information to get you to solve the planet.
>
>What is the other planet you are stuck on?

It took me awhile to get back to this one.

Thanks for your help. I couldn't figure out what that object was, and
tried to do lots of things with it. You have to press fire and hold the
joystick up to get it to fly. Pretty cryptic.

The other planet I was stuck on is where you get a key to open a chest. I
have the chest on the screen. The key falls from the sky, but I can't pick
it up. I don't know how to unlock the chest.

John Harris - jharris@cup.portal.com

2963. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 08:04:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14938@uqcspe.cs.uq.oz.au>
Source record: 105525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

system@cyberden.sf.ca.us writes:

>phbill@cyberden.sf.ca.us writes:

>> --
>> | G E M U L A T O R 3 . 0 |

>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>play games and the such ...
^^^^^^^^^^
^^^^^^^^^^
^^^^^^^^^^

You odds of a game working on GEMulator are infinitesimally small.

How can you expect a game to work on an emulator when 90% of them
don't even work on a TT, and heaps not on the MSTe!

GEMulator is for GEM applications only. Take a look at the list
of compatible software in the original posting.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2964. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 08:09:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14939@uqcspe.cs.uq.oz.au>
Source record: 105526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

phbill@cyberden.sf.ca.us writes:

>And because Gemulator emulates the standard 68000 chip, the same
>microprocessor that's inside the ST, STE, and Mega ST computers,
>it can run Atari ST software that doesn't always run on 68030 based
>machines like the TT and Falcon and 68030 upgraded STs.

Bollocks. Show me one program that will run on GEMulator but
not on a TT or Falcon. Only the most WELL BEHAVED programs
(which fortunately, are usually the good ones anyway) will
run on GEMulator.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2965. Re: Undocumented 6502 OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 09:59:30 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Aug17.095930.4271@def.bae.co.uk>
Source record: 105547

In article <1993Aug16.200101.13961@exu.ericsson.se> exuhag@exu.ericsson.se writes:
#John D Harris writes:
#>
#>That's as far as I went. We're apparently looking at strange paths though
#>the micro-code.
#
#Or more likely the Don't Care situations of the instruction execution
#logic.
#
#Interesting stuff, though.
#
#--
#James Hague
#exuhag@exu.ericsson.se

Well that really amounts to the same thing. The thing is, some people do
use these opcodes. They think they're being very clever - until
a replacement chip is brought out. I can't name any instances on the
Atari though I have seen it done one Appile][(6502 based). I have
also seen it done on mainframe processors.

O'course, if a compiler writer did it he would be ASKING for trouble!

Simon.

2966. 800XL,1050 etc. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 13:01:46 UTC
From: gah@ccd.harris.com
Message-ID: <1993Aug17.130146.13831@ccd.harris.com>
Source record: 105530

For Sale:

800XL Computer
1050 Disk Drive
1027 Printer
1030 Modem
1010 Cassette
Koala Pad w/software(Micro illustrator and a game)
lots of software (games,finance,terminal,etc.)
lots of disks, cartridges, cassettes.
Almost everything is in the original box (except the disk drive)
most of the original documentation.

All for 125.00 or best offer

Or trade for IBM PC stuff i.e. Hard Drive, 9600 baud modem,
(4) 1Megx9 Simms.....

Make me an offer.

Thanks

2967. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 13:49:15 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBwp24.Ant@cs.ruu.nl>
Source record: 105527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In <24mhfl$c2d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

>I guess if I were to spend the $2k I'd spend on my dream PC system, I'd
>pay a little more to switch over to Cubase for Windows as well rather than
>buy GEMulator for MIDI because I don't think it'd be as stable as running
>a sequencer under its native environment.

As far as I've heard there is little that is less cumbersome than Cubase
for Windows. I wouldn't be surprised if it was faster and more reliable
when run through the GEM emulator. GEM is not that bad---it is fast
because it's simple. And, doesn't the GEMulator run without windows as
well?

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2968. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 13:53:05 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug17.135305.17959@exu.ericsson.se>
Source record: 105529

George Frajkor writes:
>
>>Well... where's the MIDI support... didn't they realize that without
>>supporting the accuracy of a normal ST's MIDI port structure that
>>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>.....
>
> In my opinion, mihocka has a real good thing going here.

My worry about emulators in general is that they are popular with the "gimme, gimme lotsa software" crowd. People always make a ruckus about, for example, Game Boy emulators for MS-DOS or X. I don't think they admire that handheld system, they just want to be able to get free games. I doubt this would affect Gemulator much (as it is not a free program), but unfortunately it might stir up interest in the forthcoming xatari program. (There have been problems in the past with illegal archives of Apple II software being available for ftp with the Apple II emulator for MS-DOS.)

--
James Hague
exuhag@exu.ericsson.se

2969. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 13:53:16 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBwp8t.Apz@cs.ruu.nl>
Source record: 105528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In <CBu5o1.Byu@cunews.carleton.ca> gfrajkor@superior.carleton.ca (George Frajkor) writes:

>Let's face it... the 486 is more certain to
>last than the the Atari, and is more easily available and serviceable.

I don't agree. As someone has stressed on this group before, people are
still happily using Ataris from 1985 but PCs from 1985 have all gone through
the shredder.

>Unless the falcon really takes off big, my way of upgrading from the
>STs I own would not be to the Falcon. It might well be to a 486 and a
>Gemulator so that my investment in files and software I love is
>preserved.

Guys, guys, what about the TT? If you'd buy a 486 and a TT now, I want
to bet you'll want to replace the 486 sooner than the TT. Same story for
Macintoshes. If there is any type computer that lasts *short* then it is
a DOS machine. (Note: MACHINE not SYSTEM).
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

2970. Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 16:02:51 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.745603371@garbod26>
Source record: 105531
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

I've updated the the Atari corporate history list. As I've stated before, my intention is to write a dictionary (in Swedish) that covers important events in the history of video gaming and home computers. While I was doing this, I made a separate document describing Atari's history.

Btw, the emacs editor was about to destroy this revision of the list, I hit the keyboard by mistake and I may have damaged something. I can't find any error caused by this accident, but if there is something wrong with the list, I'll start using vi instead.

I've removed the arcade game list, and I haven't decided yet how to handle the description of the company after it was split. There may be a need for separate lists.

If you can complete the information, the times of certain events are still not accurate, I'll appreciate that. Reply on the net or via email.

1972: -Atari Inc, was founded by Nolan Bushnell. Originally, there was a company named "Syzygy" that both manufactured and operated games. This company was split, and a new manufacturing company was formed by Bushnell. Ted Dabney kept Syzygy's operations side and the name, Bushnell's new company was called "Atari".
1972: ???-The Pong game was released.
1974: ???-Pong was released as a home system.
1976: ??? -Nolan Bushnell sold Atari Inc to Warner Communications this year, but continued his work for the company.
1977: -The Atari 2600 was released. It was based on MOS Technologies' 6507 CPU running at 1.19 MHz. The 2600 offered a resolution of approximately 160 * 200 pixels and a 128 colour palette. It had 128 bytes of RAM, the ROM address space allowed cartridges up to 4 KB. Game sizes were typically 2 KB or 4 KB. Some cartridges used bank-switching for access to more than 4 KB ROM space, the biggest known games are 8 KB.
1978 ??? -Atari released there first pinball machine.
1979: -The Atari 400 and Atari 800 computers were released. They were 6502-based 1.74 MHz machines with several ANTIC (chip) graphics modes from a 40 * 25 text mode up to 320 * 192 pixel in monochrome. Using lower resolutions, it was possible to have 128 colours, or even 256, in a special CTIA (chip) mode. Audio was four-channel, based on analog synthesis in the POKEY chip. The computers had inofficial names "Colleen" and "Candy".
-Nolan Bushnell left Atari Inc.
???-The production of Atari pinball games was discontinued.
1982: -The Atari 1200XL computer was introduced with specifications similar

to the 800s, except that XXX.
-The Atari 1450XLD ??? was introduced with specifications similar to
the 800s. The 1450XLD had a built-in disk drive and XXX.
1983: -The Atari 600XL and 800XL computers (the XL series) are introduced,
with specifications similar to the 800's. XL replaces 400/800. The
800XL had 64 KB of RAM, the 600XL had 16 KB. The GTIA (graphics)
chip replaced CTIA, and among other things it offered better timing
for player/missile ("sprite") graphics.
-The Atari 7800, developed by GCC Corp, was shown at the Winter CES
in Chicago.
1984: -Jack Tramiel was forced to leave Commodore. He bought Atari from
Warner Communications. Atari Inc was split into Atari Corp (consumer
products) and Atari Games (arcade division). Amiga (a company) had a
deal with Atari, but it was inhibited at this time, and the Lorraine
(later Commodore Amiga) computer was bought by Commodore. The
AtariTel division was sold to a Japanese company, ??? Matsushita.
1984: ??? Atari announced their SARA chip at the CES, the new chip allowed
for 2600 titles with 16 KB of ROM memory.
1985: -The Atari 520ST computer was introduced. It's a 68000-based 8 MHz
computer with 512 KB RAM, graphics modes from 320 * 200 pixels
in 16 colours from a 512-colour palette, up to 640 * 400 on a
monochrome monitor. Audio is created by a three channel sound
chip using fairly simple analog synthesis. Digital Research's
graphical user interface/operating system GEM is included. The
ST computer has a built-in MIDI interface.
-The Atari XE series, 65XE and 130XE, compatible with the 400/800/XL
series, was introduced.
1985: ??? - The Atari 5200 video game was released. The 5200 was based on
existing XL (computer) technology.
1986: ??? -The Atari 7800 video game was released. It was 6502-based and
could run 2600 games, but it was also a vast improvement over the
2600, with impressive video capabilities in ??? colours and
??? * ??? pixel graphics. Sound was, however, the same as in the
2600.
1987: ??? -The Atari XE/GS video game, based on the Atari XE computer
series, was released. It could run old Atari 8-bit computer
cartridges, a few new games were also released. A lightgun with
some shooting games was released for the XE/GS.
1988: ??? -Atari bought the Lynx from Epyx, the company that also developed
it. The Lynx is a 6502-based (4 MHz) portable colour video game with
a built-in 3.5" colour LCD screen. Graphics resolution is
160 * 108 ??? pixels in 16 colours out of 4096. The graphics engine
supports scaling of objects. Sound is four-channel mono. Lynx
cartridges can hold up to 256 KB ??? of code, and the machine's
internal RAM size is 64 KB.
198X: ??? -The Mega ST series was introduced. It was based on ST
technology, but graphics handling was improved with a blitter chip.
198X: ??? -A palmtop PC computer, the Atari Portfolio is released. The
Portfolio was developed by XXX in the UK.
198X: ??? -The 68030-based 32 MHz Atari TT computer is introduced. Sound

and graphics are similar to the STE's, but there are also certain
improvements done in the graphics area. The TT's highest resolution
is 1280 * 960 pixels in monochrome.
198X: ??? -A portable ST computer named STacy is introduced. It's
specifications are similar to the original 520ST computer's. STacy
has a built-in monochrome LCD screen.
198X: ??? -A new version of the Lynx, "Lynx II", is released. The only
improvement (with regard to internal technology) over the old Lynx,
the "Lynx Classic", is that the headphone jack now features stereo
sound.
1984: -Jack Tramiel was forced to leave Commodore. He bought Atari from
Warner Communications. Atari Inc was split into Atari Corp (consumer
products) and Atari Games (arcade division). Amiga (a company) had a
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has a built-in monochrome LCD screen.
198X: ??? -A new version of the Lynx, "Lynx II", is released. The only
improvement (with regard to internal technology) over the old Lynx,
the "Lynx Classic", is that the headphone jack now features stereo
sound.

2971. 2600 composite output?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 16:44:06 UTC
From: spacek@cactus.org
Message-ID: <1993Aug17.164406.11314@cactus.org>
Source record: 105533

I have a 2600 VCS. I recently rescued it from the garage for my son to play with. OK, and for me to, :-) Anyway, hooking it up to the actively used color TVs is causing a lot of conflict. I have an old black and white one I could hook it up to. I also have an old composite color monitor. It occured to me that might be able to add composite and sound outputs. Should be able to just install a couple of extra RCA jacks on the back and hook them up. But I'm no electronics wiz and might screw it up. So, I thought I'd ask if either 1) There -is- an electronics wiz out there who could tell me how to do it or 2) Maybe plans to do it exist somewhere or someone else has already done it and knows how. If not, I'll probably attempt it myself anyway. I think the signals needed should be there. Just have to pick them up before the modulator. But it might not be as simple as just hooking it up. There might be some minor circuitry I should add? Hopefully nothing major. I would think anything drastic would be required. Anyway, any info would be appreciated. It would allow me to hook it up in my son's room with a color monitor and no doubt result in a better picture. Also. I noticed that the player one joystick works fine. But the player 2 one always thinks that you are pulling the joystick back towards you whether you in addition to the direction that you really have it. It's not the joystick, I've tried several. And it nothing seemed to be shorting on the 2600 board that I could see. I guess some part on the board has failed. Either something minor or possibly the 6532 RIOT chip. Wonder how much a new 6532 costs? Have to call around and see. Swapping it out would be easy to do. If it didn't work, then I could look for something else failing. Anyway....

Mark....

--
Mark Spacek
Internet: spacek@cactus.org or spacek@wixer.bga.com
Fidonet: Enterprise 1:382/81 (512)453-5079, V.32-V.32bis call (512)453-5717

2972. Questions about Video 61 and Video Magic

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 17:51:40 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug17.175140.21428@acs.ucalgary.ca>
Source record: 105532

```
The 8 bit vendors list says these places have used software. Does
someone know if these places do mail order sales, or are
they just local stores which happen to have some 8 bit stuff in stock?
--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!
```

2973. Re: Converting binaries on cassette to disk [WHY?]

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 18:10:51 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Aug17.181051.23835@sactoh0.sac.ca.us>
Source record: 105542

I have a program around here somewhere that converts cassette
programs to a disk file...

It drove me nuts to wait for Scram to load, and when there was a
glitch, I had to try again!

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

2974. Re: DOS 4.0 (was Re: 850 question / DOS 2.5)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 18:22:06 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993Aug17.182206.23934@sactoh0.sac.ca.us>
Source record: 105543

In my opinion, there are NO compatibility problems between DOS 3 and DOS 2/2.5. Those arguments are old saws that everyone has believed about DOS 3.

The "problem" with DOS 3 was that because everyone was so used to DOS 2, they could not adapt to the way DOS 3 handled things.

I switched to DOS 3 when I got my first 1050, bought 2.5 in 1985 and was not impressed, so I converted everything back to DOS 3. In all of my files, there was not a single instance where a program that ran under DOS 2 would not run under DOS 3. In fact, DOS 3 freed up a bit more RAM, although these days, that few k of memory is nothing.

I have DOS 4, and yes, it is a most complete DOS, but due to the RAM of Ataris then, it is more like MS-DOS in that it is a disk-based DOS, utility programs are loaded from disk, rather than being resident in RAM, like the utilities are in DOS 2. That means that DOS 4 is a pain for those with only one drive. By the way, DOS 3 also works better in multi-drive systems, with the master disk in D1, and programs in D2 and D3.

I tended to collect DOSes, and the ones I have are:
DOS 2.0S, DOS 2.0D, DOS 3, DOS 4, Rana DOS, SmartDO6.1, MachDOS 2.1, DOS 2.11, and the odd Long John Silver DOS.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

2975. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 18:32:50 UTC
From: cmedley@wam.umd.edu
Message-ID: <24r88i$6tn@cville-srv.wam.umd.edu>
Source record: 105534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <CBwp24.Ant@cs.ruu.nl>,
Annius Groenink <avgroeni@cs.ruu.nl, groenink@math.ruu.nl> wrote:
>In <24mhfl$c2d@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>>I guess if I were to spend the $2k I'd spend on my dream PC system, I'd
>>pay a little more to switch over to Cubase for Windows as well rather than
>>buy GEMulator for MIDI because I don't think it'd be as stable as running
>>a sequencer under its native environment.
>
>As far as I've heard there is little that is less cumbersome than Cubase
>for Windows. I wouldn't be surprised if it was faster and more reliable
>when run through the GEM emulator. GEM is not that bad---it is fast
>because it's simple. And, doesn't the GEMulator run without windows as
>well?

GEMulator does not (currently) support MIDI... therein lies the problem...

So the only options for MIDI sequencing if you buy one is/:

1) By a PC sequencer and port all your old files over
2) Continue to use your current ST in conjunction with the PC

So it seems (from my MIDIot point of view) to be a bad move for me... i can
see where a DTP user might want to migrate, as DTP is:

1) heavily GEM based
2) not timing critical
3) and usually can take advantage of new screen modes

2976. Re: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 18:39:49 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug17.183949.23383@exu.ericsson.se>
Source record: 105535

Roger Cole writes:
>
>Does anyone out there know who published Spindizzy?

Is Spindizzy Worlds for the Super Nintendo related to this
game? Spindizzy is one of those games I guess I missed.

--
James Hague
exuhag@exu.ericsson.se

2977. Re: [Q] SDX: Info (semitechnical)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 19:04:26 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H1UTKI2NDE8Y4ZMK@vax.edinboro.edu>
Source record: 105536

BRiTiSH,

SDX should uses the last bank in nearly any memory configuration. On a stock 130XE, the bank select bits of PORTB should be 11 (I think). On a 256k 800xl (RAMbo), such as mine, it also seems to use the top bank. I guess it would look something like this:

```
|-----------|
|SDX ram 16k|
|-----------|
| Extended |
~ ram ~
| |
|-----------|
| lower 64k |
|-----------|
```

The Idea was to alow 130XE compatibility on machines with <128k.

re 4.19 ROMs: I have the SDX 4.19 ROM from when I 'upgraded' to 4.20.
Let me know if you are interested.

-Adam Conover.
a644690c@edinboro.edu

2978. old software (was Re: Converting binaries on cassette to disk)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 20:56:16 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug17.205616.26189@exu.ericsson.se>
Source record: 105538

Kit Kimes@AT&T/NCR writes:
>
>I am curious about the Apple "Lost Classics" project. How is that being
>handled? Is someone trying to contact the former companies/authors to
>get a written authorization that releases these into the public domain?
>I would like to see one person/organization/location take on the
>responsibility of doing this.

Yes, that's how the Lost Classics project works. Ever so slowly,
authors are contacted, old software is cleaned-up (copy protection
removed, etc.), and the programs are released as freeware. Off the
top of my head I know that most of Bill Budge's old Apple software
has been successfully processed and released as freeware--*including*
source code. There are others as well, but I can't think of specific
titles.

I'm not sure how this effort is organized. Time permitting, it
would be a fun thing to work on. I realize, though, that it would
take LOTS of time to do properly. I'm going to ask someone in
the know about the Apple project how things are handled.

--
James Hague
exuhag@exu.ericsson.se

2979. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 21:09:27 UTC
From: pete@introl.com
Message-ID: <24rhe7$1jh@hp710.introl.com>
Source record: 105537
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <etxansk.745603371@garbod26> etxansk@garbo.ericsson.se (Anders Skelander) writes:
>1983:
> -The Atari 7800, developed by GCC Corp, was shown at the Winter CES
> in Chicago.

Demonstrated in 83... Released in 86... Sounds unlikely. (Possible I suppose)

>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

No. The 5200 was much earlier than 85. I got mine the winter of 82. I am almost certain. (Or was it winter 83? At the very latest.... They were combatting the recently released ColecoVision console) I sold mine so I can't look at the date on the pc board.

-Pete

2980. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 21:46:03 UTC
From: vbcsc09e@VAX.CSUN.EDU
Message-ID: <1993Aug17.214603.1565@huey.csun.edu>
Source record: 105540
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.745603371@garbod26>, etxansk@garbo.ericsson.se (Anders Skelander) writes:
> I've updated the the Atari corporate history list. As I've stated before,
>my intention is to write a dictionary (in Swedish) that covers important
>events in the history of video gaming and home computers. While I was doing
>this, I made a separate document describing Atari's history.
>
> -The Atari 1450XLD ??? was introduced with specifications similar to
> the 800s. The 1450XLD had a built-in disk drive and XXX.

The 1450XLD, if I am not mistaken, also had a built in 300 baud modem and a speech synthesizer... The 1400XL was supposed to have a 300 baud modem and speech synthesizer, but no disk drive...

>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

Uh, no... the 5200 came out in mid-late 1982... I got one in the summer of 1983 (Back when Super Breakout came with it! ;) And the base system is a 400 computer with no keyboard..

>198X: ??? -The Mega ST series was introduced. It was based on ST
> technology, but graphics handling was improved with a blitter chip.

This was 1987... TOS 1.2 was made for the Mega's and it has a date of 1987 on it..

>198X: ??? -A palmtop PC computer, the Atari Portfolio is released. The
> Portfolio was developed by XXX in the UK.

88-89? It was developed, I believe, by a company called DIP (The MS-Dos clone was called DipDos...)... I may be wrong there, but it was a short name LIKE Dip, if nothing else...

>198X: ??? -The 68030-based 32 MHz Atari TT computer is introduced. Sound
> and graphics are similar to the STE's, but there are also certain
> improvements done in the graphics area. The TT's highest resolution
> is 1280 * 960 pixels in monochrome.

I don't think the TT actually came OUT until mid-1990, but I'm not sure..

>198X: ??? -A portable ST computer named STacy is introduced. It's
> specifications are similar to the original 520ST computer's. STacy
> has a built-in monochrome LCD screen.

88?

>198X: ??? -A new version of the Lynx, "Lynx II", is released. The only
> improvement (with regard to internal technology) over the old Lynx,
> the "Lynx Classic", is that the headphone jack now features stereo
> sound.

This was 1991 I think... Also, the system includes a backlight on/off switch,
which extends battery time...

Hope this helps! Feel free to dispute me!

****
** From: Justin Scott, VBCSC09E@VAX.CSUN.EDU: DGiF#10159: Tweet! **
** "I Know Its All Too Soon To Tell, But I Say Baby 'What The Hell!'" **
** "Anything Is Possible... If You Put Your Mind To It." -Deborah Gibson **
****

2981. Atari MegaSTe for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 22:15:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug17.221516.14295@newshost.lanl.gov>
Source record: 105539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,misc.forsale.computers.other

```
**********************************
*** Atari MegaSTe 4/50 for sale ***
**********************************

16MHz 68000 cpu
4Mb RAM
50Mb internal hard disk drive
one 3.5 inch internal floppy drive
one 3.5 inch external floppy drive
separate programmable keyboard
VME expansion port
SC1224 color monitor
SM124 mono monitor
mouse and all cables, manuals, etc.
200+ disks of PD/shareware software w/storage boxes
Plus some commercial software (email for info)

Got to make room for some new hardware and in order to maintain marital
bliss, at least one of my Atari computer systems _has_ to go.

Overall, this system has proven to be very reliable and it provides a
considerable performance increase over a standard 8MHz STe. In many ways,
I find it preferable to the Falcon030... it's nearly as fast, easier to
expand, much more compatible with existing software and has an excellent
keyboard (all IMHO, of course).

I will consider all serious and reasonable offers. Payment can be
arranged a number of ways to include cashiers check, money order, cash
COD, or even M/C or Visa if you prefer.

If interested, forward your questions and/or reasonable offers to me
via email at hutch@ilmen.lanl.gov and I will get back to you. Or you may
phone me at (505)665-3665 (days) or (505)662-7236 (evenings), MST.

Thanks,

_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

2982. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-17 23:24:37 UTC
From: ortega@cactus.org
Message-ID: <1993Aug17.232437.3045@cactus.org>
Source record: 105544

In article <PBLa9B5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>
>
>A FRIEND OF MY *GAVE AWAY* 65 ATARI 400/800/XL/XE GAMES, A 1050 DISK
>DRIVE, SOME DISKS OF GAMES, AND A @ASSETTE RE@ORDER
>
>
> AND *NOT* TO ME!!! (I'm the only person in a 50 mile radius
> who <ares about Atari.. ok, that's
> stret<hing it.... 49 miles hehe)
>
>
>WHAT SHOULD I DO TO THIS GIRL!?!?

Tickle her until she begs for mercy.... ;)

>PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
>William James Kendrick Atari Classics Cyberden: San Rafael, CA
^^^^^^^^^^^^^^^^^^

BTW, does this mean that someone actually still writes stuff for
the 8-bit?

--
Paul Ortega | "My boyfriend's back and there's
2015 Cedar Bend Dr., #1105 | gonna be trouble....."
Austin, TX 78758 | -- Lois Lane
ortega@cactus.org ---------------------------------------

2983. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 01:24:00 UTC
From: dln4300@zeus.tamu.edu
Message-ID: <17AUG199319243096@zeus.tamu.edu>
Source record: 105541
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.745603371@garbod26>, etxansk@garbo.ericsson.se (Anders Skelander) writes...
>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

I have in front of me the December 1982 issue of 'Videogaming Illustrated'. Page 9, under the title 'The Emperor Strikes Back' they write: '...this is the month the long-awaited Atari 5200 goes on sale. Retailing for $299, the unit offers graphics which are comparable to those of Intellivision and Colecovision, and sound effects to match.' The article also mentions that games are expected to cost from $31.95 to $39.95.

I think I heard previously on the net that 1985 was the *last* year that the 5200 was made.

BTW I have a few issues of 'Videogaming Illustrated' which sometime in 1983 became 'Videogaming and Computergaming Illustrated'. The articles are interesting and seem well-written. One of their reviews raps Decathalon for being too hard on joysticks :-) Anyone know what became of this magazine or if it still exists in some mutated form?

.....
How about a disclaimer? :-) David Northcliffe
d-northcliffe@tamu.edu
dln4300@zeus.tamu.edu

2984. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 04:29:31 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug18.042931.47654@acs.ucalgary.ca>
Source record: 105545
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <etxansk.745603371@garbod26> etxansk@garbo.ericsson.se (Anders Skelander) writes:
>
>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
> existing XL (computer) technology.

The 5200 came out late summer 1982. It was originally called
Video System X, for interests sake.
--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

2985. Re: [Q] SDX: Info (semitechnical)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 04:53:38 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <24scki$bkj@usenet.INS.CWRU.Edu>
Source record: 105546

I thought that SDX might handle it that way. (using the highest ram_bank number for its 16k area) Now as to the ROMs, what is the highest version number of SDX available, and also, what are the advantages (bug fixes etc) of the various ROMs? I'm currently using 4.18 and only heard of 4.19, while I have also heard that there is a 4.21 version out there.

Thanks,
BRiTiSH

2986. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 13:26:11 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CByInv.DBn@cbnewsc.cb.att.com>
Source record: 105548
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

From article <24rhe7$1jh@hp710.introl.com>, by (Pete Ikusz):

> In article <etxansk.745603371@garbod26> (Anders Skelander) writes:

>>1983:
>> -The Atari 7800, developed by GCC Corp, was shown at the Winter CES
>> in Chicago.
>
> Demonstrated in 83... Released in 86... Sounds unlikely. (Possible I suppose)
>
Unlikely, but true. What happened was that it was developed and shown by
Atari (under Warner Bros.) but when Tramial bought Atari, he decided to
concentrate on the computer market and so shelved the 7800. After the
video game market made a bit of a comeback, Tramial decided to release the
7800 after all. They had a boatload of them anyway and he thought it might
be a way to make some quick money. I doubt seriously that Tramial ever
thought that they would go over very big or last very long, but he decided
to spend just enough money to try to move their inventory.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

2987. Re: Questions about Video 61 and Video Magic

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 14:25:27 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug18.142527.10299@exu.ericsson.se>
Source record: 105549

David Bryan Strutt writes:
>
>The 8 bit vendors list says these places have used software. Does
>someone know if these places do mail order sales, or are
>they just local stores which happen to have some 8 bit stuff in stock?

They are both mail order houses. If you write to Video Magic,
send $2 for a nice little catalog. Note that both these vendors
primarily sell games (for lots of systems in addition to the 8-bit
line).

--
James Hague
exuhag@exu.ericsson.se

2988. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 15:41:19 UTC
From: jharris@cup.portal.com
Message-ID: <88289@cup.portal.com>
Source record: 105550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

>Bollocks. Show me one program that will run on GEMulator but
>not on a TT or Falcon. Only the most WELL BEHAVED programs
>(which fortunately, are usually the good ones anyway) will
>run on GEMulator.

There are probably plenty of them. There are pieces of code that will break on '030s due to caches, MOVE SR, and stack frames at least. Maybe more. If these programs are well behaved in other respects, they would probably work on GEMulator.

These instances obviously won't be as popular as the programs that don't work on GEMulator, but they will exist.

John Harris - jharris@cup.portal.com

2989. 8bit Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 16:15:35 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.745690535@ilces>
Source record: 105551

I have a U-Print A printer interface which I no longer need. This has a SIO cable with plug on one end, a ribbom cable with standard Centronics printer connector on the other, and a SIO socket in the box itself (so you can daisy chain your other peripherals).

$30 takes it - you pay shipping, -or- trade me something.

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

2990. Re: Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 16:21:02 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.745690862@ilces>
Source record: 105552

anyone@cyberden.sf.ca.us writes:

>Yep... it worked fine for me.. The fa<t that it's simply a beta program
>made to show off the fa<t that file xfer between a sto<k 1050 and a P@
>drive may be the reason it isn't the best thing around! :) Well, it is
>in fa<t the ONLY thing around that DOES it..

This is not true.

There is a program called UTIL which works just fine, and is not a
cobbled-together demo by any stretch.

Someone posted earlier wondering why such a program would fail on a
1.2Mb floppy. The answer lies in the size of the gap in the read/write
head for a 1.2Mb drive - because 1.2s have 80 tracks in the space a
180K/360K drive has 40, the tracks must be narrower (thus the head gap
must also be narrower). Lower density drives often have problems reading
data written by high denisty, narrow-gap heads. When transferring data
between a PC and an 8-bit, it's best to use a 360K drive.

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and
unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

2991. Re: Problem with Basketball on 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 16:30:17 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <71kH9B6w165w@cyberden.sf.ca.us>
Source record: 105554

AAGH! Hehe.. it seems unlikely, but possible, that BasketBall is one of those many titles that DON'T run under the 1200xl OS. Does it run ok on a 400/800? or is it an XL/XE (or the good ol' "XEGS!") game?

@an I borrow it? I'll try it on my two diff. 1200xl's (one has 800/XL swit<hable ROMs.. nifty... doesnt always help, though! I've got SOME stuff that ran just fine on the old 1200xl, but doesnt run in either 800 or 800xl mode on the upgraded 1200xl!?!? hmm! Then again, they are @ustom ROMs..)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2992. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 16:32:41 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <75kH9B7w165w@cyberden.sf.ca.us>
Source record: 105405

THis is strange... a bakwards version of SIO2P@..

Then again, it's like the example of a Ma< I saw with:

Virtual RAM (hard disk used as if it were RAM)
AND RAM disk (RAM used as if it were a disk)

AT THE SAME TIME! :) HAHAH!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

2993. xfer files from DEC machine to 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 16:53:59 UTC
From: spreston@hns.com
Message-ID: <1993Aug18.165359.6551@hns.com>
Source record: 105553

I do not have much experience transferring files to my 8-bit. I am using HOMETERM and a 1030 modem. How do I get files from a DEC machine (it has kermit on it) to my 8-bit? I now that this is probably a stupid question but I just recently pulled out my 8-bit from the closet and I seem to have forgotten everything about it. I would like to get back to using it and I have seen quite a few interesting programs listed in the atari.archive. Remember, I am just getting back to using my 8-bit and I was never a highly involved user to begin with.

All help is GREATLY appreciated!

Steve Preston

2994. Re: Can`t get mule to wor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 18:13:11 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <24trfn$mq3@news.cs.tulane.edu>
Source record: 105406

ge> There is a program called UTIL which works just fine, and is not a
ge> cobbled-together demo by any stretch.
ge> Someone posted earlier wondering why such a program would fail on a

I'm sure UTIL was once, as you say, "A cobbled-together demo". But UTIL still has many problems, it will not work on anything less than a double dens. 1050 nor anything bigger than a 360k on the IBM side. MULE, however, will work on a stock 1050, and so long as the disk is formated to 180k on the IBM side, it does work on a 1.2m drive. I've moved files between my stock 1050 and my IBM many times without problem. Yeah, MULE does have a number of drawbacks, limited files size and only being able to move one file per disk, but it is as stated, only a demo. Too often people will jump and yell about how something "Can't be done". While you make good points about the differences between the drives, it does not mean we should get rid of the program. UTIL and MULE have the same failings for the same reason. What we should learn from this is, all our systems are different. What works on mine may not work on yours, and there are other programs to try (provided you have double density drives and either MyDos or SpartaDos). For me, MULE works. For Bill Kendrick, MULE works. Maybe the person who posted the orinigal message didn't format his IBM disk as a 180k disk...I don't know. But the system does, in fact, work. With a little more work, the exiting bugs and limitation can be worked out and MULE could become just useful as UTIL, SpartaRead and IBM2AT.

Mike
---
* PabQwk 1.2 #9 Offline Reader

2995. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 18:42:16 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug18.184216.26444@apgea.army.mil>
Source record: 105408
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <24rhe7$1jh@hp710.introl.com> pete@introl.com (Pete Ikusz) writes:
>In article <etxansk.745603371@garbod26> etxansk@garbo.ericsson.se (Anders Skelander)
writes:
>>1983:
>> -The Atari 7800, developed by GCC Corp, was shown at the Winter CES
>> in Chicago.
>
>Demonstrated in 83... Released in 86... Sounds unlikely. (Possible I suppose)
>
>>1985: ??? - The Atari 5200 video game was released. The 5200 was based on
>> existing XL (computer) technology.
>
>No. The 5200 was much earlier than 85. I got mine the winter of 82. I am almost
>certain. (Or was it winter 83? At the very latest.... They were combatting the
>recently released ColecoVision console) I sold mine so I can't look at the date
>on the pc board.
>
>-Pete

Yes it was 1982. It was the 1983 that the video game market crashed.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2996. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 18:52:17 UTC
From: wbdst+@pitt.edu
Message-ID: <19159@blue.cis.pitt.edu>
Source record: 105407

I know we have gone over this before, but was Action! (the prog.
language) ever produced for any platforms other than the 8-bit
Atari series? Is it available free anywhere?

2997. Re: old software (was Re: Converting binaries on cassette to disk)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 19:24:29 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Aug18.192429.5112@apgea.army.mil>
Source record: 105410

In article <1993Aug17.205616.26189@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>Kit Kimes@AT&T/NCR writes:
>>
>>I am curious about the Apple "Lost Classics" project. How is that being
>>handled? Is someone trying to contact the former companies/authors to
>>get a written authorization that releases these into the public domain?
>>I would like to see one person/organization/location take on the
>>responsibility of doing this.
>
>Yes, that's how the Lost Classics project works. Ever so slowly,
>authors are contacted, old software is cleaned-up (copy protection
>removed, etc.), and the programs are released as freeware. Off the
>top of my head I know that most of Bill Budge's old Apple software
>has been successfully processed and released as freeware--*including*
>source code. There are others as well, but I can't think of specific
>titles.

Hmmmm! Thats sounds interesting. Almost makes me want to get an Apple 2
:)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

2998. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 20:46:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <24u4f8$jf4@cville-srv.wam.umd.edu>
Source record: 105409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <88289@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>>Bollocks. Show me one program that will run on GEMulator but
>>not on a TT or Falcon. Only the most WELL BEHAVED programs
>>(which fortunately, are usually the good ones anyway) will
>>run on GEMulator.
>
>There are probably plenty of them. There are pieces of code that will
>break on '030s due to caches, MOVE SR, and stack frames at least. Maybe
>more. If these programs are well behaved in other respects, they would
>probably work on GEMulator.
>
>These instances obviously won't be as popular as the programs that don't
>work on GEMulator, but they will exist.
>
>John Harris - jharris@cup.portal.com

Ok, so is GEMulator able to run stock TOS programs or is it devoted to GEM applications? I think Darek's safest assumption is that well-behaved GEM apps would work on his emulator, but those programs are usually the ons that work on every machine.

The catch here is that when he runs things like non-GEM apps that bang the hardware, and it isn't there, i don't see where he will gain much more compatiblity, and the programs he may be running.. well... they are probably old enough that i'd do better to buy an old 1040ST for $75 (less than half the cost of GEMulator) and hook it up to my old SC1224 i have sitting around here unused, and run the program....

2999. 8-bit emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 21:44:29 UTC
From: gbennett@friendly.es.com
Message-ID: <24u7rt$fe6@cnn.sim.es.com>
Source record: 105411

In case anyone's interested, I recently was sent a newsletter from
Darek Mihoka (the creator of the 8-bit emulator for the Atar ST).
His latest version of the ST emulator will now run the 8-bit emulator.
I realize that it's a round-a-bout way to run the 8-bit software, but
at least it's now possible. I don't have the newsletter with me now,
but if anyone's interested I'll post the address of Brasoft (Darek's
software company).

BTW, the XFormer cable is not supported

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3000. Re: xfer files from DEC machine to 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-18 23:55:55 UTC
From: jim@skipjack
Message-ID: <1993Aug18.235555.29710@jpl-devvax.jpl.nasa.gov>
Source record: 105412

In article <1993Aug18.165359.6551@hns.com> spreston@hns.com (Stephen Preston) writes:
>I do not have much experience transferring files to my 8-bit. I am using
>HOMETERM and a 1030 modem. How do I get files from a DEC machine (it has
>kermit on it) to my 8-bit? ...

If I recall, HOMETERM won't do Kermit, but there are several terminal
programs on the various archives that will. You will have to find an
archive that has some of the more capable terminal programs in a form
that you can download with HOMETERM (assuming that is the only comm
program you have). I used to move files to/from a VAX using Kermit,
but I don't remember which comm. program I used on the Atari. I do remember
that some were a lot harder to use than others.

(It might be easier to get someone to mail you a disk which has a
good program on it all ready to run, rather than trying to bootstrap
yourself up to all the comm. and unARC programs you may really need.)

3001. Re: Can`t get mule to wor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 01:56:38 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <88332@cup.portal.com>
Source record: 105413

> I'm sure UTIL was once, as you say, "A cobbled-together demo".
> But UTIL still has many problems, it will not work on anything
> less than a double dens. 1050 nor anything bigger than a 360k
> on the IBM side. MULE, however, will work on a stock 1050,
> and so long as the disk is formated to 180k on the IBM side,
> it does work on a 1.2m drive. I've moved files between my
> stock 1050 and my IBM

I've never had problems with UTIL, except it can't seem to
format an Atari disk that my XF551 can read. If I format
on the Atari, no problem. (this on 1.2m 5.25" drive). The format
problems may just be the machine I have.

And remember to use the _binary_ option when necessary. It also
seems to slow down ALOT when reading/writing the outer tracks,
but no big problem.

Jeff_M_Lodoen@cup.portal.com

3002. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 02:04:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DmBi9B3w165w@cyberden.sf.ca.us>
Source record: 105415
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

etxansk@garbo.ericsson.se (Anders Skelander) writes:

[about 158 lines of stuff about Atari ;)]

Well, I'd like to inform you on the 1200xl, 1400xl, and 1450xld, and 5200. The 5200 @ame out a lot earlier than 1985.. more like 1982 or 1983 (I @ould @he<k my old _Atari_Age_ mags if I had the online time.. maybe later). The 1200xl is the same as the 400/800 ex<ept it's operating system.. it allowed for full 64k RAM out of the 64k a<<essable memory.. not just 48k RAM + 16k ROM like the bigger 800's (I believe some 800s had only 32k.. he<k, some 400s only had 8k?? right?!)

The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h synthesis, and some other things I think (again.. I need to @he<k Atari Age). The 1450xld was the same but with disk drives built in, as well. Neither were really released (LOTS of stuff was never really released, though!)

I guess that's all I know for sure needs fixing.

Good work! Keep it up!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3003. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 02:10:42 UTC
From: kahlerm@sumax.seattleu.edu
Message-ID: <24unf2INNttl@sumax.seattleu.edu>
Source record: 105414
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <Aug18.042931.47654@acs.ucalgary.ca> dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
>The 5200 came out late summer 1982. It was originally called
>Video System X, for interests sake.

So who wants to explain the following: on the 5200 Galaxian box, the copyright date is 1986 atari. On the same box, it says trak-ball compatible (available in august 1983). So which is in error? I'm sure the trak-ball did come out in 1983, but why is the copyright date 1986? Wasn't galaxian one of the first available cartridges? If it's a newer release/box, WHY didn't they remove the clip about the trak ball in 1983??

Just something I remember seeing which fit into this thread.

Mike
kahlerm@seattleu.edu

3004. WANTED: Atari 8-bit S/W

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 02:25:29 UTC
From: "Manuel M. Flores" <U15803@uicvm.uic.edu>
Message-ID: <93230.212529U15803@uicvm.uic.edu>
Source record: 105416

Im desparately looking for game carts for a 400 or an 800XL. Please Email me directly if you have:

Asteroids, Robotron, Joust, Dig Dug, Ms PacMan, Mario Bros.

Ive seen some posted for under $10 but got sold before I could get to them. If you respond, please include how much you want for the game(s). Also include P&H.

I hope to hear from you soon!!!

Manuel M. Flores
U15803@UICVM.UIC.EDU

P.S. - Why am I looking for these old games? I feel the new game units out nowdays (which I also own) dont have the same gameplay that the old games had. Some games do, but not alot. Maybe its just me but...

3005. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 03:34:58 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.1zhi@amiganet.chi.il.us>
Source record: 105419

jharris@cup.portal.com (John D Harris) writes:

>>I have solved the Journey to the Planets game. The screen you describe is
>>the one that gave me the most trouble also. Put the rock in the machine to
>>get the flat looking thing. The flat thing is a flying carpet which you must
>>use to fly over the canyon a few screens back. That should be enough
>>information to get you to solve the planet.
>>
>>What is the other planet you are stuck on?
>
>It took me awhile to get back to this one.
>
>Thanks for your help. I couldn't figure out what that object was, and
>tried to do lots of things with it. You have to press fire and hold the
>joystick up to get it to fly. Pretty cryptic.
>
>The other planet I was stuck on is where you get a key to open a chest. I
>have the chest on the screen. The key falls from the sky, but I can't pick
>it up. I don't know how to unlock the chest.
>
>John Harris - jharris@cup.portal.com
Oh, Man! I had forgotten about this game. I spent hours on it. There was
another like it also. Gee, I'm going to have to go out and get a disk drive
and play some of the great games that I used to play on here.

3006. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 05:00:20 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Aug19.050020.10863@ultb.isc.rit.edu>
Source record: 105417

In article <75kH9B7w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>THis is strange... a bakwards version of SIO2P@..
>
>

Actually, I *do* have a good reason for this. I want my
Atari emulator (which currently runs (mostly) in Xwindows, but will
later be ported to do things like VGA graphics directly, as well as
whatever else people might feel like interfacing it to) to be able
to read Atari disks directly. Yes, I know there is software for PC's
to do that for double density disks, but what about all the single
density disks that need to be booted directly to run? And what about
non-PC users who would like to be able to read their software into
whatever machine they're running the Atari emulator on?
That's why I'm trying to come up with a simple hardware circuit for
interfacing the SIO to any 19200 baud RS232 port. Also, in theory
this would let you talk to any other Atari peripheral-- printer, modem,
etc, although I can't think of any that would be useful except the disk
drive (unless you wanted to boot casette software or something)

With the right software, this would even allow you save copies
of copy-protected software on your hard-drive, to later be loaded either
by a real Atari interfaced by the SIO2PC interface, or by the emulator.
What you would need to do was make the interface allow the RS232 to
monitor the SIO activity of the Atari hooked up to a real drive, and
then save the data that the Atari expects to a file.

My end goal is to build something that can:
1) Allow the RS232 to act as an Atari, thus taking
command of peripherals
2) Switch over to acting like a peripheral, so that another
Atari hooked up to it can use it to boot off of
(the same concept as the SIO2PC which uses the harddrive
as a giant floppy disk)
3) Just sit passively and monitor the line, allowing the RS232
to see all data that goes both ways (or at least allow
the selection of which line to monitor, since both
would require 38400 throughput and something to buffer
the data)

Unfortunately, all my hardware experience is just projects I've built
before by myself--- this year will be the first that I really take
any hardware courses (I'm a CS major), so I'm not sure if I have
the experience needed to build this yet.

(although I did successfully build a circuit I can plug Atari cartridges into to read them from an EPROM burner)

Again, any info will be appreciated.
- Frank

(and I'm still away in Massachusetts, doing this over dialup, so the emulator will have to wait another 1.5 weeks)

3007. Re: Can`t get mule to wor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 09:43:52 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <24vi0o$hiq@nz12.rz.uni-karlsruhe.de>
Source record: 105418

In article <88332@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:

>I've never had problems with UTIL, except it can't seem to
>format an Atari disk that my XF551 can read. If I format
>on the Atari, no problem. (this on 1.2m 5.25" drive). The format
>problems may just be the machine I have.

Actually UTIL works fine with SOME 1.2m 5.25" drives. Among some 10 or so
1.2m drives at our computer center I found 2 or 3 doing the job well.
The others will format the disk in a way my upgraded 1050 can't access.
I guess it's an alignment problem on the 1.2m drives.

Of course if I want to be 100% sure my data will be readable on the Atari
I prefer using those old 360K drives together with UTIL.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3008. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 10:58:41 UTC
From: winston@merk.com
Message-ID: <CC06Hu.DH8@merk.com>
Source record: 105420

On August 5, 1993 at 23:56:36 EDT,
animatsuri@genie.geis.com (Wendell Hong) quotes:

portal!cup.portal.com!ScottM@uunet.uu.net (Scott - Maxwell) Sez:

SM> Does anybody know where I can find the nuclear reactor game?
SM> It's where you monitor a nuke plant and have to adjust
SM> the flow of water and avoid a meltdown. Chris Crawford
SM> was playing it on an 800 on the PBS series "Bits & Bytes."
SM> Anyone remember that either? Anyway I always thought it
SM> looked like a neat game but I never found it.
SM> Any help appreciated.

On August 5, 1993 at 23:56:36 EDT,
animatsuri@genie.geis.com (Wendell Hong) writes:

WH> The name of the game is called SCRAM!. It was one the first games
WH> available for the Atari. The program came on cassette so you need
WH> a 410 or a 1010 program recorder to load and play this game.
WH>
WH> As to where to get it... probably flea markets, swap meets,
WH> and garage sales, as I doubt any dealers now-a-days sell
WH> cassette format programs anymore.
WH>
WH> BTW, Cris Crawford is the one who wrote this game, that's
WH> probably why he was showing it off on that show.

Actually, the nuclear power plant simulation game was one of a class
of simulations evolving from "Hammurabi" which attempted to employ a more
real-world situation for its scenario. I recall at this time there were
all sorts of "managment" simulations written in BASIC that were making the
rounds. There were simulations for running electric companys. There were
simulations for running television stations. There were even simulations
for running the U.S. economy. Also, there were many, many variations on
Hammurabi, such as Dartmouth's "KINGDOM" and games like "Dukedom",
"Medieval World", etc. The variations were endless!

"SCRAM!" is the name of the ATARI program, but if you do some digging
around you will probably find some other versions as well. I recall a
program listing called "The PET Nuclear Power Plant" for the Commodore PET
that appeared in COMPUTE! (or was it CREATIVE COMPUTING?) magazine which is
a BASIC listing that predates SCRAM! I seem to remember an OHIO CHALLENGER
(or was it a TI99) version also. In fact, any school lab that had a color
terminal like a RAMTEK usually had a "nuclear powerplant meltdown graphics
demo" just so they could demonstrate impressive color changes and screen
tricks. I think that this was shortly after the Jane Fonda film "The China

Syndrome" was released (that is, I can't think of another reason why there were so many of these demos... perhaps the demos inspired the movie and I have it backwards? Hmm....)

3009. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 13:26:21 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug19.132621.1147@exu.ericsson.se>
Source record: 105421
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Mike Kahler writes:
>
>David Bryan Strutt writes:
>>The 5200 came out late summer 1982. It was originally called
>>Video System X, for interests sake.

I had forgotten all about that! I think the 7800 was originally
"Video System X," though. The original press blurbs (much like
the Jaguar nonsense now) mentioned that it would be 2600 compatible
and cited graphics capabilities that were beyond those of the 5200.
They also mentioned sound capabilities that never made it into the
7800. I have an early rumor report somehwere around here, I think.

>So who wants to explain the following: on the 5200 Galaxian box, the
>copyright date is 1986 atari. On the same box, it says trak-ball
>compatible (available in august 1983). So which is in error? I'm sure
>the trak-ball did come out in 1983, but why is the copyright date 1986?
>Wasn't galaxian one of the first available cartridges?

An interesting question is "When did Atari give up on the 5200?" I know
they didn't stop supporting it until Jan 1, 1992, but after the crash
both the 5200 and ColecoVision disappeared *fast*. Were any 5200 games
released after 1984?

[Followups to rec.games.video.classic.]

--
James Hague
exuhag@exu.ericsson.se

3010. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 14:57:55 UTC
From: gbennett@friendly.es.com
Message-ID: <2504dj$qsi@cnn.sim.es.com>
Source record: 105425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us>, system@cyberden.sf.ca.us writes:
> phbill@cyberden.sf.ca.us writes:
>
> > --
> > | G E M U L A T O R 3 . 0 |
> > | The Atari Emulation Card for PC Compatibles |
> > --
> >
> > [Windows 3.1] Last year we released Gemulator, the world's only Atari
> > [screen dump] ST emulation card for DOS based PCs. With the freedom
> > [shows Gemul-] to run Atari ST software on a PC just about anywhere,
> > [ator running] over 500 Atari users just like you are already using
> > [Atari XE DOS] Gemulator on their PCs at home, at work, at school, and
> > [2.5 and Cal-] when they travel.
> > [amus SL.]
> >
> > [more GEMulator stuff deleted]
>
> Well... where's the MIDI support... didn't they realize that without
> supporting the accuracy of a normal ST's MIDI port structure that
> this GEMULATOR is doomed a quick death? No... trust me... it will die.
> MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
> play games and the such, but no MIDI? no way... it's a LOT cheaper to
> buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
> no doubt) max will get you a killer ST system.

Even without MIDI support the GEMulator is still useful for music. My wife has been using an ATARI 1040ST for sequencing and transcribing for several years now. Unfortunately, transcription often uses more disk space and memory than the ATARI has. My wife still uses the ATARI for sequencing, but it was much more cost efficient to purchase a GEMulator and perform all transciption on the PC. I already had a 486DX-33 so for a nominal investment in the GEMulator, I can continue to use my ATARI software without having to invest more money into a computer that has a shakey future at best (no flames please!).

In case anyone cares, I have been using the version 2.1 of the GEMulator and found the emulation to be exceptional, even software that talks to the hardware often works flawlessly. Even games usually work as long as they are not copy protected (and even some of them will work) and they only require a mouse (no joystick emulation yet). As far as 8-bit support I can't say anything at this time; until 3.0 came out, the emulator would not run. However, I have used the 8-bit emulator on the ST and it works great with the exception of player missile graphics.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3011. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 15:05:17 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug19.150517.15355@dcs.warwick.ac.uk>
Source record: 105422
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <24u4f8$jf4@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <88289@cup.portal.com>,
>John D Harris <jharris@cup.portal.com> wrote:
>
>Ok, so is GEMulator able to run stock TOS programs or is it devoted to GEM
>applications? I think Darek's safest assumption is that well-behaved GEM
>apps would work on his emulator, but those programs are usually the ons
>that work on every machine.
>
>The catch here is that when he runs things like non-GEM apps that bang
>the hardware, and it isn't there, i don't see where he will gain much
>more compatiblity, and the programs he may be running.. well... they are

That is one of the nice things about machine code interpreters - it is
possible to intercept writes to hardware. It is possible to make a Gemulator
that is more compatable than any ST.

>probably old enough that i'd do better to buy an old 1040ST for $75 (less than
>half the cost of GEMulator) and hook it up to my old SC1224 i have sitting
>around here unused, and run the program....

I think idea is that you can save desk space if you use a PC anyway, and
you can use all the PC's facilities (Large hard disk drive, XGA display, fast
processor).

We have already reached the stage where the Gemulator can be faster than a
standard ST, and it won't be long before it is as fast as a TT.

- Leo

3012. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 15:34:59 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug19.153459.3624@exu.ericsson.se>
Source record: 105423

Leo Hendry writes:
>
>I think idea is that you can save desk space if you use a PC anyway, and
>you can use all the PC's facilities (Large hard disk drive, XGA display, fast
>processor).
>
>We have already reached the stage where the Gemulator can be faster than a
>standard ST, and it won't be long before it is as fast as a TT.

In a way, the Gemulator is a cool hack. But I also have this
irrational part of me that hates to see a nifty machine with some
character get absorbed into a desktop business box. This taints
my opinions of most emulators.

--
James Hague
exuhag@exu.ericsson.se

3013. Galaxian copyright was Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 15:56:39 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug19.155639.44524@acs.ucalgary.ca>
Source record: 105424
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

In article <24unf2INNttl@sumax.seattleu.edu> kahlerm@sumax.seattleu.edu (Mike Kahler) writes:
>
>So who wants to explain the following: on the 5200 Galaxian box, the
>copyright date is 1986 atari. On the same box, it says trak-ball

The cartridge you have was probably manufactured in 1986, so the
copyright was just updated.

>release/box, WHY didn't they remove the clip about the trak ball in 1983??

Probably pure laziness.

--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

3014. Re: Gemulator 3.0 - more stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 17:14:39 UTC
From: cmedley@wam.umd.edu
Message-ID: <250cdv$epl@cville-srv.wam.umd.edu>
Source record: 105426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993Aug19.150517.15355@dcs.warwick.ac.uk>,
Leo Hendry <leo@dcs.warwick.ac.uk> wrote:
>That is one of the nice things about machine code interpreters - it is
>possible to intercept writes to hardware. It is possible to make a Gemulator
>that is more compatable than any ST.
>

But this always will occur at the cost of speed. Personally, I'd like to
see one in person, but there are some things I'd like to see, like how it
deals with running ST applications under Windows. I've seen some impressive
screen shots of Calamus running in an ST window under Windows. But I'm
also wondering how fast it goes. I find life pretty painfully slow
using a 16mhz Mega at times, and I believe a 486-33 delivered (roughly)
the performance of one of these machines. Does anyone have the specs on
what type of PC would be comparable (with emulation) would be comparable
to what type of ST?

>We have already reached the stage where the Gemulator can be faster than a
>standard ST, and it won't be long before it is as fast as a TT.
>
>- Leo

Well, if you have a Pentium machine... :)

Actually, one thing I'm wondering about is why Darek has not made an
attempt to also get GEMulator to become a Mac emulator for the PC. The
ST's hardware should be much more difficult to emulate, and he could
probably create something comparable to Spectre GCR based on the
board he has now for GEMulator. It'd be nice if for $600 a user could
have a GEMulator and a MACulator up and running.

3015. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 19:24:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5qNJ9B2w165w@cyberden.sf.ca.us>
Source record: 105427

ortega@cactus.org (Paul Ortega) writes:

> >William James Kendrick Atari Classics Cyberden: San Rafael, CA
> ^^^^^^^^^^^^^^^^^^
>
> BTW, does this mean that someone actually still writes stuff for
> the 8-bit?
>

HOW DAREST THOU! I should kill you along with my game-giving-away friend
just for saying that! >:^(

Of @OURSE there are people writing stuff! Sheesh! Myself one of the
very few lame-o's who enjoy TurboBASI@ XL WAY too mu<h for their own
good! ;)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3016. Re: Can't get mule to work

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 19:28:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ByNJ9B3w165w@cyberden.sf.ca.us>
Source record: 105428

genghis@ilces.ag.uiuc.edu (Scott Coleman) writes:

> anyone@cyberden.sf.ca.us writes:
>
> >Yep... it worked fine for me.. The fa<t that it's simply a beta program
> >made to show off the fa<t that file xfer between a sto<k 1050 and a P@
> >drive may be the reason it isn't the best thing around! :) Well, it is
> >in fa<t the ONLY thing around that DOES it..
>
> This is not true.
>
> There is a program called UTIL which works just fine, and is not a
> cobbled-together demo by any stretch.
>

I must disagree. MULE is the ONLY pei<e of software that works with a STO@K (1.5 density) Atari 1050 drive! I pointed that out in my previous post. I'm not aware of ANYthing that works with old 810's (single density), but UTIL and some others(?) work with Happy'd and US-Doubled drives as well as all the other DOUBLE-density (180k) Atari drives.

A sto<k 1050 only does about 127-128k!!!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3017. Atari Jaguar

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 19:55:25 UTC
From: jon@playfair.Stanford.EDU
Message-ID: <1993Aug19.195525.9423@EE.Stanford.EDU>
Source record: 105433

I read an interesting article in the paper about the new
Atari "Jaguar" game today. It is their answer to the 3D
game being developed by Trip Hawkins' company. Does anyone
know what Atari's current commitment to computers is?
The article led me to believe they were going to now
concentrate on games.

3018. Re: ST FTP Site List

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-19 23:25:33 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <25125d$43p@terminator.rs.itd.umich.edu>
Source record: 105429
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

```
In article <250i3h$b5o@sol.ctr.columbia.edu>,
Simon Gornall <sjg@phlim.ph.kcl.ac.uk> wrote:
>} Thanks for the responses, here is a list of sites people have Emailed.
>}
>} ST FTP Site List 8-19-93
>} ------------------------------------------------------------------
>} USA : atari.archive.umich.edu /atari
>}
>
>There's a fairly large archive in the UK (src.doc.ic.ac.uk) which
>mirrors atari.archive.umich.edu and uni-paderborn...
>
>UK : src.doc.ic.ac.uk:/computing/systems/atari/umich
> :/computing/systems/atari/uni-paderborn

And there's also wuarchive.wustl.edu, which mirrors all of
archive.umich.edu, in mirrors/archive.umich.edu/atari .....

You should use these sites whenever possible, as you all know how
difficult it is to get a connection here....

cheers,

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse
```

3019. [Q] SDX: Info (semitechnical)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 01:59:04 UTC
From: craig.s.thom@genie.geis.com
Message-ID: <9308200159.AA03871@relay2.geis.com>
Source record: 105430

The last version of SDX released was 4.20. There is an ATARIDOS.SYS newer than
the one in the cartridge available for download from the ICD BBS, GEnie, and
CompuServe. This ATARIDOS.SYS fixes a bug when copying a file two an AtariDOS
format disk AFTER copying a file bigger than 64K on the same format disk.
The rest of this is from memory that is fading. I BELIEVE the change from 4.19
to 4.20 was a new X.COM and a change in the format routine to switch back to the
ROM character set.
I don't think 4.18 has the XEP80 handler, either. I'm sure there are other changes, but I
can't remember them. ICD has
an errata sheet they ship with the ROM upgrade.

Craig.S.Thom@GEnie.geis.com

3020. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 02:03:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <251be2$pm5@news.cs.tulane.edu>
Source record: 105431

In article <5qNJ9B2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>ortega@cactus.org (Paul Ortega) writes:
>
>Of @OURSE there are people writing stuff! Sheesh! Myself one of the
>very few lame-o's who enjoy TurboBASI@ XL WAY too mu<h for their own
>good! ;)

Not quite so Bill, a good friend of mine, Pab Sungenis, still writes many good things in TBXL. Look at PabQwk and PabMail as well as Mboard2000.

TBXL is far from a dead language... in fact, I like programing in it almost as much as I like programing in in Action!. TBXL handles strings better (IMO). I use to do a lot of TBXL work in Analogs LBasic... produce all the code on TextPro with out line numbers.

Anyway, Take care

Mike
Atari Archive Project
Louisiana

3021. Re: 2600 composite output?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 02:53:41 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <88410@cup.portal.com>
Source record: 105432

I was able to use my 2600 on a composite video monitor after about two minutes of fiddling around with clip leads. I figured it out by trial and error. First I hooked up a RCA cable to my monitor's composite-video input jack, then connected clipwires to the dangling end of the cable, and connected/clipped the "shield" side to a likely-looking ground point in the 2600. Then I simply touched the "signal" side clip to various points in the region of the RF shield (might've opened it up, I don't recall) until I got a picture. (A similar technique will also give you the audio signal.) I ran entirely off clipwires but you could easily solder a new jack or two to the points you find.

This is the empirical method; others may prefer to actually go in armed with specific instructions! :-)

Chris
Chris_F_Chiesa@cup.portal.com

3022. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 13:27:13 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <3V2k9B1w165w@cybernet.cse.fau.edu>
Source record: 105435
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

```
>
>
> Well, I'd like to inform you on the 1200xl, 1400xl, and 1450xld, and
> 5200. The 5200 @ame out a lot earlier than 1985.. more like 1982 or 1983
> (I @ould @he<k my old _Atari_Age_ mags if I had the online time.. maybe
> later). The 1200xl is the same as the 400/800 ex<ept it's operating
> system.. it allowed for full 64k RAM out of the 64k a<<essable memory..
> not just 48k RAM + 16k ROM like the bigger 800's (I believe some 800s had
> only 32k.. he<k, some 400s only had 8k?? right?!)
>
> The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h
> synthesis, and some other things I think (again.. I need to @he<k Atari
> Age). The 1450xld was the same but with disk drives built in, as well.

[Excess goes byebye]

All this may be checked in the FAQ list, under "vaporwares".
```

3023. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 13:42:57 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <am3k9B2w165w@cybernet.cse.fau.edu>
Source record: 105434
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

> [about 158 lines of stuff about Atari ;)]
>
>
> Well, I'd like to inform you on the 1200xl, 1400xl, and 1450xld, and
> 5200. The 5200 @ame out a lot earlier than 1985.. more like 1982 or 1983
> (I @ould @he<k my old _Atari_Age_ mags if I had the online time.. maybe
> later). The 1200xl is the same as the 400/800 ex<ept it's operating
> system.. it allowed for full 64k RAM out of the 64k a<<essable memory..
> not just 48k RAM + 16k ROM like the bigger 800's (I believe some 800s had
> only 32k.. he<k, some 400s only had 8k?? right?!)
>
> The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h
> synthesis, and some other things I think (again.. I need to @he<k Atari
> Age). The 1450xld was the same but with disk drives built in, as well.

[Excess goes byebye]

AAll this m5ay be confirmed via the FAQ list, guys!
Everything but the dates...

Line noise is strictly the board's. <grin>

3024. Re: Craig S. Thom

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 16:24:40 UTC
From: Jim_Johnson@abcd.houghton.mi.us
Message-ID: <Jim_Johnson.0k61@abcd.houghton.mi.us>
Source record: 105437

I just spotted your response re the SDX.

By the tone of your message, is it safe to assume you don't work for ICD these days?

I seem to recall that you are the programmer that wrote the patch to allow AtariWriter Plus to run under SDX. Nice piece of coding.

I further patched the software to enable people to use the Reset key to exit AW+. I had to put a routine at the bottom the stack which permitted AW+ to do a reset ONCE to start itself, then redirect the vector back to SDX. The details are fuzzy now.

What are you up to these days?

-- Via DLG Pro v0.995

jim_johnson@abcd.houghton.mi.us (Let me know if you are a Rotarian)
from Calumet, Michigan, USA -the world's former copper mining capital,
located on Lake Superior and home to America's newest National Park,
** The Keweenaw National Historical Park **

3025. Test

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 17:22:26 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308201120.aa06072@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105436

```
Testing the "comp-sys-atari-8bit@cs.utexas.edu" digest.

Replies and confirmatations to:

jking@uxscosv1.asit.utah.gov or kamaro_kid@delphi.com
```

3026. Gemulator 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 18:04:28 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308201202.aa06090@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105438

Sorry to intrude, but does the GEMULATOR discussion HAVE to take place in
our cherished CSA8??

Couldnt it be moved to the ST digest?

Thanks.

jking@uxscosv1.asit.utah.gov or kamaro_kid@delphi.com

3027. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 21:16:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <RLNL9B2w165w@cyberden.sf.ca.us>
Source record: 105447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

gbennett@friendly.es.com (Greg Bennett) writes:

> they only require a mouse (no joystick emulation yet). As far as 8-bit
> support I can't say anything at this time; until 3.0 came out, the
> emulator would not run. However, I have used the 8-bit emulator on the
> ST and it works great with the exception of player missile graphics.
>

No Player-Missle graphi<s? Well that sux! ;) Oh well.. it supposedly
only emulates the 800, not the XL/XE. Does it do ANY graphi<s (ie, the
@TIA or GTIA <hip modes? (GTIA is @TIA + the 16 <olor and grey modes))

Is it any faster? Hmmm... hehe... maybe I <ould do better graphi<s
rendering and NLQ font dumping if it were faster..

hehe.. but I'd need $1500+ for it... :) haha!

3028. Re: 8-bit emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 21:20:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <gsNL9B3w165w@cyberden.sf.ca.us>
Source record: 105448

gbennett@friendly.es.com (Greg Bennett) writes:

> In case anyone's interested, I recently was sent a newsletter from
> Darek Mihoka (the creator of the 8-bit emulator for the Atar ST).
> His latest version of the ST emulator will now run the 8-bit emulator.
> I realize that it's a round-a-bout way to run the 8-bit software, but
> at least it's now possible. I don't have the newsletter with me now,
> but if anyone's interested I'll post the address of Brasoft (Darek's
> software company).
>
> BTW, the XFormer cable is not supported
>
>

Hhehe.. I already posted two arti<les (quoted the newsletter that BraSoft sent out) about the Gemulator, whi<h pointed out the 800 (XFormer) @ompatibility.. :)

Hey, all!... one time I got MegaBlast running in a Window on my s<hool's IBM!!! HHEHEHE!

Ok.. so I was using a digitizer... it was STILL @ool! hehe!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3029. DDSHOw

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 21:44:20 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <LwoL9B7w165w@cyberden.sf.ca.us>
Source record: 105449

Hehe.. God, I'm really getting to like Daisy Dot fonts and utilities! :)

So far, I've made the following little programs that handle DD3 files:

DD3VieW - Views a DD3 or DDII font on a gr.8 s<reen
DD3@Lo<k - Loads up the 0-9 <hara<ters from a DD3 or DDII font
and makes a ni<e <lo<k out of it.
DDSHOw - It's a lot like PP.@OM in that it understands DD3
@ommands, but it doesn't DO mu<h with them.. it lets
you proofread a DD3 text file without having to keep
tra<k of underlines, "\"s, et<. It lets you view the
text with or without @ommands present... ie

\FTIMES\\RAugust 20, 1993

would look either like

<TIMES\>[rght]August 20, 1993
-------------- (underlined shows inverse)

or simply:

August 20, 1993

VERY ni<e... I might even work on an editor that "hides" the DD3
@ommands, so you <an proofread AS you write!

At the moment, these little programs are simply @OM_RUN externals in
TurboBASI@ XL, but are easily translated into both .@OM and .TBS
(TurboBASI@) stand-alones.

Ni<e! I am also going to work on a true print-previewer and font
shrinker (makes the DD3 fonts smaller to save disk spa<e and for more
data on the s<reen)

If you dont have DD3, then GET IT! PD demos are around and the reg.
vers. is $25 from

Roy Goldman
2440 S. Jasmine
Denver, @o 80222 USA

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3030. Re: DOS 4.0 (was Re: 850 question / DOS 2.5)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-20 22:56:45 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug20.225645.150178@zeus.calpoly.edu>
Source record: 105439

Try SpartaDos X! That is by far the best DOS I have ever found on the 8 bits. I haven't used my 8 bit for a long while, so I dont know if it is still available. (Probably is).

It is very similar to SpartaDos xxx (forgot the version, its been a while). But SpartaDos X is on cartridge, so it does not use up much memory. Also, it has a blisteringly fast ARC program in it. (Honestly, close to the speed of ARC on an ST! - of course it is hard to compare. Most 8 bit files are significantly smaller than ST files).

- mike

3031. Re: Atari Corporate History - 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 00:01:09 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CC31Dy.5s2@genesis.nred.ma.us>
Source record: 105444
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx

Oh, ya the Portfolio was released in '89..winter I belive. I remember
reading about it in the WaldenSoftware ComputerBytes (Or something like that)
newsletter back then.

The 1450XLD sounds AWESOME! I wish I read more magazines back then.
I had a Commodore 64, but I infrequently only bought Commodore magazines
and Amiga magazines from '85 on... didn't really start reading mags a lot
until '89 or so. I missed out on a lot. I used to think my c64 was the
greatest 8 bitter... I bought an Atari800XL a few years ago, and it
surprised me! Built in 300 baud modem and a speech synthesizer? Wow!
How much did it go for?!

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
[Amiga 4000/030, Amiga 500, Commodore 64, Atari 800XL, Atari 2600, 7800,]
[Lynx, Sega Master System, Genesis, Game Gear, NES, SNES, Game Boy, NEO GEO]
[TurboGrafx-16/CDROM, Odyssey 500, ColecoVision, Vectrex-Condiment Park '93]

3032. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 00:22:45 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug21.002245.21642@microsoft.com>
Source record: 105491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>Well... where's the MIDI support... didn't they realize that without
>supporting the accuracy of a normal ST's MIDI port structure that
>this GEMULATOR is doomed a quick death? No... trust me... it will die.
>MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>play games and the such, but no MIDI? no way... it's a LOT cheaper to
>buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
>no doubt) max will get you a killer ST system.

I challenge you to come up with this "$600 killer ST system". I suppose
you can MultiTOS on this system? Or Calamus SL? All on a $600 system?
Used prices, no doubt. Fire sale prices, no doubt. A used ST with a couple
meg of RAM sells for $300 to $400. Add a hard disk, a couple of monitors,
and you're still under $600? Bull!!!!! New prices you're looking at $1500
for such a system, and you can buy a brand new 486/33 with hard disk and
SuperVGA monitor and Gemulator for $1500. So economically it costs the
same to buy just an ST, or a PC with ST emulation. A PC emulator for the
ST will put you out hundreds more and not even provide 486 emulation.

Also, claiming that MIDI is 90%-95% of the MIDI market is more bullshit.
What you meant to say was that 90%-95% of the Atari ST market doesn't
give a damn about MIDI. It's a niche market and there's very little demand
for it, thus it was never added to Gemulator. Most people did not buy an
ST for its MIDI capabilities. If you dispute that, then explain to me why
MIDI is not discussed in 95% of comp.sys.atari.st messages?

This is not a flame mail, I'm just pointing out that you really don't know
much the product. Send me a mailing address and I'll send you more info.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

3033. 2600/7800 carts FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 02:13:25 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <930821020958_71450.1050_EHB61-1@CompuServe.COM>
Source record: 105440

Atari 2600/7800 cartridges FOR SALE:
(All cartridges are BRAND NEW in factory boxes w/manuals unless otherwise noted. Multiple quantities available unless indicated w/a (1).)

2600 Video Game Cartridges-

$1 EACH titles:

Desert Falcon *No manual or box* (1)

$2 EACH titles:

Asteroids, Battlezone (1), Centipede, Circus Atari, Crystal Castles (1), Galaxian, Gravitar, Jr. Pac Man, Kangaroo, Ms. Pac Man, Missile Command (1), Moon Patrol (1), Pole Position, Realsports Baseball (1), Realsports Football (1), Realsports Tennis (1), Realsports Volleyball, Secret Quest (1), Solaris (1), Space Invaders, Super Breakout (1), Super Football (1)

7800 Video Game Cartridges-

$1.25 each titles:

Karateka *No Manual or box* (1)

$2.50 each titles:

Ballblazer, Barnyard Blaster (requires Atari Light Gun) (1), Centipede, Choplifter!, Crack'ed, Crossbow (requires Atari Light Gun), Dig Dug (1), Donkey Kong, Donkey Kong Junior (1), Food Fight, Galaga (1), Hat Trick, Jinks, One-On-One Basketball, Pole Position II, Realsports Baseball (1), Robotron 2084, Touchdown Football (1), Tower Toppler (1), Xenophobe (1), Xevious

If interested in any of these cartridges, contact Lawrence Estep at 524 Roseview Terrace, New Albany, IN 47150, by CompuServe Mail at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM, or call (812) 948-6278.

Minimum order charge is $5. Price includes shipping charges. All orders will be shipped via U.S. Postal Service. This list was updated on 8/20/93. Please call or e-mail if possible to confirm availability of the titles you are interested in before mailing payment. New titles may have been added or titles may have sold out since this list was printed.

3034. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 04:06:53 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <25470t$5d6@terminator.rs.itd.umich.edu>
Source record: 105441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archive

```
-rw-rw-r-- entropy 6037 Aug 14 12:40 ./Mint/0index
-rw-r--r-- weiner 78091 Aug 13 15:42 ./Mint/Lib/mnthlb34.zoo
-rw-r--r-- weiner 69315 Aug 14 12:45 ./0ls-lR.Z
-rw-r--r-- weiner 69371 Aug 14 12:46 ./0ls-lRc.Z
-rw-r--r-- weiner 92481 Aug 14 12:43 ./0compind.Z
-rw-r--r-- weiner 196863 Aug 14 12:43 ./0index
-rw-r--r-- dpz 1984 Aug 15 18:46 ./Falcon/0index
-rw-r--r-- hyc 925 Aug 15 18:43 ./Falcon/fpatch2.zip
-rw-r--r-- hyc 36850 Aug 15 18:43 ./Falcon/sblaster.zip
-rw-r--r-- lenn 18272 Aug 16 01:46 ./8bit/Graphics/ged.arc
-rw-r--r-- lenn 296 Aug 16 01:46 ./8bit/Graphics/ged.txt
-rw-r--r-- lenn 39425 Aug 16 01:51 ./8bit/0index
-rw-r--r-- lenn 12344 Aug 16 01:46 ./8bit/Games/maneuv.arc
-rw-r--r-- lenn 257 Aug 16 01:46 ./8bit/Games/maneuv.txt
-rw-r--r-- weiner 4817 Aug 16 13:46 ./Languages/0index
-rw-r--r-- dpz 171008 Aug 16 02:30 ./Languages/stoberon.zip
-rw-rw-r-- entropy 6038 Aug 16 14:02 ./Mint/0index
-rw-r--r-- dpz 56029 Aug 6 05:29 ./Mint/Utilities/stcron2.lzh
-rw-r--r-- lenn 15407 Aug 18 23:44 ./Games/0index
-rw-r--r-- molin 34969 Aug 18 23:30 ./Games/4_7_11.lzh
-rw-r--r-- molin 120820 Aug 18 04:00 ./Games/reflecti.zoo
-rw-r--r-- molin 84070 Aug 17 16:01 ./Sound/Players/qdplay31.lzh
-rw-r--r-- weiner 3304 Aug 18 23:40 ./Sound/0index
-rw-r--r-- molin 15360 Aug 17 16:00 ./Utilities/runlow13.lzh
-rw-r--r-- molin 18048 Aug 17 16:01 ./Utilities/tshcpx_e.zip
-rw-rw-r-- entropy 20914 Aug 18 23:51 ./Utilities/0index
-rw-r--r-- entropy 11354 Aug 19 21:39 ./Graphics/0index
-rw-r--r-- molin 27304 Aug 19 07:41 ./Graphics/Gemview/gvw_inst.app
-rw-r--r-- molin 16850 Aug 19 07:41 ./Graphics/Gemview/gvw_lies.txt
-rw-r--r-- molin 80341 Aug 19 07:41 ./Graphics/Gemview/gvw_pic0.pax
-rw-r--r-- molin 13482 Aug 19 07:41 ./Graphics/Gemview/gvw_read.txt
-rw-r--r-- molin 201411 Aug 19 07:42 ./Graphics/Gemview/gvw_tol0.pax
-rw-r--r-- molin 356522 Aug 19 07:43 ./Graphics/Gemview/gvw_v243.pax
-rw-r--r-- molin 653869 Aug 19 21:15 ./Graphics/Gemview/gview243.lzh
-rw-r--r-- weiner 4177 Aug 19 23:29 ./Programming/0index
-rw-r--r-- weiner 69425 Aug 19 23:33 ./0ls-lR.Z
-rw-r--r-- weiner 69511 Aug 19 23:34 ./0ls-lRc.Z
-rw-r--r-- weiner 92617 Aug 19 23:31 ./0compind.Z
-rw-r--r-- weiner 197303 Aug 19 23:31 ./0index
-rw-r--r-- lenn 15606 Aug 20 13:35 ./Games/0index
-rw-r--r-- dpz 57257 Aug 20 09:28 ./Games/memory.lzh
-rw-r--r-- dpz 26368 Aug 20 09:22 ./Games/wusel.lzh
-rw-r--r-- dpz 30714 Aug 20 09:25 ./Games/primitiv.lzh
```

```
-rw-r--r-- dpz 77663 Aug 20 05:54 ./Games/ishar_sk.lzh
-rw-r--r-- entropy 11422 Aug 20 13:36 ./Graphics/0index
-rw-r--r-- dpz 33070 Aug 20 09:23 ./Graphics/sprity.lzh
-rw-r--r-- dpz 58659 Aug 19 19:48 ./Mint/tw14+w10b.zoo
-rw-r--r-- dpz 89670 Aug 19 19:48 ./Mint/tw14+w10s.zoo
-rw-rw-r-- entropy 6143 Aug 20 13:38 ./Mint/0index
-rw-r--r-- dpz 69551 Aug 20 13:45 ./0ls-lR.Z
-rw-r--r-- dpz 7440 Aug 17 18:06 ./Falcon/nvram11.zip
-rw-r--r-- dpz 2051 Aug 20 13:37 ./Falcon/0index
-rw-r--r-- dpz 69719 Aug 20 13:49 ./0ls-lRc.Z
-rw-r--r-- dpz 92791 Aug 20 13:42 ./0compind.Z
-rw-r--r-- dpz 197742 Aug 20 13:42 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3035. Re: [Q] SDX: Info (semitechnic

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 04:30:09 UTC
From: craig.s.thom@genie.geis.com
Message-ID: <9308210430.AA09023@relay2.geis.com>
Source record: 105442

I called ICD today (I still know a few people there ;-) to check on this. There has not been a new version of SDX in the last year (I would have been shocked if there had been). Either my memory has failed in a BIG way (age could do this), or you got the wrong sticker on your ROM. This is possible, since one of the Amiga ROMs is apparently at 4.21. If you get the chance, I'd be interested to see if the ATARIDOS.SYS in your ROM and the disk-based one are identical, not just sizes, but byte-for-byte.

Craig.S.Thom@GEnie.geis.com

3036. Re: [Q] SDX: Info (semitechnic

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 04:30:35 UTC
From: craig.s.thom@genie.geis.com
Message-ID: <9308210430.AA09074@relay2.geis.com>
Source record: 105443

I don't think it is true. There may have been some talk about this at one time, but the word from a person at ICD today (not Tom, he was on the phone), is that it isn't happening. I would be truly amazed if it was.

craig.s.thom@genie.geis.com

3037. Re: Gemulator 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 05:24:08 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CC3GCD.LB7@cbnewsc.cb.att.com>
Source record: 105445

From article <9308201202.aa06090@uxscosv1.uxscosv1.asit.utah.gov>, by
jking%smtpgate@uxscosv1.asit.utah.gov:
> Sorry to intrude, but does the GEMULATOR discussion HAVE to take place in
> our cherished CSA8??

Well, now that the GEMulator makes it possible to emulate an
Atari 8bit computer on an MS-DOS machine, I think it is appropriate
and I would like to see it continue here. I think a lot of the articles
are cross posted to the st newsgroup as well.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

3038. ARTICLES WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 10:44:41 UTC
From: djg0@aberystwyth.ac.uk
Message-ID: <9308211031.AA24815@deca>
Source record: 105446

If you are writing something to the net which could also be edited up into a nice article for the News_disk, then
I would appreciate copies mailed directly to me, because it it is too expensive to keep bringing digests
down the phone line. Send any possible
articles, etc. to the following email
address:

djg0@aber.ac.uk.

DEAN GARRAGHTY.

3039. Re: Can`t get mule to wor

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 17:46:02 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CC4Eor.KCr@cbfsb.cb.att.com>
Source record: 105450

In article <24vi0o$hiq@nz12.rz.uni-karlsruhe.de> uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:
>
>Actually UTIL works fine with SOME 1.2m 5.25" drives. Among some 10 or so
>1.2m drives at our computer center I found 2 or 3 doing the job well.
>The others will format the disk in a way my upgraded 1050 can't access.
>I guess it's an alignment problem on the 1.2m drives.
>

Did you use blank, _bulk erased_ disks? A lot of new disks, and
certainly an old disks, are already formatted, and hence have data
on them that may not be completely erased with the 1.2 meg drives
narrower trach heads. If you have accesse to a bulk eraser designed
for video tapes, try using it to be certain the disk is erased before
trying to format and use it in the 1.2 meg drive, and trying to read the
data on a 40 track drive. Sometimes this can help.

>Of course if I want to be 100% sure my data will be readable on the Atari
>I prefer using those old 360K drives together with UTIL.
>

Always an excuse to keep old drives lying around ... never know when
they might come in handy!

--
Richard Dell

3040. Atari BBS phone # current?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 19:47:58 UTC
From: beale@jumpjibe.stanford.edu
Message-ID: <255u5e$m6m@morrow.stanford.edu>
Source record: 105451

Hello- I've got an Atari Portfolio. (yes, it's a 16-bit CPU and hence not strictly appropriate for this group; sorry but maybe you can help anyway). I got a little pamphlet with the serial interface listing among other things an Atari BBS with PD progs for Atari computers, with phone #: (408) 745-2191. This number does not answer.

Does the BBS still exist? Anyone have a current phone #? Thanks.
(Also, any useful Internet archives besides atari.archive.umich.edu?)

John Beale (beale@jumpjibe.stanford.edu)

3041. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-21 22:21:08 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <X0kN9B1w165w@cyberden.sf.ca.us>
Source record: 105458

snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

> In article <5qNJ9B2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
> >ortega@cactus.org (Paul Ortega) writes:
> >
> >Of @OURSE there are people writing stuff! Sheesh! Myself one of the
> >very few lame-o's who enjoy TurboBASI@ XL WAY too mu<h for their own
> >good! ;)
>
> Not quite so Bill, a good friend of mine, Pab Sungenis, still writes many
> good things in TBXL. Look at PabQwk and PabMail as well as Mboard2000.
>
> TBXL is far from a dead language... in fact, I like programing in it almost

sheesh! :) When did I say TBXL was dead or unused or not good?

I LOVE IT! I made dozens of little DOS apps in it... all to be turned
into versions of S<ot<hDOS on<e I perfe<t some of the <ommon routines
(A@TION!'s FUN! :))

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3042. Re: Atari BBS phone # current?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 00:43:41 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CC4y0t.Mq2@cbfsb.cb.att.com>
Source record: 105452

In article <255u5e$m6m@morrow.stanford.edu> beale@jumpjibe.stanford.edu (John Beale) writes:
>Hello- I've got an Atari Portfolio. (yes, it's a 16-bit CPU and hence

Try posting alson on comp.sys.palmtops, or comp.sys.handheld. They cover smallish computers, though I don't see much about the Portfolio there. But worth a shout.

--
Richard Dell

3043. Re: DOS 4.0 (was Re: 850 question / DOS 2.5)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 02:06:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <88566@cup.portal.com>
Source record: 105454

Mike Cookson, whose Internet address Portal doesn't include for me here,
and who doesn't include it himself in a .signature file, writes:

> Try SpartaDos X! ...I dont know if it is still available. (Probably is).

ICD, makers of SpartaDOS X, stopped supporting the Atari 8-bit a year or
so (maybe longer; time flies) ago. I presume there are no "new" SDX carts
to be had at this time, and that you'd have to settle for a used one. I
myself would love to get v4.20, having currently only v4.19.

>Also, it has a blisteringly fast ARC program in it. (Honestly,
>close to the speed of ARC on an ST! - of course it is hard to compare.
>Most 8 bit files are significantly smaller than ST files).

The scuttlebutt on SpartaDOS X's ARC program is that it has some bugs
and that you should use Bob Puff's SuperARC and SuperUNARC instead.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3044. Atari 600xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 02:50:51 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Aug22.025051.12725@acs.ucalgary.ca>
Source record: 105453

I have a clean Atari 600xl system for sale, asking $20 plus
shipping. Includes the computer, two Atari 2600 joysticks, power
supply, cable box, video cable, and Star Raiders cartridge.
Please email. Thanks.
--
dbstrutt@acs.ucalgary.ca
Obligatory quote: "the man in the crowd with the multicolored mirrors
on his hobnailed boots, lying with his eyes while
his hands are busy working overtime..." Da Beatles!

3045. Re: Gemulator 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 05:26:03 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <5X5N9B1w165w@cybernet.cse.fau.edu>
Source record: 105455

jking%smtpgate@uxscosv1.asit.utah.gov writes:

> Sorry to intrude, but does the GEMULATOR discussion HAVE to take place in
> our cherished CSA8??
>
> Couldnt it be moved to the ST digest?
>
> Thanks.
>
> jking@uxscosv1.asit.utah.gov or kamaro_kid@delphi.com
>

Yes... I for one am GLAD to see it here, for otherwise I would not have
known about it. Not only can he contact anyone interested here (into
UPGRADING to St/IBM) but he can look for hack support too.

3046. Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 05:35:05 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <7c6N9B2w165w@cybernet.cse.fau.edu>
Source record: 105456

I have a vrey large problem. I have a 256K (RAMbo upgraded) 1200XL Atari and I need a text processor that will allow me to work on files that are considerably larger than 18K (the limit I've run into so far), say to as much as my RAM will allow.

This is needed since the node I call sometimes gets noise and I must get a UUEncoded file page by page (hence, plenty of "[more, q=quit]" in the text).

If no processor is available, is there a file that will split large files into smaller ones? (And then join them together of coursE) I am aware of SPLIT.COM which doesn't work, or perhaps I have an old version of it.

Any help appreciated.

3047. k65src size

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 11:41:05 UTC
From: kenth@carson.u.washington.edu
Message-ID: <257m0h$khm@news.u.washington.edu>
Source record: 105457

I've just ftp'd k65src.arc from the umich archive. However the size is 240+ kbytes. I can't figure out a way to either download it or unarc it, as I only have a DD 1050 for my atari. Thus I can't play with anything bigger than 180 kbytes. Is there by chance a program on a unix box that will handle the arc format? I've tried ar and zcat but they don't work. Thanks for the help.

kenth@u.washington.edu

3048. Re: k65src size

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 12:22:31 UTC
From: ai792@cleveland.Freenet.Edu
Message-ID: <257oe7$3i9@usenet.INS.CWRU.Edu>
Source record: 105459

In a previous article, kenth@carson.u.washington.edu (Kent Hill) says:

>I've just ftp'd k65src.arc from the umich archive. However the size is
>240+ kbytes. I can't figure out a way to either download it or unarc it,
>as I only have a DD 1050 for my atari. Thus I can't play with anything
>bigger than 180 kbytes. Is there by chance a program on a unix box that will
>handle the arc format? I've tried ar and zcat but they don't work. Thanks for
>the help.

Have you tried 'arc -x k65src.arc' under your unix? If that doesnt work, then
you'll have to ftp the code to arc521e from wuarchive in the /mirrors/unix
directory (I think) and then once you untar-and-feather it, just type
'make arc' and it'll install the arc program. If you ask really nicely
your SysAdmin might even install it when they have time.

-BRiTiSH

3049. GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 14:49:25 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <25811l$ioh@usenet.INS.CWRU.Edu>
Source record: 105460

I want to say that I appreciate John Harris's GED and dialog on this SIG. He might like some intellegent questions and feedback. I briefly looked at the Martian and have a small understanding for the difficulty of putting more than one color on a scan line. The only question I have is a 10k DLI. That's impossible. A DLI only has time for about 20 instructions at most. And the GED.COM is only 3600 bytes. How can there be a 10k DLI?

3050. WANTED: Atari Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 22:13:59 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CC6LrB.63o@cs.uiuc.edu>
Source record: 105461

Someone posted recently (I believe in this group) about having Atari 8-bit disk drives (1050, Indus, etc.) for sale. I might be interested in making a purchase, but unfortunately, the article seems to have expired.

If the poster reads this please reply, or if someone still has the article, please send me a copy!

Also, if you have affordable Atari disk drives for sale in very good condition, please let me know!

Thanks for all the help,

--- Brian

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

3051. WANTED: Atari 800, 48K, GTIA, Prefer Thumbscrews!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 22:33:05 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CC6Mn6.73y@cs.uiuc.edu>
Source record: 105462

I've been trying to find at Atari 800 to replace the one I stupidly sold about 8 years ago (man, I loved that machine!) I would like to get the exact same model if possible, but I have not been able to find this model in several years of gradual searching.

I am looking for an 800, with GTIA chip, 48K RAM, and with the *thumbscrew* latches on the memory access compartment. I purchased an 800 last year with machine screws instead of thumbscrews, but I'd really like to get the thumbscrew version for nostalgia's sake. Anyone have one of these in very good->excellent condition they want to sell me?

If you have the above, but without the thumbscrew latches, tell me anyway, I might be convinced to buy one anyway, if I give up my goal as too ambitious.

Take Care,

--- Brian
--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

3052. SURVEY: Favorite Atari 8-Bit Programs (8/22/93)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 23:08:30 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CC6oA6.93u@cs.uiuc.edu>
Source record: 105463

Here's the current list of people's favorite Atari 8-bit programs as sent to me. I haven't checked the list in detail, and am not familiar with certain programs, so please report any errors/duplications/etc. to me. Also, if your favorite programs are not on the list, please send them to me. If there's enough interest, we can vote on this list later, to determine the favorite comp.sys.atari.8bit program.

Take Care, --- Brian

A.E. Kermit-65
ANALOG's Bacterion Loderunner
ANALOG's Planetary Defense M.U.L.E.
Ali Baba Macro Assembler
Alley Cat Marauder
Alternate Reality (The City) Miner 2049er
Alternate Reality (The Dungeon) Missile Command
Archon Mousekattack
Archon II: Adept Mr. Do
Astro Chase Necromancer
Atari Logo Omnitrend's Universe
Atari Text Editor (disk) One on One
Avalon Hill's Galaxy Pharoah's Curse
Aztec Challenge Qbert
BASIC B Questron
Ballblazer Rainbow Walker
Beyond Castle Wolfenstein Rally Speedway
BobTerm Rescue on Fractalus
Boulder Dash Return of Heracles
Bounty Bob Strikes Back SCRAM
Bruce Lee Sargon III
CC65 Scott Adams' Adventure #5: The Count
Castle Wolfenstein Seven Cities of Gold
Crossfire Shamon
Dandy Shamus
Defender Shamus II
Dogdaze Six Gun Shootout
Drelbs Spare Change
Drol SpartaDOS 3.2d
Eastern Front SpeedScript
Encounter Spelunker
Express 850 SpinDizzy
F-15 Strike Eagle Star League Baseball
Final Legacy Star Raiders

Flight Simulator II Submarine Commander
Flip & Flop Suspended
Frogger The Dreadnought Factor
Getaway The Last Starfighter
H.E.R.O. The XL OS
Infidel Thrax's Lair
Journey to the Planets Ultima III
Joust Ultima IV
Jumpman Wizard of Wor
Karateka original Atariwriter

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

3053. Re: Atari BBS phone # current?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 23:47:59 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <oyJP9B1w165w@cyberden.sf.ca.us>
Source record: 105464

beale@jumpjibe.stanford.edu (John Beale) writes:

> Hello- I've got an Atari Portfolio. (yes, it's a 16-bit CPU and hence
> not strictly appropriate for this group; sorry but maybe you can help
> anyway). I got a little pamphlet with the serial interface listing
> among other things an Atari BBS with PD progs for Atari computers,
> with phone #: (408) 745-2191. This number does not answer.
>

AtariBase BBS - THE Atari BBS (not the best, hehe.. but the one that
Atari @orp. runs) ..... 408-745-2196. That used to be one of the 5 or so
lines they had under Mi<hTron, but now they're Forem-ST, so I never @all.

anyways... have fun! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3054. Re: Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-22 23:51:02 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <R4JP9B2w165w@cyberden.sf.ca.us>
Source record: 105465

maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:

>
> This is needed since the node I call sometimes gets noise and I must get
> a UUEncoded file page by page (hence, plenty of "[more, q=quit]" in the
> text).
>

:)

Write something like this in BASI@ or TBXL (all "@"s mean "see"
<hara<ters... I'm on a flakey dumb terminal..)

```
5 DIM A$(100) - plenty of room for a uue'd text file!
10 OPEN #1,4,0,"D:SOUR@E.TXT" - open sour<e for input
20 OPEN #2,8,0,"D:DEST.TXT" - open destination for output
30 TRAP 100
40 INPUT #1,A$
50 IF A$<>"[more]" THEN PRINT #2,A$ - output to dest ONLY if it's
not a "[more]" or whatever..
60 GOTO 40
100 @LOSE #1:@LOSE #2 - @lose files..end of file (or some error)
has o<<ured
```

anyways... you @ould also do something like this is you have multiple
files:

```
5 DIM A$(100)
7 OPEN #2,8,0,"D:BIGDEST.TXT"
10 READ A$:IF A$="-" THEN @LOSE #2:END
15 @LOSE #1:OPEN #1,4,0,A$
20 TRAP 50
30 INPUT #1,A$:IF A$<>"whatever" THEN PRINT #2;A$
40 GOTO 20
50 @LOSE #1:GOTO 10
60 DATA sour<e1,sour<e2,sour<e3,et<,-
the "-" marks end of "sour<e list"
```

What this does is lets you append a bun<h of files (listed in true form
(with "D:" and whatnot) in line 60 after the "DATA", with the "-" at the
end.. all separated by ","s!) ... anyways, it appends them together to
the file listed in quotes on line 7.

:) simple simple simple! ;) not the qui<kest, but ni<ely automated..

of <ourse, the "IF" is all going to depend on things like what the
"[more]" looks like, EXA@TLY (well, if you <an program you <an figure it

all out if things are different at different pla<es or whatever)

sheesh.. :) just have fun. :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3055. AN FAQ sue me

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 04:43:49 UTC
From: medaniel@news.delphi.com
Message-ID: <259hu5$h6l@news.delphi.com>
Source record: 105466

What's the name of that FTP site with all the 8bit stuff in Mich? A
friend of mine sent me a UUEd file but I couldn't use it because my 8-bit
was off-line. Now I can FTP. Can someone please mail me the name?
Thanks! I tried archie it didn't show didly.

3056. ANTIC & ANALOG DISKS FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 05:04:35 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <259j53$dns@unix1.cc.uop.edu>
Source record: 105468

I have for sale the following disks. They are originals from Antic and ANALOG. I would like to get $1.50 each (includes shipping). I would rather NOT part them out. I am also open to any offers for them. Send replies to: Mbates@vms1.cc.uop.edu

Antic (41 disks in all $61.50 total or Best Offer):

Vol 2 No. 4
Vol 2 No. 5
Vol 2 No. 7
Vol 2 No. 9
Vol 2 No. 10
Vol 2 No. 11
Vol 2 No. 12
Vol 3 No. 1
Vol 3 No. 2
Vol 3 No. 7
Vol 3 No. 10
Vol 3 No. 12
Vol 4 No. 1
Vol 4 No. 2
Vol 4 No. 3
Vol 4 No. 4
Vol 4 No. 5
Vol 4 No. 6
Vol 4 No. 7
Vol 4 No. 8
Vol 5 No. 2
Vol 6 No. 2
Vol 6 No. 6
Vol 6 No. 7
Vol 6 No. 8
Vol 7 No. 7
Vol 7 No. 8
Vol 7 No. 9
Vol 7 No. 10
Vol 7 No. 11
Vol 7 No. 12
Vol 8 No. 1
Vol 8 No. 2
Vol 8 No. 3
Vol 8 No. 4
Vol 8 No. 5
Vol 8 No. 6
Vol 8 No. 7

Vol 8 No. 8
Vol 9 No. 2
Vol 8 No. 9

ANALOG (13 disks in all $19.50)
Issue #53
Issue #54
Issue #55
Issues #67 through Issue #75 (9 total)
Issue #77

-Thanks

3057. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 05:59:29 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <259mc1$ke8@news.cs.tulane.edu>
Source record: 105467

In article <X0kN9B1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>sheesh! :) When did I say TBXL was dead or unused or not good?
>
Your right... I've been listening to too many folks around here :]

>I LOVE IT! I made dozens of little DOS apps in it... all to be turned
>into versions of S<ot<hDOS on<e I perfe<t some of the <ommon routines
>(A@TION!'s FUN! :))

You and me both, havn't booted Atari basic in a long time! wish I could jus
pop basic out of my system and put in something I'd like better.

Mike

3058. Re: [Q] SDX: Info (semitechnical)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 12:07:19 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Aug23.120719.11000@def.bae.co.uk>
Source record: 105477

In article <9308200159.AA03871@relay2.geis.com> craig.s.thom@genie.geis.com writes:
#I don't think 4.18 has the XEP80 handler, either. I'm sure there are other changes, but I can't remember them. ICD has
#an errata sheet they ship with the ROM upgrade.
#

The CLS command was squeezed in. There were a couple of changes to X.COM to make it more compatible. There were some notes abt using with MAC/65 etc. in the Errata and Addenda. That's the best I can do for now.

If anyone wants a copy of the errata sheet email me and I'll try to get a message back.

Simon.

3059. Re: 2600 composite output?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 20:45:03 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Aug23.154503.19621@miavx1.acs.muohio.edu>
Source record: 105470

In article <1993Aug17.164406.11314@cactus.org>, spacek@cactus.org (Mark S. Spacek) writes:
>
> I have a 2600 VCS. I recently rescued it from the garage for my son to
> play with. OK, and for me to, :-) Anyway, hooking it up to the actively
> used color TVs is causing a lot of conflict. I have an old black and white
> one I could hook it up to. I also have an old composite color monitor. It
> occured to me that might be able to add composite and sound outputs. Should
> be able to just install a couple of extra RCA jacks on the back and hook
> them up. But I'm no electronics wiz and might screw it up. So, I thought

Here's the instructions I picked up somewhere on the net.

Sorry for the wasted Bandwidth, but it has come to my attention that
there is a typo in the textfile I released. Everything will work fine
if you hook it up as per the schematic [visual] BUT! One of the
resistors was labeled wrong. It was the correct resistor, just wrong
number. Nope, it would'nt cause any damage, you just wouldn't get a
picture. 8-)

The following has been corrected.

Sorry for any inconvenience this may have caused,

Thomas

----------NEW TEXTFILE BELOW----------

COMPOSITE/AUDIO/CHROMA/LUMA OUTPUT FOR ATARI 2600 by THOMAS CLANCY

File revision 1.1

After finding my entertainment budget disappear (poor university student) I
was forced to economize--I dusted off the Ole'2600. I figured I would hook
it up to my computer monitor, but to my dismay there was no composite output
on the beast (Atari). Determined to overcome, I quickly disassembled it.
After some poking and prodding around I managed to locate the required
signals.

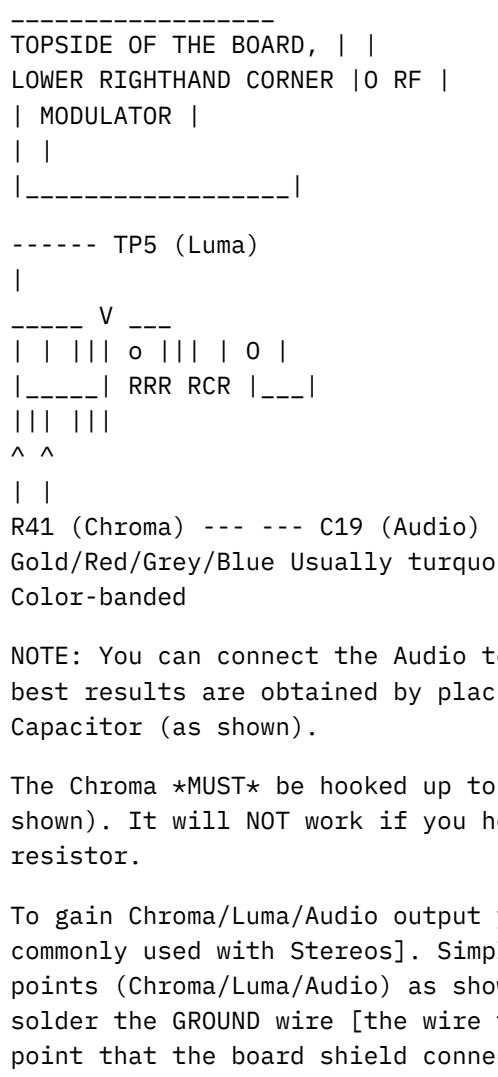
Benefits: No longer require a TV. You no longer require those god-awful
switch boxes. No more interference patterns on the screen
(from the RF cable being used as a bloody antenna). No longer
requires the 100' hookup RF cable. Crisp clear Audio etc;

Drawbacks: No longer get to see sister trip in 100' RF cable. No longer
get to fall asleep with psychedelic interference patterns on
screen.

Materials Required:
Phillips screwdriver, a soldering iron, solder, a small piece of wire,
2 or 3 patch cables and a small pair of needle-nose pliers.

* The following schematic is for the NEWER model which is sometimes referred
to as the "Atari Junior". The older model is much the same.

1-Simply unplug everything from your console, turn it over and remove the 5
screws.
2-Remove the top and bottom plastic case pieces. When removing the TOP piece
carefully pull out the ribbon cable that connects it to the main board.
3-You should now have the board (covered by a metal shield) in your hands.
Turn it over, you will see little clasps on the edge of the shield that
hold it in place. Straighten these with your pliers and you can then
remove 2 LARGE shields (One on Bottom of unit, one on Top). The
small shield remaining (On Top) covers the RF modulator.
4-Orient the exposed board into the position that it would normally be
in. ie: The way it is when you play (On/Off switch near Top Left).
5-Look in the LOWER RIGHTHAND AREA of the TOPSIDE (front) of the board.
You will see a setup that resembles the schematic below.



Gold/Red/Grey/Blue Usually turquoise Colored
Color-banded

NOTE: You can connect the Audio to EITHER side of the Capacitor, the
best results are obtained by placing it on the BOTTOM of the
Capacitor (as shown).

The Chroma *MUST* be hooked up to the BOTTOM of the resistor (as
shown). It will NOT work if you hook it to the top of the
resistor.

To gain Chroma/Luma/Audio output you will need 3 RCA patch cables [the kind
commonly used with Stereos]. Simply solder the cables at the required
points (Chroma/Luma/Audio) as shown. Remember to GROUND ALL cables! ie:
solder the GROUND wire [the wire that wraps around the inner wire] to any
point that the board shield connects to.

To gain Composite/Audio output you need 2 RCA patch cables [the kind commonly used with Stereos]. Here it gets a little different than above. Simply solder a "jumper" [a piece of wire] from R41 (Chroma) to TP5 (Luma), then connect a patch cord to TP5 [Presto! you now have composite]. Solder the remaining cable to C19 (Audio). Again, remember to GROUND all cables. Do *NOT* GROUND the jumper!

Simply re-assemble the unit and you are done. You will find that it is easier to have the newly installed cables exit through the joystick port. Alternatively, you could cut a notch in the case for a separate exit. Having the cables exit through the RF output is not recommended. There will not be enough room (without pinching the cables) to hook up the RF cable. Adjust your brightness/contrast. Enjoy!

If you ever wish to adjust your color (chroma) there is a "POT" that you can tweek. It can be found near the OFF/ON switch. It is the only pot on the left side of the board.

DISCLAIMER:

I can not, and will not, be held responsible for any damages that you or your system incur. This document is provided for informational purposes only.

Send all Questions/Comments/Cartridges you are no longer using to:

Thomas Clancy
1 Hunt's Lane
St. John's NF, Canada
A1B 2L2

thom@garfield.cs.mun.ca thom@saturn.cs.mun.ca thom@morgan.ucs.mun.ca

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Later.....

----------=======}}}}}}}}(((((((Ryan 'Gozar' Collins)))))))){{{{{{{{=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((((((())))))))))){{{{{{{{=======----- 23-AUG-1993

3060. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 20:49:42 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Aug23.154942.19622@miavx1.acs.muohio.edu>
Source record: 105469

In article <1993Aug16.214138.13490@ultb.isc.rit.edu>, feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
> I've been trying to build the reverse of the sio2pc hardware---
> in other words, something to hook Atari peripherals up to my PC
> (more particularly, the disk drives)
> I successfully built a circuit that converts the RS-232 +/-12V
> send/receive signals to 0/5V TTL data in/out signals for the Atari,
> using line driver and receiver chips from Radio Shack.
> I also use DTR to drive the "command" line. But, no matter

Why don't you just try to use the Xformer cable?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((((((((}}}}}}}}=======----- 23-AUG-1993

3061. Re: GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 20:58:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Bs7q9B1w165w@cyberden.sf.ca.us>
Source record: 105475

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>
> putting more than one color on a scan line. The only
> question I have is a 10k DLI. That's impossible. A DLI
> only has time for about 20 instructions at most. And the
> GED.COM is only 3600 bytes. How can there be a 10k DLI?
>

Well... you could automate the creating of the DLI, ie use some loop and formula to create the color data (I'm sure that must be what takes up 10k!) or have it all done manually by the user.... just allocate the memory. It's not as if you need 10k of Chr-0's to allocate the memory properly! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3062. Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 21:13:42 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <JH8q9B3w165w@cyberden.sf.ca.us>
Source record: 105476

Somebody asked about the abilities of the Atari 8bits. (They had dug out one and wondered what it could do).

Well... as for the ability of the hardware as-is (ie, this is done with just the chips or with special "tricks" done in software), the Atari 8bit can do all of the following:

Graphics:
40 x 24 x 256 characters x mono
20 x 24 x 64 characters x 5 colors
20 x 12 x 64 characters x 5 colors
40 x 24 x 4 colors
80 x 48 x 2 colors
80 x 48 x 4 colors
160 x 96 x 2 colors
160 x 96 x 4 colors
320 x 192 x mono
80 x 192 x 16 greys
80 x 192 x 9 colors
80 x 192 x 16 hues
40 x 24 x 128 characters (4 colored characters with 5 colors total)
40 x 12 x 128 characters (4 colored characters with 5 colors total)
160 x 192 x 2 colors
160 x 192 x 4 colors

All modes except the 80 x 192 modes have a visible text window (even the text modes!) made out of the first mode listed (and yes, even THAT mode can have a text window with a seperate cursor and editor and all that from the normal screen.. Try POKE 703,4 and type [Clear]. POKE 703,24 to go back to normal).

Colors:
128 color pallete
256 colors total (the 16 grey mode can be in one of 16 hues)

Sprites:
4 players, 4 missles: 4 colors (each missle is its player's color)
or 5 colors (the missles are all one color, making
a "5th" player)
Players: 8 x 128 x mono or 8 x 256 x mono
Missles: 2 x 128 x mono or 2 x 256 x mono
The Player/Missle mode is either x128 or x256 (low or hi res) mode, BUT low res players CAN be moved by hires pixels to create smoother scroll-ing.

Graphics Tricks:
Display List - allows for mixing of graphics modes (each line, etc.)
Scrolling - Even each line can be set for different vertical or
horizontal or both fine scrolling. (Done with hardware).
Display List Interrupts - Allows for hardware registers to be changed
by the line (so part of the screen can have some colors and the
rest of the screen have others (making the 128 colors possible
in the higher res modes), or for "splitting" Sprites up to create
more on the screen.
Vertical Blank Interrupts - Used for good screen page-flipping (hard-
ware "looks" at a different part of RAM when displaying stuff on
the screen. Note: With DL's and DLI's the screen can be split
up to view different (or same!) parts of RAM ANYWAYS)
APAC - All Points All Colors or Any Point Any Color - Uses DLI's to
produce 80 x 96 x 256 simulated colors. Mixes the 16 grey and
16 hue modes. Added clarity (but loss of hue saturation) with
screen "dithering" (vibration)
APAC - Interlaced - A version of APAC that takes up twice as much RAM
as the largest RAM-eating screen mode to produce 80 x 192 x 256
simulated colors. Some versions allow for the grey colors to
have their own hue (just as a normal grey screen can) to produce
a screen with it's own hue but still 256 colors.
ColorView - A VERY hefty peice of work what takes up THREE times as
much RAM as the largest screens but produces an 80 x 192 x 4096
simulated color screen. Colors in this mode are usually much
better than APAC or Interlaced APAC (aka Pryzm). The screen is
made of three grey screens, one with a Red hue, one with a Green
hue, and one with a Blue hue. (16 reds x 16 greens x 16 blues =
4096 colors). Of course, the actual "HUE" of each screen can be
changed, so you really have 4096 colors out of 4096 different
screen combinations, ranging from straight 16Rx16Gx16B to
16 luminences of the same color, like 4096 greys!!!
ColorView15 - A version of ColorView that uses 160 x 192 x 4 screens
with palettes set to Reds Greens and Blues instead of the
80 x 192 x 16 grey mode screens. This produces 160 x 192 x 64
simulated colors. (Great for images made from drawings and
cartoons (from GIFs, for example).
Sound:
4 channel sound - each channel has a selection of 0-255 for pitch,
0 - 14 (evens) for "distortion" (ie "raspberry sound", "horn
sound", "normal sound", etc.), and 0 - 15 for volume.
2 channel sound - The same as above but with resolution of 0-65535 for
pitch. The modes are mixable. Either 4 channel 8bit sound,
2 channel 16bit sound, or 2 channel 8bit + 1 channel 16bit or
1 channel 16bit + 2 channel 8bit (rearranged from the previous).
Digitized sound - Not sure on specifics, but USUALLY one channel.
Nowadays, a four-channel sound player has been made (see the game
"MegaBlast I", released as FreeWare this year) and I believe it
or something like it was used (!?) in the Halle-93 demo on disk
B of the 3-disk set. (See the "Crystal Hammer" song - converted
from .MOD format!)

Printing -
High quality fonts are printable on most 9-pin printers with the use
of Daisy Dot III. Fonts can be up to 32 x 32 and width can be
doubled, tripled, and quadrupled. Height can be done the same,
but resolution is also lost using the current Font Utilities
program. Printshop fonts and graphics can also be turned into
fonts (with better vertical quality - up to 32 x 128, usually
made of multiple characters across and in graphics' case,
multiple LINES!) It is usually quite slow, and pretty hellish
with a slow (read: 80cps!) printer, but usually worth it because
of the quality. Fonts are made with an editor (but I'm HOPING
SOMEBODY out there is working on something like a TrueType or
other format -> DD3 .NLQ font converter!) A page viewer has
been made, but so far DD3 is NOT What You See Is What You Get
(WYSIWYG). Many utilities have been made, the fonts are all
Public Domain, but the program costs $25 to register. A PD
version (which does NOT allow font changing and comes with few
documents) is out.
Programming:
All sorts of BASICs, including:
Atari BASIC
BASIC XL
BASIC XE
MicroSoft BASIC II
FrOst BASIC
TurboBASIC XL
A bunch of Cs, including:
Lightspeed C
Deep Blue C
CC8
CC65
an unreleased ANSI C on cartridge! PLEASE RELEASE IT! :)
Action! - a C/BASIC/Pascal cross
Quick - a C/BASIC/Assembler Cross
A bunch of assemblers, including:
Atari Macro Assembler
Mac/65
ATMAS II
..something from Torsten Karwoth which I'm SURE is worth looking
at!..
A few Pascals, including:
Draper's Pascal
A few BASIC compilers, including:
ABC
MMG
TurboBASIC XL's Compiler and RunTime
Logo
Forth
...probably tons more languages
Device Handling:

Devices are allowed and the following are standards:
K: keyboard
C: cassette
E: editor
S: screen
P: printer
Booted from disk:
D: dos
R: RS232 handler (often used for modem, ie you'd load up the
Atari SX212 (direct-connect modem)'s R: handler and it
"pretends" to be an Atari 850 RS232 interface, but it really
just talks to the SX212 and understands the "standard" 850
commands and calls.
T: Another modem handler
M: Mouse driver! (you usually personalize your M: handler loader
specifically for colors you want, and controller used (mouse,
joystick, etc.)
All of these can be replaced, like E: for example - there is a
faster screen editor out that replaces the OS-ROM one.
DOSes!: ("D:"'s!)
This list could go on forEVER, but the most commonly used DOSes (don't
flame me if I don't mention YOUR favorite!):
Atari DOS (2.5)
DOS XE
SpartaDOS
SpartaDOS-X (cartridge) (I think DOS XE is cart. also?)
MyDOS (Atari DOS with subdirectories, built-in RAMdisk, other stuff)
TopDOS (is this used a lot?)

Well. that's a bunch of stuff about the Atari as far as nifty things are.
Again, this isn't EVERYTHING. Check an FAQ or something for REAL big
lists. The more impressive things about the Atari are:

80 x 192 x 4096 colors
4 voice digitized sound
Disk-based DOS
Ability to replace ROM-based things like device handlers

Oh yeah.. a few more notes:

Controllers:
4 or 2 (2 on newer models) controller ports
Joysticks
Mice
TrakBalls
Lightpens
Touchpads
Drawing pads (read: Koala!)
That Vectrex(?) thing that lets you outline things like maps! :)
Audio digitizers
Video digitizers

Your HOUSE! (The ports DO do I/O!)

Other Ports:
Cartridge Port
SIO (standard Device port)
PBI port (parallel bus!)
Monitor port (Audio/Video)
TV port (RF out)
RS232 via 850's, BlackBoxes, MIOs, P:R:Connections, via Controllers!

Speed! Haha! Forgot!: 1.79Mhz US NTSC standard! Vertical Blank every 1/60th of a second .. interrupts allowed as stated, and even HORIZONTAL BLANK interrupts are allowed! :)

Oh yeah, I'm in BobTerm, I might as well point out: 19.2k baud modem transfers... so far the maximum.

ASCII/AtASCII/CGS (color graphics)/ANSI (still beta?)/VT52/VT100/Kermit/Xmodem/Xmodem-1k/Ymodem/Fmodem and more supported. No ZModem YET

No ZIP yet. ARC, ALF, GIF, VOC (supposedly.. I've had trouble), LZH (beta - I've had trouble), compressions supported.

See NEXT post for 200+ lines of junk about HARDWARE! :)

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3063. Action! (found on other systems?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 21:50:23 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308231548.aa10235@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105471

Previously, William B. Dwinnell asked if Action! was found on any other computer platform.

Nope.. Its an Atari 8bit exclusive..

3064. Pabqwk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 21:52:21 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308231550.aa10240@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105472

Mike Todd:

Your messages all have a PabQwk tagline at the end.. How are you doing this?

Do you have a local BBS with an internet feed? If so, whats the #?

jking@uxscosv1.asit.utah.gov or kamaro_kid@delphi.com

3065. Craig S. Thom

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 22:17:17 UTC
From: craig.s.thom@genie.geis.com
Message-ID: <9308232217.AA07308@relay2.geis.com>
Source record: 105473

Jim Johnson asked:

> By the tone of your message, is it safe to assume you don't work for ICD
> these days?

I haven't worked for ICD for over a year now. Sometimes it seems a lot
longer, but sometimes it seems like yesterday.

> I seem to recall that you are the programmer that wrote the patch to allow
> AtariWriter Plus to run under SDX. Nice piece of coding.

Not me! Mike did all the SDX coding. I documented and tested everything,
but I didn't write any of it.

> What are you up to these days?

Boring systems analyst stuff for another platform. I've gotten pretty
good at making Windows behave.
I'm still doing the 8 bit RT on GEnie, though.

craig.s.thom@genie.geis.com

3066. Xfer files from DEC machine to 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 22:35:17 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9308232216.AA09947@smithkline.com>
Source record: 105474

In response to Stephen Preston's inquiry RE: moving files from a DEC machine to the Classic Atari, there are 2 programs that will do it. One is OmniCom, which is basically a VT-100 emulator with Xmodem & KERMIT protocols. I never could get OmniCom to work, & besides the software-generated 80-column display is rather crummy.

The 2nd- & my preferred- is John Dunning's KERMIT-65 v3.7. I got it off of GEnie. Very nice 80-column screen. The KERMIT protocol is a tad slow but 100% reliable. It's compatible with SpartaDOS & RAMdisks- the latter helps speed things up a bit. I use it all the time for moving files back & forth between my employer's DEC VAX/VMS mainframe & my Atari, never a problem. Compatible with REV 4 P:R:C & Black Box, I think the 850 also. NOT compatible with P:R:C REV 3! (ICD's fault, not Dunning's.) I use 2400 baud, no sweat, works fine.

- BEN POEHLAND
The 8-Bit Alchemist

3067. Somebody asked... Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-23 23:20:56 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <LDDR9B1w165w@cyberden.sf.ca.us>
Source record: 105484

Ok... as for the HARDware "limitations" of the Atari 8bit, you can do all
of the following with help from hardware interfaces:

Connect IBM keyboards
Connect IBM (RS232) modems - up to 19.2k baud
Connect IBM (SCSI) hard drives - up to 130meg online at once
COnnect IBM floppy drives
Install your motherboard in an IBM PC case (good with the keybd)
Run your 8bit (this is a hack and a half!) as a "laptop" or
in your car (has anyone actually INTERFACED the car to
the computer.. like odometer or speedometer or anything)

oops..gotta run!

those are a few of the more imp
impressing things! :0

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3068. Sports Games on the XL/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 01:17:40 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6RiR9B3w165w@cyberden.sf.ca.us>
Source record: 105485

What GOOD sports games are there for the Ataris?

The only sports games I've ever really played are things like "Soccer" (from Sears.. aka "Pele's Soccer") for the 2600, SteepleChase (was that ever an "Atari" release? It's the other Sears game I have) for the 2600 as well, and some NICE (but old) Wrestling game for the Nintendo and I think I tried some Football game for Nintendo.

The only GOOD (;)) sports game I played was a nicely done Soccer game for the PC that my friend had (even though it was EGA or something! :))

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3069. DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 02:57:12 UTC
From: animatsuri@genie.geis.com
Message-ID: <9308240257.AA20173@relay2.geis.com>
Source record: 105478

indetech!pacbell!sactoh0!mnj@uunet.uu.net (Mark Newton-John) Sez:

>I tended to collect DOSes, and the ones I have are:
>DOS 2.0S, DOS 2.0D, DOS 3, DOS 4, Rana DOS, SmartDOS 6.1, MachDOS
>2.1, DOS 2.11, and the odd Long John Silver DOS.

Rana DOS? DOS 2.1, 2.11? Long John Silver DOS? I've never heard of these. Could you tell us more about them? Also, I've noticed you don't have
any versions of MyDOS or SpartaDOS in your collection...? Or DOS XE now that I think of it...

Wendell Hong
animatsuri@genie.geis.com
"If you have any anime colrview pics in your collection, it probably showed up on GEnie 1st!"

3070. Re: Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 04:48:24 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <DJsR9B2w165w@cybernet.cse.fau.edu>
Source record: 105479

> Write something like this in BASI@ or TBXL (all "@"s mean "see"
> <hara<ters... I'm on a flakey dumb terminal..)
>

[Niphty coding gone blammo]

Duh... the answer was so simple I didnt even care to see it. PROGRAM!
Yeah, I can program, but my weak point is disk access/speed/etc and ML
USR shtuff. Will do and letcha in on the results.

Anyone out there still reccomend a text processor with some BUFFERS to
it? Grin...

3071. Re: AN FAQ sue me

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 04:51:25 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <eosR9B3w165w@cybernet.cse.fau.edu>
Source record: 105480

medaniel@news.delphi.com (MEDANIEL@DELPHI.COM) writes:

> What's the name of that FTP site with all the 8bit stuff in Mich? A
> friend of mine sent me a UUEd file but I couldn't use it because my 8-bit
> was off-line. Now I can FTP. Can someone please mail me the name?
> Thanks! I tried archie it didn't show didly.

I tink its atari.archive.umich.edu

3072. XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 05:04:15 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <s0sR9B4w165w@cybernet.cse.fau.edu>
Source record: 105481

Anyone willing to sell theirs?
<Grin...>

3073. Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 05:17:25 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93236.011725IO20816@MAINE.MAINE.EDU>
Source record: 105482

Just wondering, but did anyone ever do anything useful with this language?
I remember playing around with it quite a bit, but never anything beyond
the occasional graphics demo...[e.g. on the Logo type of Graphics demo, little
shapes and the what-not]. I also remembering finding a much easier time
of the whole thing, when Atari Logo did finally come out... so out side
of educational means was there much that could be done with it?

I ask this, because I just realized that Pilot is available for other
computers, and have a version running as we speak of it for 32-bit OS/2 on
a PC. Anyways, just some thoughts would be appreciated... or some sample
source to try again maybe - or, is everyone like me, and can't think of
a application that Pilot would be a prime choice for? :)

Also, of course at the time there were rumblings and mumblings of a
Pilot II cart? If indeed it was a different project than Atari Logo, what
features would this second version of Pilot of added? Maybe, I'm being
cynical, but there seems a limit as to how far this language could have been
taken to...

[I'm not looking forward to extracting the source off of the old cassettes
that came with the Atari Pilot package... egads.:)]

-Kevin
(io20816@maine.maine.edu)

3074. Pabqwk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 06:17:24 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <25cbpk$hf1@news.cs.tulane.edu>
Source record: 105483

```
jk> Mike Todd:
jk>
jk> Your messages all have a PabQwk tagline at the end.. How are you doing
jk> this?
jk>
jk> Do you have a local BBS with an internet feed? If so, whats the #?

No, I get the QWK packets right from the system I call. I run a program
called "UQWK" now in version 1.7, to toss QWK packets from my school system.
Really works great, lets you set up the .newsrc file the way you want and
packages all news lead as well as E-mail. Then takes the REP packet and posts
the mail to the news leads and sends off the E-mail.

The C sources for UQWK can be found at ftp.gte.com under /pub/uqwk as
uqwk1.7.tar.Z put your information in to the spaces provided in uqwk.h and
compile it on the system you plan to run it from. Gets you on and off quick
if you only have a limited time on your system.

Hope it helps.

---
* PabQwk 1.2 #9 Offline Reader
```

3075. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 08:56:04 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Aug24.085604.875@def.bae.co.uk>
Source record: 105499

Has anybody ever heard of my 80-column handler or mouse drivers?
Would they like to?

Simon.

3076. Re: Action! (found on other systems?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 11:29:22 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC9H8z.7Ey@barclays.co.uk>
Source record: 105496

ISTR that Action on an Atari was used by Russ Wetmore to write some integrated WP/Databse/Comms package. This was then ported to the C64 using Action. Presumably Action was used for the processing core and then something native to the C64 for the graphics.

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3077. Re: Sports Games on the XL/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 15:20:39 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CC9ryI.8Dz@cbnewsc.cb.att.com>
Source record: 105486

From article <6RiR9B3w165w@cyberden.sf.ca.us>, by phbill@cyberden.sf.ca.us:
>
>
> What GOOD sports games are there for the Ataris?

Probably the best sports game that I have played on the 8bit Atari is
All Star Baseball. It will play on all the 8bits that have 48K.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

3078. PLEASE HELP! Atari->PC Transfer!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 15:50:48 UTC
From: jerry@msi.com
Message-ID: <25ddco$4ov@sol.ctr.columbia.edu>
Source record: 105487

Hello all!

I'm in the middle of creating a PC/VGA version of Drol. I have a copy of
the original on an Atari diskette. I also have an 800XL with a 1050 and
the OmniMonXL ROM replacement. Gosh, I wish I could remember how to use
all this stuff!

Is it possible to read an Atari diskette on a PC? If so, how? If not,
what's the easiest way to transfer data from the Atari to the PC?

Also, I'll pay big money for OmnimonXL and Drol documentation.
--

+------------------+---------------------------+---------------------------+
JERRY J. SHEKHEL	Molecular Simulations Inc.	Time just fades the pages
Drummers do it...	Burlington, MA USA	in my book of memories.
... In rhythm!	jerry@msi.com	-- Guns N' Roses
+------------------+---------------------------+---------------------------+

3079. Re: Sports Games on the XL/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 18:36:18 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <88788@cup.portal.com>
Source record: 105488

> > What GOOD sports games are there for the Ataris?
>
> Probably the best sports game that I have played on the 8bit
> Atari is All Star Baseball. It will play on all the 8bits
> that have 48K.

I think that is "GameStar Baseball" aka "Star League Baseball";
there was also "StarBowl Football".

I think the same people went on to Accolade (I might be wrong; I'm
thinking of Bob Whitehead who went from Atari to Activision to
Accolade.. was GameStar another?) and made Hardball... This puts
GS Baseball to shame.

That was released as a disk, and as a cartridge by Atari for the
XEGS. This gave a perspective view, and let you act as a manager
for your team.

Atari had a Tennis cartridge, also a Football and Soccer cart.
I've played Tennis... not bad.

Imagic produced (and EA distribted) Touchdown Football. I can't
judge.. but I'll say I was bored.

Thorn-EMI had a Soccer cartridge.. got raves when it was released.
The screen scrolled and look sort of 3D.

There were any number of racing games.

3080. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 19:04:41 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00971818.75C16780@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 105489

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). PLEASE FEEL FREE to make any offer (we can then discuss it)!
I intend to finalize
sales within a few days, and will accept immediately offers that look very good
(if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Printer- Gemini-10X (Centronics parallel standard interface, for use with Atari
850 unit and parallel cable sold below or equivalent)
Monitor-

MAGNAVOX RGB- MONITOR 80, with
Composite AND RGB CGA, both color and green monochrome modes.
The model # is CM8562 074G.
This monitor has composite color input, Audio input, RGB TTL (CGA video) input,
CVBS/VCR button, and is dual mode color/green monochrome push-button switchable.
This is useful for VCR, computers with composite output, CGA as well.
Good for 80-column applications.
(I believe that the C=128 has CGA color video output plus audio, and could use
this monitor in the RGB mode, and audio).

More hardware items-

Atari CX853 16K RAM memory module for Atari 800
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work

on print spool
Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 410 Program Recorder (the original one).
Atari 1010 Program Recorder - I have 2 units, Work fine.
Atari 1010 Program Recorder - save: ok, load: no.

4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.
They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

***** SOFTWARE *****

Cartridges-
==========

Asteroids
Pac-Man
Space Invaders
BASIC (CXL4002) with manual

Disks- (All are original disks)
======
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Infocom Zork I with manual and original box
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
Atari Translator
Ghostbuster by Activision
CONAN (Datasoft)
Computer Baseball
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)

Thorn EMI Snooker and Billiards (in original box with instructions)
Atari Statistics I (with manual and original box)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

3081. What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 19:45:35 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.746221535@ilces>
Source record: 105490

jerry@msi.com (Jerry Shekhel) writes:

>I'm in the middle of creating a PC/VGA version of Drol.

What's Drol?

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and
unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

3082. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 20:20:09 UTC
From: ken@cup.hp.com
Message-ID: <CCA5tM.CHq@cup.hp.com>
Source record: 105492

> Actually, I *do* have a good reason for this. I want my
[stuff deleted]

> With the right software, this would even allow you save copies
> of copy-protected software on your hard-drive, to later be loaded either
> by a real Atari interfaced by the SIO2PC interface, or by the emulator.
> What you would need to do was make the interface allow the RS232 to
> monitor the SIO activity of the Atari hooked up to a real drive, and
> then save the data that the Atari expects to a file.
>
I had plans to do something like this with the extra RAM in my 800XL years ago, back when I liked to break copy protection for fun. The plan was to boot a program which would tap into the SIO interface in the OS, and monitor all transactions, and keep a list of sector reads that were good and those that were bad. I would then call the reboot vector and boot the protected game, and monitor the load. Finally, I would push the help key (which my modified OS would look for), and reboot back into BASIC. I could then load a BASIC program to dump the memory in the 800XL shadow RAM, and write a special SIO interface for the game that didn't require a special disk. My special SIO would return the values the games loader looked for.

I never got around to doing this, though...

> My end goal is to build something that can:
> 1) Allow the RS232 to act as an Atari, thus taking
> command of peripherals
> 2) Switch over to acting like a peripheral, so that another
> Atari hooked up to it can use it to boot off of
> (the same concept as the SIO2PC which uses the harddrive
> as a giant floppy disk)
> 3) Just sit passively and monitor the line, allowing the RS232
> to see all data that goes both ways (or at least allow
> the selection of which line to monitor, since both
> would require 38400 throughput and something to buffer
> the data)
>
You are quite ambitious. However, this would be "way cool". I think item number 1 is the most important, however.

You also mentioned earlier in you post about reading in cassettes. I don't think that will work over RS-232, but I can't remember why. It's just a gut feeling I have. Of course, I have been wrong before, back in 1986, or was it 1987? :-)

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |

| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

3083. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 21:01:47 UTC
From: jerry@msi.com
Message-ID: <25dvjr$4ov@sol.ctr.columbia.edu>
Source record: 105493

Scott Coleman (genghis@ilces.ag.uiuc.edu) wrote:
:
: >I'm in the middle of creating a PC/VGA version of Drol.
:
: What's Drol?
:

My favorite computer game of all time. Broderbund Software. 1983.
If anyone feels like trying to describe it, be my guest :-)

I called up Broderbund last year when I started this PC version, trying to
find out if they still own the game, and if not, who does. Although I left
about 35 messages and wrote 3 letters, their f*cking lawyer simply refuses
to talk to me. He's got his secretary screening his calls. Aaarrrggghhh!!!

: Scott Coleman, President ASRE (American Society of Reverse Engineers)
--
+-------------------+---------------------------+--------------------------+
JERRY J. SHEKHEL	Molecular Simulations Inc.	Time just fades the pages
Drummers do it...	Burlington, MA USA	in my book of memories.
... In rhythm!	jerry@msi.com	-- Guns N' Roses
+-------------------+---------------------------+--------------------------+

3084. Re: WANTED: Atari 800, 48K, GTIA, Prefer Thumbscrews!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 21:26:53 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iR3s9B1w165w@cyberden.sf.ca.us>
Source record: 105497

totty@flute.cs.uiuc.edu (Brian Totty) writes:

>
> I am looking for an 800, with GTIA chip, 48K RAM, and with the *thumbscrew*
> latches on the memory access compartment. I purchased an 800 last year with
> machine screws instead of thumbscrews, but I'd really like to get the

Wierd :) Wants an 800 when he @an get an XL/XE? :) Must be nostalgia
;)

I'd like to re<ommend the following (along with the 800, if you just need
an Atari, nothing spe<ial):

1200xl hard to find best keyboard XL <ompat.
no PBI

800xl good keyboard XL <ompat. PBI

65xe umm.. :) XL <ompat. PBI
or 130xe (130xe has 128k)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3085. Re: Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 21:47:24 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <PP4s9B2w165w@cybernet.cse.fau.edu>
Source record: 105494

maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:

> > Write something like this in BASI@ or TBXL (all "@"s mean "see"
> > <hara<ters... I'm on a flakey dumb terminal..)
> >
>
> [Niphty coding gone blammo]
>
> Duh... the answer was so simple I didnt even care to see it. PROGRAM!
> Yeah, I can program, but my weak point is disk access/speed/etc and ML
> USR shtuff. Will do and letcha in on the results.
>
> Anyone out there still reccomend a text processor with some BUFFERS to
> it? Grin...

Results: When the independent strings are printed to disk, I get a
10-byte (that is to say, 10 space) pad in front of each string. No
UUDecoder will recognize the file, except of course if you make the BASIC
one do it, in which case the BASIC UUDecoder will still insert a Crtl-M
instead of a carriage return.

3086. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-24 22:49:15 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <25e5tc$q5n@usenet.INS.CWRU.Edu>
Source record: 105495

In a previous article, snyder10@convex1.tcs.tulane.edu (Mike Todd) says:

>In article <X0kN9B1w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>>
>>sheesh! :) When did I say TBXL was dead or unused or not good?
>>
>Your right... I've been listening to too many folks around here :]
>
>>I LOVE IT! I made dozens of little DOS apps in it... all to be turned
>>into versions of S<ot<hDOS on<e I perfe<t some of the <ommon routines
>>(A@TION!'s FUN! :))
>
>You and me both, havn't booted Atari basic in a long time! wish I could jus
>pop basic out of my system and put in something I'd like better.

Speaking of TBXL/E... Is there a version of either that supports calls to
the R: device?

Steve
--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vetrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

3087. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 02:04:45 UTC
From: darling@cellar.org
Message-ID: <mmFT9B2w164w@cellar.org>
Source record: 105500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

darekm@microsoft.com (Darek Mihocka) writes:

> In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
> >Well... where's the MIDI support... didn't they realize that without
> >supporting the accuracy of a normal ST's MIDI port structure that
> >this GEMULATOR is doomed a quick death? No... trust me... it will die.
> >MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
> >play games and the such, but no MIDI? no way... it's a LOT cheaper to
> >buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
> >no doubt) max will get you a killer ST system.
>
> Most people did not buy an ST for its MIDI capabilities. If you dispute
> that, then explain to me why MIDI is not discussed in 95% of
> comp.sys.atari.st messages?

Perhaps because of the existence of rec.music.makers.synth? That's where I post all my ST MIDI questions, as do most netted ST MIDI folks.

I don't share the original poster's zeal, but he's got a point. An ST emulator that doesn't do MIDI is kind of like a Mac emulator that doesn't do DTP.

3088. Subject: Y-Modem-G

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 02:48:31 UTC
From: animatsuri@genie.geis.com
Message-ID: <9308250248.AA22766@relay2.geis.com>
Source record: 105498

Are there any term programs for the Atari 8bit that supports Y-modem-G?
How hard would it be to make one for BobTerm? Unlike Zmodem, Y-Modem-G should
be easy, right?

Wendell Hong
animatsuri@genie.geis.com
"If you have any anime colrview pics in your collection, it probably showed up
on GEnie 1st!"

3089. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 04:47:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <25eqsh$s30@cville-srv.wam.umd.edu>
Source record: 105501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.music.makers.synth

In article <mmFT9B2w164w@cellar.org>,
Thomas Darling <darling@cellar.org> wrote:
>darekm@microsoft.com (Darek Mihocka) writes:
>
>> In article <4sac9B2w165w@cyberden.sf.ca.us> system@cyberden.sf.ca.us writes:
>> >Well... where's the MIDI support... didn't they realize that without
>> >supporting the accuracy of a normal ST's MIDI port structure that
>> >this GEMULATOR is doomed a quick death? No... trust me... it will die.
>> >MIDI makes up 90-95% of the market of the ST. Sure MIDIots will also
>> >play games and the such, but no MIDI? no way... it's a LOT cheaper to
>> >buy an STe w/8MB's and a monitor. A LOT. $600 for instance (used prices
>> >no doubt) max will get you a killer ST system.
>>
>> Most people did not buy an ST for its MIDI capabilities. If you dispute
>> that, then explain to me why MIDI is not discussed in 95% of
>> comp.sys.atari.st messages?
>
>Perhaps because of the existence of rec.music.makers.synth? That's where I
>post all my ST MIDI questions, as do most netted ST MIDI folks.
>
>I don't share the original poster's zeal, but he's got a point. An ST
>emulator that doesn't do MIDI is kind of like a Mac emulator that doesn't do
>DTP.

I'll "third" that motion. :) The ST was and is a MIDI machine. If GEMulator
can't do MIDI, then it is ignoring a sector of the market that both spends a
lot of money on Atari hardware and software, but also is probably eager to
purchase something like the GEMulator.

(Hopefully Darek will remember that Atari has always advertised the ST, and
now the Falcon, in the music industry first and foremost... we have more
Falcon dealers who are music stores than computer stores where I live...)

3090. ANTIC & Analog Disks FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 06:13:16 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <25evts$skf@unix1.cc.uop.edu>
Source record: 105502

I have for sale the following disks. They are originals from Antic and ANALOG. I would like to get $40 total SHIPPING INCLUDED for the whole shebang! Less than 75 cents a piece!! 54 disks in all!! CUmon take Tem! Send replies to: Mbates@vms1.cc.uop.edu

Antic (41 disks in all):

Vol 2 No. 4
Vol 2 No. 5
Vol 2 No. 7
Vol 2 No. 9
Vol 2 No. 10
Vol 2 No. 11
Vol 2 No. 12
Vol 3 No. 1
Vol 3 No. 2
Vol 3 No. 7
Vol 3 No. 10
Vol 3 No. 12
Vol 4 No. 1
Vol 4 No. 2
Vol 4 No. 3
Vol 4 No. 4
Vol 4 No. 5
Vol 4 No. 6
Vol 4 No. 7
Vol 4 No. 8
Vol 5 No. 2
Vol 6 No. 2
Vol 6 No. 6
Vol 6 No. 7
Vol 6 No. 8
Vol 7 No. 7
Vol 7 No. 8
Vol 7 No. 9
Vol 7 No. 10
Vol 7 No. 11
Vol 7 No. 12
Vol 8 No. 1
Vol 8 No. 2
Vol 8 No. 3
Vol 8 No. 4
Vol 8 No. 5
Vol 8 No. 6
Vol 8 No. 7

Vol 8 No. 8
Vol 9 No. 2
Vol 8 No. 9

ANALOG (13 disks in all)
Issue #53
Issue #54
Issue #55
Issues #67 through Issue #75 (9 total)
Issue #77

-Norman

3091. Re: Xfer files from DEC machine to 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 10:50:14 UTC
From: winston@merk.com
Message-ID: <CCBA3r.G10@merk.com>
Source record: 105503

See if you can get a copy of "UMODEM", the CP/M version of XMODEM for the VAX, or better still, the VAXMODEM/VMODEM VAX update of CP/M XMODEM written explicitly for VAX hardware. Or, more current, I believe that the DSZ, X/Y/ZMODEM package of core routines might have a version of "MAKE" for installation on a VAX running VAX C.
(Unfortunately I am not on a VAX.... :-( )

P.S. To: ALL,

What is "The Dreadnaught Factor" ? That name sounds vaguely familiar....

3092. Re: Gemulator 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 18:15:23 UTC
From: ed@Tekelec.Com
Message-ID: <1993Aug25.181523.10924@gecko.uucp>
Source record: 105355

In article <CC3GCD.LB7@cbnewsc.cb.att.com> kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
>
>Well, now that the GEMulator makes it possible to emulate an
>Atari 8bit computer on an MS-DOS machine, I think it is appropriate
>and I would like to see it continue here. I think a lot of the articles
>are cross posted to the st newsgroup as well.
>
>Kit Kimes
>AT&T Resource Link (under contract to NCR)
>Naperville, IL
>...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

I would like to try running that, how do I get a copy? I enjoy my
Atari, but it won't last forever, and where would I get parts if it breaks?
Next best thing would be to teach the Gateway to carry on.

Ed Campbell

ed@tekelec.com

3093. Re: Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 18:25:36 UTC
From: ed@Tekelec.Com
Message-ID: <1993Aug25.182536.10983@gecko.uucp>
Source record: 105356

In article <7c6N9B2w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
>I have a vrey large problem. I have a 256K (RAMbo upgraded) 1200XL Atari
>and I need a text processor that will allow me to work on files that are
>considerably larger than 18K (the limit I've run into so far), say to as
>much as my RAM will allow.
>
>This is needed since the node I call sometimes gets noise and I must get
>a UUEncoded file page by page (hence, plenty of "[more, q=quit]" in the
>text).
>
>If no processor is available, is there a file that will split large files
>into smaller ones? (And then join them together of coursE) I am aware of
>SPLIT.COM which doesn't work, or perhaps I have an old version of it.
>
>Any help appreciated.

Textpro will do that. I have used it to write some fairly large files
in segments and then merge them. This is a great all around editor, and
there is no end to the wonders you can do with its macro frature.

BTW, I understand there have been several revesions since the version I have,
where could I get an up to date version? If it's downloaded from somewhere,
I need to be walked through this, I haven't done that before.

Ed Campbell

ed@tekelec.com

3094. Re: PLEASE HELP! Atari->PC Transfer!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:23:18 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <JPRu9B2w165w@cyberden.sf.ca.us>
Source record: 105366

jerry@msi.com (Jerry Shekhel) writes:

> Hello all!
>
> I'm in the middle of creating a PC/VGA version of Drol. I have a copy of
> the original on an Atari diskette. I also have an 800XL with a 1050 and
> the OmniMonXL ROM replacement. Gosh, I wish I could remember how to use
> all this stuff!
>
> what's the easiest way to transfer data from the Atari to the PC?
>
> | Drummers do it... | Burlington, MA USA | in my book of memories.
> | ... In rhythm! | jerry@msi.com | -- Guns N' Roses
> +------------------+----------------------------+--------------------------

My god! :) You're going to try to remake a game JUST BY TRANSFERING
FILES TO THE PC!? What will you do with it then? I mean, it's going to
be TOUGH! When you write a game, you need to know a lot of stuff (unless
you're improvising, like I used to do a LOT :))... You need the "rules"
of the game. How the enemies and stuff react to different things, and
when/where the come, etc.etc.etc.! If it's just going to be a Drol
"look-alike", then if you know how to program, get at it. If you're
planning on taking the actual game code and reproducing it exactly on the
IBM, have fun!

I mean.. every system has its own quirk/funny things to use... Like the
Atari and the DLIs and VBIs and player missles and all sorts of other
tricks!!! :)

Have fun, though! :) (Now that I'm a better programmer, maybe I'll go
back and reproduce all of my 2600 games on my XL like I always wanted to!
:) :) :))

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3095. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:28:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DyRu9B3w165w@cyberden.sf.ca.us>
Source record: 105367

genghis@ilces.ag.uiuc.edu (Scott Coleman) writes:

> jerry@msi.com (Jerry Shekhel) writes:
>
> >I'm in the middle of creating a PC/VGA version of Drol.
>
> What's Drol?
>
> --
> Scott Coleman, President ASRE (American Society of Reverse Engineers)
> tmkk@uiuc.edu
> Q: What's the difference between Jurassic Park and IBM?
> A: One is a complex and expensive theme park, filled with dinosaurs and
> unreliable equipment -- and the other is a Steven Spielberg movie...
> Q: What's the similarity?
> A: They both have clones.

Drol is a very STRANGE game where you're a Space-man looking guy going
around avoiding big gorillas, snakes, etc (depends on the level), and
cutlery hehe and trying to save a family... its weird.
My bro had the C=64 ver.

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3096. Hayes Commands

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:28:43 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <kyRu9B1w165w@cybernet.cse.fau.edu>
Source record: 105504

I lost my SX212 book somewhere and I was wondering if anoyne had a handy
list of Hayes commands, to control things like dialing speed, speaker
volume, and the like...
Thanks!

3097. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:34:41 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <i9Ru9B2w165w@cyberden.sf.ca.us>
Source record: 105368

jerry@msi.com (Jerry Shekhel) writes:

> I called up Broderbund last year when I started this PC version, trying to
> find out if they still own the game, and if not, who does. Although I left
> about 35 messages and wrote 3 letters, their f*cking lawyer simply refuses
> to talk to me. He's got his secretary screening his calls. Aaarrrggghhh!!!
>
> : Scott Coleman, President ASRE (American Society of Reverse Engineers)
> --

Ahhh.. Broderbund. Creator of "Where In HELL is Carmen San Diego."
Thanks to THAT game, we now have that damned PBS game-show thing with
those singing dudes. ARGH! I'D RATHER WATCH BARNEY! :)

Anyways. yes... Broderbund is very unresponsive to ANYTHING. I'm on
their BBS.

Why? It used to have chat.
I still mail back and forth with friends there (32 lines is nice)

I dont have any Broderbund software except I think BankStreet Writer.
Oooh.. Oh well, it was my first REAL word processor :) ... <sigh>

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3098. Re: Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:37:39 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <gDsu9B3w165w@cyberden.sf.ca.us>
Source record: 105369

maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:

> maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
>
> > > Write something like this in BASI@ or TBXL (all "@"s mean "see"
> > > <hara<ters... I'm on a flakey dumb terminal..)
> > >
> >
> > [Niphty coding gone blammo]
> >
> > Duh... the answer was so simple I didnt even care to see it. PROGRAM!
> > Yeah, I can program, but my weak point is disk access/speed/etc and ML
> > USR shtuff. Will do and letcha in on the results.
> >
> > Anyone out there still reccomend a text processor with some BUFFERS to
> > it? Grin...
>
>
> Results: When the independent strings are printed to disk, I get a
> 10-byte (that is to say, 10 space) pad in front of each string. No

AAAAAAAAAAAAAAAAAAAAAAAGGGGGGGGGGHHHHHHHHHHH!!!!!!!!!!!!!!!!!!!!
D'OH! OOPS! I bet there was a

print #1,a$

it should be:

print #1;a$
-
-
-
-
-

I got so used to Qbasic's idiot "Expected: ',' " error when I did the
more NORMAL ";" in the print commands that I typed "," that time! SORRY!
OOPS!

THAT should SUPPOSEDLY fix it.. I hope! :)

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3099. Re: IM GOING TO KILL HER

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:39:56 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <0gsu9B4w165w@cyberden.sf.ca.us>
Source record: 105370

dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:

>
> Speaking of TBXL/E... Is there a version of either that supports calls to
> the R: device?
>

1) I haven't seen a R:handling TBXL YET! Not even using that supposed
"fix all" patch that came with that M:ouse handler on the _AC_ disk#1.
2) What's the diff. between TBXL and TBXE? Where IS TBXE? Thanx! :)
3) Does FrOst BASIC have ALL of the same commands and same tokenization
as TBXL? It would be nice if once in a while I could use a GOOD,
but still simple-as-hell language like TBXL (or FrOst) with the modem.
(FrOst works on the 800s, unlike TBXL, and I suppose it also works
with disk-based SpartaDOS, unlike TBXL ... ???? !!!)

So!? Who out there has/has used FrOst BASIC? Other than the lack of
RAM, does it do all that TBXL does? Any bugs to point out?

Finally... the RunTime package for TBXL takes up the same area that TBXL
itself does, doesn't it? The "under-the-OS" RAM? If not, then simply
compiling a program written to use the R: handler SHOULD work with TBXL
when compiled... then again, maybe not.

Also, FINALLY finally (I promise! :)), who out there has had strange
things happen when using arrays and/or very big or small floating point
numbers? (like 0.12446748874742727363, for example.. ok, that's an
exaggeration.. more like 0.1244674887)

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3100. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:45:03 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <sPsu9B5w165w@cyberden.sf.ca.us>
Source record: 105371

trew@def.bae.co.uk (Simon Trew) writes:

> Has anybody ever heard of my 80-column handler or mouse drivers?
> Would they like to?
>
> Simon.

I don't think I have.. unless you made that M: handler on the _AC_ disk #1... I SORT of like the M: handler a lot, but I'd like it more if it didn't use player/missle graphics. I sometimes would rather use my own graphics (depending on the screen mode) to do mouse-pointer-ing.

Speaking of M:, has anyone made any software using it? It IS a nifty idea, it works just like R: would. Take BobTerm, for example. It's a term program. It talks to the modem. It doesn't care WHAT type of modem/interface/whatever you have (via SIO, via 850, via P:R:C., via stick ports, etc.), because IT just talks to the R: handler.

Where does the R: handler come from? From YOU. Depending on what HARDWARE you use, you simply copy a R: handler installer onto your BobTerm disk or wherever and replace your "old" (if you upgrade or whatever) RS232.COM file. As for the 850, it doesn't even NEED an RS232.COM, does it?! I dont know how 850's work! :)

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3101. Flicker Term

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 19:50:04 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <6Xsu9B6w165w@cyberden.sf.ca.us>
Source record: 105372

There's supposedly a new Terminal program being written for our little Classics called "FlickerTerm". Does anyone have any info on it?

Would anyone LIKE any info on it? (I'll be checking out about it again soon I hope - been reading tidbits about it on the BBS Express! nets, but I dont call the BBSEx! boards I do too often cuz I'm not "college-boy" and cant spend $$:))

It SOUNDS, just from the name, like it MIGHT use that idea I TRIED to convince you people would be nice... for 80 columns simply use two Graphics 0 screens with a 3 x 8 font (scrolled every other "flicker") or two (just swapped.. it'd be a waste of 1k, though if you had two fonts which were identical except moved over 1 nybble.)

Anyways.. is this what it is? An 80 column term using 2k instead of 8? :) I hope so.. that'll mean somebody either listened to my idea or reinvented it. (like how I invented the idea of wind-powered electric back when I was a little kid.. just to find out later that it already exsisted! :) hehe)

>>> anyone@cyberden.sf.ca.us <<<
ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

3102. AN FAQ sue me

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 20:59:27 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308251457.aa13192@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105357

Medaniel@delphi.com asked about the 8bit FTP site.

You can FTP to: atari.archive.umich.edu or wuarchive.wustl.edu and logon
as ANONYMOUS..

Happy FTP'ing.

3103. ZTM Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 21:03:24 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308251501.aa13206@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105358

Todd Dennis:

Thanks for posting the correct ZTM zip code. Whats ZTM's exact mailing address? I dont have a recent FAQ printing.

Thanks.

3104. SpartaX bugs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 21:04:34 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308251502.aa13211@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105359

Chris Chiesa posted that SpartaX's Arc X function has known bugs.

Please post any known bugs. I use my SpartaX cart regularly and have YET
to run into any "bugs" while ARC'ing and UN-ARC'ing (Arc A, Arc X).

Thanks.

3105. Internal Basic ROM removal, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 21:06:27 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9308251504.aa13216@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 105360

Mike Todd recently posted that he'd like to pull BASIC out of his machine and replace it with something better.

Mike, why not do just that? Bob Puff aka CSS and several other vendors currently sell ROM replacements for very minimal $$'s.

3106. Dreadnaught factor -- it's a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 21:19:30 UTC
From: deaven@physics2
Message-ID: <25gl12$jhs@agate.berkeley.edu>
Source record: 105363

In article <CCBA3r.G10@merk.com> winston@merk.com (Winston Smith) writes:

>P.S. To: ALL,
>
> What is "The Dreadnaught Factor" ? That name sounds vaguely
> familiar....

That's the name of a game for the Atari Classics that involves
flying a small spacecraft over giant star cruiser things, and bombing
them until they blow up. It's kinda fun.

--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

3107. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 21:21:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug25.162126.5593@uoft02.utoledo.edu>
Source record: 105361

Jerry Shekhel (jerry@msi.com) wrote:
: Scott Coleman (genghis@ilces.ag.uiuc.edu) wrote:
: :
: : >I'm in the middle of creating a PC/VGA version of Drol.
: :
: : What's Drol?
: :

: My favorite computer game of all time. Broderbund Software. 1983.
: If anyone feels like trying to describe it, be my guest :-)

da-da-da-da-dee-dee-da-da-da-da-doo....wellllll... describe it... uhh... hard thing to do... had a copy a long time ago... miss it. If someone actually ports to silly thing over... PLEASE PLEASE PLEASE try to include the "soundtrack". I had an old 800 (much superior sound to that of the XL's) with a quick fix connect to my stereo. Wow. You want some deep vibrations... you got em playing this thing. (Boy, I must've been bored that week).

-me

3108. Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 21:32:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug25.163254.5594@uoft02.utoledo.edu>
Source record: 105362

Help: trying to get some info on the old C.S.S. black box and "packet o' fun kit"... you know, the floppy drive controller, HD controller, printer spooler, etc. all in one? You could read and write IBM 360k formats, etc. etc. etc...

The company doesn't seem to exist anymore. Has anyone used this 'box? Was it worth the money? (Only about $200 at the time... relatively cheap!)

How about ... uhh... Happy Systems (something like that)? Anyone have an address, phone number, anything on them? They put out the modification kits for the old 810's and 1050's for speed copying/cracking/hacking...

What about the N.S.S. (??) speed enhancer for the old 800? Basically a Weitek of the old days... improved floating point, etc... made it run about 3.5 times faster.

-me

PS: Anyone SELLING something related to the above?

3109. Re: Hayes Commands

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 22:55:11 UTC
From: mashl@rainbow.uchicago.edu
Message-ID: <1993Aug25.225511.10901@midway.uchicago.edu>
Source record: 105364

If the list doesn't get posted, could someone please mail it to me???
Thanks a lot!
Jay

3110. SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 23:05:56 UTC
From: chase@electron.rutgers.edu
Message-ID: <Aug.25.19.05.54.1993.12666@electron.rutgers.edu>
Source record: 105365

I just got Nick Kennedy's SIO2PC kit in the mail today, so having a
little bit of time, I decided to assemble it. Well, the instructions
were clear except on one point. Which end is which on the diode.
The one I have has a silver end (small band at one end of the diode).
Which end is that.

I flipped a coin, wired it up, and find that one of the pins is
at the wrong voltage (-9v went it should be +9v). I am thinking of
flipping the diode around, but thought I would seek net wisdom before
doing so.

--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gauntlet II
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-

3111. UnZIP/UnLZH programs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-25 23:14:51 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Aug25.231451.17042@vpnet.chi.il.us>
Source record: 105376

While I was working I had little time to read news, and I've only been out of work for a couple of weeks, so please excuse me if my question has been answered recently. My user group's 8-bit Librarian left a message on our BBS recently, wondering if there were any 8-bit (Atari) programs that can uncompress .ZIP and/or .LZH files. I remember an "unauthorized" version of an unLZH program that Bob Puff was working on floating around a while back, but when the word came (in this newsgroup as I recall) that Mr. Puff did not want this program distributed, and I saw it show up on our BBS, I asked that it be deleted (and it was). Was this program ever finished and released? How about an unZIP program? (Pointers to files on a.a.u.e are always welcome - with [effectively] only BART access, I'm not often up to date on what's up there, esp. lately.)

Svance,

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

3112. Re: Text Processors pleas

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 00:20:28 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <25gvkc$jbm@news.cs.tulane.edu>
Source record: 105373

Quoting Ed@tekelec.com From a Message Dated: 08-25-93

em>BTW, I understand there have been several revesions since the version I have,
em>where could I get an up to date version? If it's downloaded from somewhere,
em>I need to be walked through this, I haven't done that before.

The current version of TextPro is 5.0, which version are you using.
TP5.0 can be found at the archives at Umich

Mike Todd
snyder10@convex1.tcs.tulane.edu GEnie = s.snyder10
bz284@cleveland.freenet.edu CIS =

* DeLuxe2/386 1.25 #771sa * New Orleans Science Fiction Fantasy Festival

3113. Internal Basic ROM remova

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 00:20:34 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <25gvki$jbn@news.cs.tulane.edu>
Source record: 105374

Quoting Jking%smtpgate@uxscosv1.a From a Message Dated: 08-25-93

ja>Mike, why not do just that? Bob Puff aka CSS and several other vendors
ja>currently sell ROM replacements for very minimal $$'s.

What I'd like to replace basic with is something like the Action!
compiler or maybe extended DDT... Anything would be better than
the Atari basic... I'm looking at Puffs OS as well as Newells
OS... (maybe I should get both)

Mike Todd
snyder10@convex1.tcs.tulane.edu GEnie = s.snyder10
bz284@cleveland.freenet.edu CIS =

* DeLuxe2/386 1.25 #771sa * Atari Archive Project Louisiana

3114. DOS 4.0 (was Re: 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 01:46:33 UTC
From: craig.s.thom@genie.geis.com
Message-ID: <9308260146.AA22788@relay2.geis.com>
Source record: 105375

On 22 Aug 93 Chris F Chiesa wrote

>I myself would love to get v4.20, having currently only v4.19.
.
I'm pretty sure that SpartaDOS X ROMs are still available. It couldn't
hurt to call and ask. It is also possible that the carts are available.
I know that there are some R-Time 8s still available, and they
use the same cart body.
.
>The scuttlebutt on SpartaDOS X's ARC program is that it has some bugs
>and that you should use Bob Puff's SuperARC and SuperUNARC instead.
.
The only bug I've ever heard of in the SpartaDOS X ARC program
is when doing uncompressed (s) files. If you don't use the s
option, you don't get errors. I've been using it since it was first
added to the cart (in beta) without problems other than this one.

Craig.S.Thom@GEnie.geis.com

3115. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 03:19:56 UTC
From: system@cyberden.sf.ca.us
Message-ID: <XRDV9B2w165w@cyberden.sf.ca.us>
Source record: 105383
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

darekm@microsoft.com (Darek Mihocka) writes:

> I challenge you to come up with this "$600 killer ST system". I suppose
> you can MultiTOS on this system? Or Calamus SL? All on a $600 system?

Used STe w/4MB's - $400, $100 for a monitor... that's all that's needed
for a MIDI system... That's what I used for years.

Remember, compared to a GEMulator is what we're talking about here... so
I'm talking about an ST... not an IBM...

> This is not a flame mail, I'm just pointing out that you really don't know
> much the product. Send me a mailing address and I'll send you more info.

Heh... you must be a 'gamer'.

3116. Re: SpartaX bugs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 04:27:08 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug25.232708.5606@uoft02.utoledo.edu>
Source record: 105377

jking%smtpgate@uxscosv1.asit.utah.gov wrote:
: Please post any known bugs. I use my SpartaX cart regularly and have YET
: to run into any "bugs" while ARC'ing and UN-ARC'ing (Arc A, Arc X).

Spartados X was full of bugs... let me see if I can find my old flame
letter to Sparta demanding a refund. Timing problems, etc... loads of
fun with drives that could switch densities... loved to ignore them!
SpartaDos 2.3 ACTUALLY worked better than X but was incompatible with
the 800 and had a few other problems. X had a better selection of
included utilities, but introduced NEW and IMPROVED bugs into the world!

Is ICD in business anymore? What's their number? I'd like to see if
they ever addressed some of the problems I documented. X had some
INCREDIBLE potential if they fixed it... kinda like Microsoft... what
was the comment in a major PC magazine a while back... Microsoft's
good for shit until version 3.something. I'd tend to agree.

Anyone still selling ICD stuff? M I/O boxes? etc.?

-Tim

3117. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 05:42:36 UTC
From: rixcat@rider.UUCP
Message-ID: <1377@rider.UUCP>
Source record: 105378

Ben, It wasn't Cloak & Dagger. The movie about the two kids
that got hooked together to rob ATM machines and eventually got involved
with the Treasury Department computer terrorists was......PRIME RISK,
(I think-it is not listed in my books). It starred Lee Mongomery.

P.S. Videodrome was mentioned-but not the scenes at the technicians office
where the tapes were being shown-on the bench is an (800 and 810 I think).

Rick Detlefsen
--
Rick Detlefsen
rixcat@rider.cactus.org

3118. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 05:44:39 UTC
From: rixcat@rider.UUCP
Message-ID: <1378@rider.UUCP>
Source record: 105379

I can't remember the name of the 'Reactor station with space mummy' movie either, but I think it starred Ben Murphy.

--
Rick Detlefsen
rixcat@rider.cactus.org

3119. Re: Coupla questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 05:47:36 UTC
From: rixcat@rider.UUCP
Message-ID: <1379@rider.UUCP>
Source record: 105381

In answer to some of your questions:

* AIM is really not around. The subscriptions were cut in half, the mag size was cut in half. There was a Fall 1992. The last was Mar/Apr 93. There have occasionally been DOMs sent. I heard a rumor of a May/Jun 93 issue, but haven't seen it.

* AtariUser got sold. There was a rumor of a March issue, for which our Atari Group paid, but still no issue from the new owners(Ala Atari Advantage).

* Current Notes is still around, though a little smaller.

* It was the AGDA group producing "Maze of Agdagon". It is in Beta Test-I know 'cause I'm helping.

* Atari is Atari. Falcons are out in small quantities. The Jaguar is due out late '93 on the West/East coast, and early '94 elsewhere.

Rick Detlefsen

--
rixcat@rider.cactus.org

3120. Re: 1050 Drive Repairs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 05:50:47 UTC
From: rixcat@rider.UUCP
Message-ID: <1380@rider.UUCP>
Source record: 105380

neil,

If the 1050 alignment is off, then chances are that it won't even boot a disk, or it will have a lot of trouble doing so. If the problem is that it sometimes won't read, or it doesn't like reading the inner tracks, then the problem will more likely be related to a read amp problem(the inner tracks are written at a lower strength than the outer tracks).

As for aligning-I have found that the 1050 aligns easiest with an alignment disk and a scope. I can align 810'S just by using a copy protected disk and twitching a screw until it loads right, which doesn't work as well with a 1050.

Rick Detlefsen
rixcat@rider.cactus.org

3121. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 07:36:04 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <25hp54$67m@news.cs.tulane.edu>
Source record: 105382

Quoting Bill K.

an> trew@def.bae.co.uk (Simon Trew) writes:
an>
an> > Has anybody ever heard of my 80-column handler or mouse drivers?
an> > Would they like to?
an> >
an> > Simon.
an>
an> I don't think I have.. unless you made that M: handler on the _AC_ disk

The M: handler is nice, I believe I have several games on a LACE disk (can't recall the number) that use the M: driver for either touch tablet, joystick, or STmouse. If you like Simon's M: handler, you should check out LACE disk #4 (found on the Puff BBS) for his E: handler. I'd replace the font with the font created by JRD for Kermit65 but that is the only thing I'd change. Really nice and acts very like the standard E: handler, only this one does 80 col. Only a few limits, does not support split screens, but what 80col device does...

Mike
---
* PabQwk 1.2 #9 * Offline Reader

3122. Re: SpartaX bugs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 11:20:31 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCD668.HIu@barclays.co.uk>
Source record: 105402

In article <1993Aug25.232708.5606@uoft02.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> jking%smtpgate@uxscosv1.asit.utah.gov wrote:
|> Is ICD in business anymore? What's their number? I'd like to see if
|> they ever addressed some of the problems I documented.

They are still in business - amongst other lines they are the premier producer of hard disk adaptors/SCSI adaptors for the ST line. Amiga too I believe. They offloaded all their 8bit stuff recently for free ISTR.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3123. MyDOS 4.51

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 12:24:34 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <25ia23$3nt@nic.BelWue.DE>
Source record: 105384

Hi Freax!

Has anyone seen the assembled version of MyDOS 4.51? I wasn't able to
build a working one, because every time I tried to start it, it tried
to call something that was not there, so there was always a 'Error 138'.
Nothing could stop it from doing this. Can anyone help?

Bye,
Jochen

jscharrl@ba-stuttgart.de

3124. Fix my 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 12:28:21 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <25ia95$da9@usenet.INS.CWRU.Edu>
Source record: 105385

I plugged an Antic chip in my 800 xl backwards. It had a Newell
256k upgrade in it at the time. Now, it don't work. It only
gets to 'green screen' in the init process. The mem. mangr.
and address decoder don't get to the stage where they have
the correct pulses, as measured with a logic probe. Anyone
have any suggestions on repair? I have switched out all
chips and transitors, so it is none of those. I have tech
ref notes, Sams service schematics, logic probe and coming
in Sept. an oscilloscope. Any help appreciated.

3125. Re: Internal Basic ROM remova

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 12:42:20 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <25ib3c$eg5@usenet.INS.CWRU.Edu>
Source record: 105386

(Somebody wants to replace internal BASIC with something else.
Somebody else says CSS US + or Newell OSNXL will do it.)
The OS and the internal BASIC are separate chips.

3126. Re: Hayes Commands

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 12:43:37 UTC
From: hoosier@rider.cactus.org
Message-ID: <1384@rider.UUCP>
Source record: 105389

mashl@rainbow.uchicago.edu (Robert Mashl) writes:
]
]If the list doesn't get posted, could someone please mail it to me???
]Thanks a lot!

Me, too!

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

REPORTER: "As a pitcher, what do you consider your greatest asset?"
LEFTY GOMEZ: "Fast outfielders."

3127. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 13:33:40 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CCDCC5.DFp@cbfsb.cb.att.com>
Source record: 105270

In article <CCA5tM.CHq@cup.hp.com> ken@cup.hp.com (Ken Sumrall) writes:
>> Actually, I *do* have a good reason for this. I want my
>[stuff deleted]
>
<more stuff deleted>

>> My end goal is to build something that can:
>> 1) Allow the RS232 to act as an Atari, thus taking
>> command of peripherals
>> 2) Switch over to acting like a peripheral, so that another
>> Atari hooked up to it can use it to boot off of
>> (the same concept as the SIO2PC which uses the harddrive
>> as a giant floppy disk)
>> 3) Just sit passively and monitor the line, allowing the RS232
>> to see all data that goes both ways (or at least allow
>> the selection of which line to monitor, since both
>> would require 38400 throughput and something to buffer
>> the data)
>>
>You are quite ambitious. However, this would be "way cool". I think item
>number 1 is the most important, however.
>
>You also mentioned earlier in you post about reading in cassettes. I don't
>think that will work over RS-232, but I can't remember why. It's just a gut
>feeling I have. Of course, I have been wrong before, back in 1986, or was
>it 1987? :-)

The cassette interface requires (if I remember correctly) an FSK audio
wave, but it is straight ATASCII at something like 300 or 600 baud. I
had a little interface board that plugged into my 6800 sysdtem which
genenerated the correct audio frequencies from the RS-232 port of the
6800. I used the 6800 to download stuff from ACE in Oregon, then dump
it to an audio cassette recorder, and read it into the Atari with another
interface I built (I was too cheap to buy an Atari recorder). Anyways,
again from memory as all my Atari stuff is home, but the recorder also
demodulated the FSK on playback. So..... as an emulation, a straight
RS-232 to TTL conversion would work just fine, provided one allowed
the reasonable timing delays (start up, stop, etc). I am fairly
clear that the baud rate is 600 baud. The one interface problem would
be to pay attention to the _MOTOR_ signal on the SIO bus.

--
Richard Dell

3128. Re: 2600 Games on an XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 13:54:50 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug26.135450.7274@exu.ericsson.se>
Source record: 105388

Roger Cole writes:
>
>I've often wondered why some of the neat games on my old 2600 were
>never ported to the Classic Atari line.

Quite a few type-in-games from ANALOG looked to existing games for
"inspiration." A few were based on 2600 titles. Roundup was very
obviously Stampede.

--
James Hague
exuhag@exu.ericsson.se

3129. Re: 2600 Games on an XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 14:21:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930826092154MIS0160@MVS.UDEL.EDU>
Source record: 105387

William James Kendrick writes:
>
>Have fun, though! :) (Now that I'm a better programmer, maybe I'll go
>back and reproduce all of my 2600 games on my XL like I always wanted to!
>:) :) :))
>
I've often wondered why some of the neat games on my old 2600 were
never ported to the Classic Atari line. One of the neatest was
Air/Sea battle. Another question that maybe some of you could answer-
why did the 2600 with only a 4K cartridge have so many game variations on
it and the XL/XE with 8 or 16K have so few? The 2600 Breakout game must
have at least 10 variations. These include a really neat twist called
breakthru. The XL/XE cartridge only has 4 variations.

3130. Re: PLEASE HELP! Atari->PC Transfer!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 14:40:00 UTC
From: jerry@msi.com
Message-ID: <25ii00$89n@sol.ctr.columbia.edu>
Source record: 105391

phbill@cyberden.sf.ca.us wrote:
: >
: > I'm in the middle of creating a PC/VGA version of Drol. I have a copy of
: > the original on an Atari diskette. I also have an 800XL with a 1050 and
: > the OmniMonXL ROM replacement. Gosh, I wish I could remember how to use
: > all this stuff!
:
: My god! :) You're going to try to remake a game JUST BY TRANSFERING
: FILES TO THE PC!? What will you do with it then? I mean, it's going to
: be TOUGH! When you write a game, you need to know a lot of stuff (unless
: you're improvising, like I used to do a LOT :))... You need the "rules"
: of the game. How the enemies and stuff react to different things, and
: when/where the come, etc.etc.etc.! If it's just going to be a Drol
: "look-alike", then if you know how to program, get at it. If you're
: planning on taking the actual game code and reproducing it exactly on the
: IBM, have fun!
:

No, no, no. I'm making a Drol look-alike, but I'm also trying to make it as close as possible to the original. One of my big problems is that I can't draw worth a d*mn, so I'm looking for a way to use my OmniMonXL to capture Drol screens and move the images over to the PC. Up to now, I've actually been pausing the game and "eyeing" the images into a PC paint program, but this is so tedious that I need a better way now.

I've got the basic framework of the game working -- what's left is mostly the details -- which is of course about 75% of the total effort :-)

BTW, I could use an experienced Drol player for a tester. Anyone here have a PC and might be interested?

:
: I mean.. every system has its own quirk/funny things to use... Like the
: Atari and the DLIs and VBIs and player missles and all sorts of other
: tricks!!! :)
:

I don't think Drol used any of those things. It seems to be a direct port from the Apple II version. As far as I can tell, it is straight Mode 8 with nothing but the aliasing effects for color. I still can't believe how well that game was made, and that they could do it at all on a 1MHz 6502. How they did the scrolling still boggles my mind (no, they're not using Antic's hardware scrolling). My PC version requires a 16MHz 386 at least, but it running at twice the frame frate (60 fps instead of 30), and on a deeper screen (8-bit instead of 1-bit)

: PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
--

JERRY J. SHEKHEL	Molecular Simulations Inc.	Time just fades the pages
Drummers do it...	Burlington, MA USA	in my book of memories.
... In rhythm!	jerry@msi.com	-- Guns N' Roses

3131. Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 14:44:52 UTC
From: jerry@msi.com
Message-ID: <25ii94$89n@sol.ctr.columbia.edu>
Source record: 105390

Hello out there!

If anyone has an original copy of Drol by Broderbund Software, including
the documentation, I would like to buy it from you. I'm willing to pay
up to $50 or more for a copy in good shape. If you're interested in selling
your copy of Drol, please send e-mail or call (617) 229-9800 x216, or
(617) 894-1891 after 7PM EST.
--


```
+------------------+---------------------------+---------------------------+
| JERRY J. SHEKHEL | Molecular Simulations Inc. | Time just fades the pages |
| Drummers do it... | Burlington, MA USA | in my book of memories. |
| ... In rhythm! | jerry@msi.com | -- Guns N' Roses |
+------------------+---------------------------+---------------------------+
```

3132. Re: 1050 Drive Repairs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 16:10:51 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <25inabINNbm2@west.West.Sun.COM>
Source record: 105392

The alignments of 1050's is performed by loosening the two screws
that hold the stepper motor in place, and then twisting the motor
to the right or left.

3133. Pin Specification: Old 8inch Drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 16:56:52 UTC
From: tramp@austin.ibm.com
Message-ID: <CCDLqs.362t@austin.ibm.com>
Source record: 105400

Would anyone out there have the pin information for 8 inch diskette drives.
I have an ATR8000 and an 8 inch drive but have no idea how to convert
the 50 pin connector to a 34 pin connector. I think the drive is made
by Control Data Corporation. Thanks.

Roger Tramp

3134. Re: UnZIP/UnLZH programs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 18:10:09 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25iua1$b0j@nz12.rz.uni-karlsruhe.de>
Source record: 105393

In article <1993Aug25.231451.17042@vpnet.chi.il.us> nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>and/or .LZH files. I remember an "unauthorized" version of an unLZH program
>that Bob Puff was working on floating around a while back, but when the word
>came (in this newsgroup as I recall) that Mr. Puff did not want this program
>distributed, and I saw it show up on our BBS, I asked that it be deleted (and

Well, at least the Dutch "Mega-Magazine" includes some LZHd files accompanied
by Bob Puff's V0.1 unLZH program. I also remember another disk magazine
carrying this "unauthorized" version. So you see, you can't get this unLZH
out of the scene anymore. I've tried it too and haven't encountered any
errors so far.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3135. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 18:24:47 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <88941@cup.portal.com>
Source record: 105396

rixcat@rider.cactus.org (Rick Detlefsen) writes
> Ben, It wasn't Cloak & Dagger. The movie about the two kids
> that got hooked together to rob ATM machines and eventually
> got involved with the Treasury Department computer terrorists
> was......PRIME RISK, (I think-it is not listed in my books).
> It starred Lee Mongomery.

PRIME RISK (Drama 1985 PG-13) After accidentally discovering a way
to break into automated banking machines, an engineer and a college
student stumble upon a plot to undermine the U.S. Federal Reserve.
Starred Toni Hudson and Lee Montgomery.

> I can't remember the name of the 'Reactor station with space
> mummy' movie either, but I think it starred Ben Murphy.

That's TIMEWALKER aka BEING FROM ANOTHER PLANET (this version
used on MST3K).

Jeff_M_Lodoen@cup.portal.com

3136. MOD-Player on a.a.u.e

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 18:38:55 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25ivvv$bv9@nz12.rz.uni-karlsruhe.de>
Source record: 105395

Hi!

Have you ever tried to play those .MOD files on your Atari? No?
Try it! Just get the file

modpl122.dcm from the atari/8bit/Sound directory on atari.archive.umich.edu

This program can't play all MOD-Files, but quite a few. I enjoyed it very
much.

Also on new on a.a.u.e in the atari/8bit/Demos directory you'll find
the July issue of the German disk magazine "TOP-Magazin".

The files for that are:

top9307a.dcm
top9307b.dcm

Note: You'll need DISKCOMM for all this. You can find it on a.a.u.e. as well
(this is for all newcomers here on c.s.a.8.)

Have fun!

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3137. Re: Text Processors please!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 18:41:36 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <2Fkw9B9w165w@cybernet.cse.fau.edu>
Source record: 105397

> > Results: When the independent strings are printed to disk, I get a
> > 10-byte (that is to say, 10 space) pad in front of each string. No
>
> AAAAAAAAAAAAAAAAAAAAAAAGGGGGGGGGGHHHHHHHHHH!!!!!!!!!!!!!!!!!!!!
> D'OH! OOPS! I bet there was a
>
> print #1,a$
>
> it should be:
>
> print #1;a$
> -
> -
> -
> -
> -
>
> I got so used to Qbasic's idiot "Expected: ',' " error when I did the
> more NORMAL ";" in the print commands that I typed "," that time! SORRY!
> OOPS!
>
> THAT should SUPPOSEDLY fix it.. I hope! :)
>
> >>> anyone@cyberden.sf.ca.us <<<
> ATARI CLASSIC USERS: EMAIL ME IF YOU HAVE A HARD DRIVE OR RAM DISK!

Laugh! Ghod I hate Qbasic when it does things like that. (I'm a Qbasic user too...) Since we've had some problems with 'padding' on Qbasic as well, I know where to ask for help!

3138. Wanted-Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 19:21:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930826142113MIS0160@MVS.UDEL.EDU>
Source record: 105394

In a post made a few weeks ago, I asked if Marble Madness had ever been released for the Atari 8bit. An old issue of Antic quoted a spokesman from Electronic Arts as promising it would be released. Two individuals responded to my post--one had seen a copy, the other had read a review of it. If anyone has a copy of Marble Madness for the Atari 8bit and would be willing to sell, I would like to buy.

Roger Cole INTERNET: Roger.Cole@MVS.UDEL.EDU

3139. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 20:00:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <25j4of$foh@cville-srv.wam.umd.edu>
Source record: 105398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <XRDV9B2w165w@cyberden.sf.ca.us>, <system@cyberden.sf.ca.us> wrote:
>darekm@microsoft.com (Darek Mihocka) writes:
>
>> I challenge you to come up with this "$600 killer ST system". I suppose
>> you can MultiTOS on this system? Or Calamus SL? All on a $600 system?
>
>Used STe w/4MB's - $400, $100 for a monitor... that's all that's needed
>for a MIDI system... That's what I used for years.
>

It won't have a hard drive, though. That's one of the pre-requisites I
think for a killer system. :)

To be fair, I haven't seen many $600 PCs floating around that are "killers".
The system requirements for PCs are much more demanding for their software,
for whatever reasons we can all disagree on. :)

Plus, why should anyone buy a used ST? I mean, I don't think a $600 new
system should be like that.. long time ago, I remember new 1040STe machins
selling for $379. 4MB in SIMMS is $150. Use your $100 figure for a
monitor, and you're just barely over $600 with a new STe.

Also, an STe or TT is going to have features GEMulator doesn't emulate,
like stereo sound, MIDI, etc...

And in the case of the TT or Falcon, it doesn't emulate an '030, just an
'000 (what a moniker!) for compatibility's (and probably simplicity's :))
sake.

3140. Atari 8-Bit Stuff 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 20:16:23 UTC
From: petitc@nuge110.its.rpi.edu
Message-ID: <25j5mn$acv@usenet.rpi.edu>
Source record: 105399

(Sorry if this seems irrelevant, but this is all atari 8-bit stuff 4 sale...)

Atari 1050 Disk Drive - $30 (includes power supply, 9-pin connector + drive)

My Disk Collection - $30 (over 120 programs, including Pac Man, Donkey Kong
Music Construction Set, XLEnt Word Processor, and
many more, but about 95% of disks work---disks
are a few years old, computer died months ago)

Action! - $10 (may have manual, must search for it)
MAC/65 + DDT - $10 (no manual)

Mapping the Atari - $5

--
Quote: "Love may conquer everything, but it needs Time as its Field General."
Let darkness disappear/In the rays of sunshine/That come from within my heart/
Whenever I think of you.

3141. For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-26 23:56:52 UTC
From: KAMARO_KID@delphi.com
Message-ID: <01H27OQNEM548Y55CY@delphi.com>
Source record: 105401

I have the following Atari hard/soft/firm ware items for sale or trade:

Hardware
##

The Alien Group VoiceBox w/software $35.00
Atari 1050 w/US Doubler chips $60.00
Atari 1050 (stock) $30.00
Atari 850 interface $50.00
4 x Atari 800xl (stock) $40.00 ea.
Atari 800xl w/256k Newell & snitch switch $60.00
Atari XEP80 w/software & original packaging $50.00
Okimate 10 color thermal graphics printer w/2 carts & 2 rolls paper $50.00
Koala Pad w/software $25.00
410 data recorder $10.00
BEST TrakBall $15.00
XE Lightgun $15.00
4 x High Quality joysticks $6.00 ea.
2 x two player paddle controllers $5.00 ea.
2 x one player paddle controllers $5.00 ea.
1 x Axiom printer interface $15.00
1 x Eprom burner w/software & eprom $50.00
1 x SyQuest 5meg removable drive w/3 5meg carts $60.00
1 x 1020 printer/plotter w/3 rolls paper $20.00
1 x 2600 dust cover $5.00

Software
##
Atari Bookeeper w/CX85 number pad & original packaging $25.00
Facemaker $5.00
Disney's "Mickey and the Great Outdoors" $5.00
The Maxi Series CRIS (Cash Register Inventory System) package $30.00
Spy -vs- Spy $10.00
Seven Cities of Gold $5.00
Archon $10.00
Music Construction Set $10.00
3 x Fight Night $10.00 ea.
Prisoner 2 $5.00
Wayout $5.00
Clowns and Balloons $5.00
Homeword Word Processor $10.00
2 x Atari Writer $10.00 ea.
Atari Home File Manager $10.00
2 x SynTrend/SynGraph $15.00 ea.
SynFile+ $15.00

PeachTree Accounting, Accounts Payables $30.00
Zork I $10.00
Hitchhikers Guide to the Galaxy $10.00
Zargon III $15.00
Alternate Reality, the City $15.00

Note, all above titles are in their original packages/boxes w/docs!

Indus Systmes Master Diskette, Dos XL $10.00
Indus SYstems, GT Albert E. Spread Sheet $10.00
MagniPrint $15.00
Timewise $5.00
Atari 810/1050 Master Diskette II $10.00
Atari Dos 2.5 Master Diskette $5.00
4 x Atari Dos 3.0 Master Diskette $5.00 ea.
Smart 1030 $5.00
OmniWriter 80 for Omniview $15.00
The Pill Master Disk $15.00
Daisy Dot III (disk 1-2 registered version) $20.00
Action! Toolkit $15.00
Bank Street Writer $5.00
Microsoft Basic II $10.00
XE Term $5.00
The Atari LADS Assembler $15.00
Synapse Encounter $5.00
Genetic Drift $5.00
Alien Encounter & Face Flash $5.00
Creature Creator $10.00
Monster Smash $5.00
Shooting Arcade $5.00
Wallwar $10.00
Suspended $10.00
Realm of Impossibility $10.00
In Search of the Most Amazing Thing $10.00
F-15 Strike Eagle $10.00
Mad Spy -v- Spy $5.00
Forbidden Forest $5.00
Crypts of Plumbous $5.00
Wizard and the Princess $5.00
Dungeons of Despair (4 games in one) $5.00
Video Vegas $8.00
Karakteka $5.00
MULE $15.00
Wizards Crown (2 disk) $10.00
Ultima 4 (2 disk) $10.00
Kennedy Approach (docs, but no box) $10.00
Zork II (docs, but no box) $10.00
Touchdown Football $5.00
2 x 221b Baker ST (docs and accessories, but no box) $15.00 ea.
221b Baker ST, Library 2 disk $5.00
The Hulk $5.00

Gamma Software, Hockey $5.00
Fight Night $5.00
Bruce Lee $5.00
Ultima II (2 disk) $10.00
Run for the Money (4 games in one) $5.00
Super Huey (docs, but no box) $8.00
LeaderBoard $10.00
Solo Flight $10.00
2 x Summer Games $8.00
The Dallas Quest $5.00
Ninja $5.00
Phantasie (2 disk) $10.00

Firmware
##

Action! w/manual $40.00
Express! w/manual $40.00
AtariWriter w/manual $10.00
3 x Pole Position $5.00 ea.
Qix $5.00
Microsoft Basic II $10.00
MPP Smart Terminal $5.00
Pengo $10.00
Star Raiders $10.00
Eastern Front 1941 $5.00
Assembler Editor $15.00

Booka, Manuals, etc..
##

CompuServ Users Manual $15.00
1050 Owners Collection (Guide, Intro to OS, DOS OS, Field Service Guide) $35.00
TypeSetter $10.00
User's Guide to the 400-800-1200xl Computer, Software & Peripheral $5.00
Personal Computers & Games $5.00
Computer Playground (400, 800, 1200) $5.00
Inside Atari BASIC $10.00
101 Programming Suprises for the Atari $10.00
3 x SX212 Manual $5.00 ea.
Atari Games & Recreation $5.00
The Atari Assembler $15.00
Compute's 3rd Book of Atari $10.00
Mapping the Atari $10.00
Atari Player/Missile Graphics $8.00
Atari Roots (assembly language guide) $10.00
Games for the Atari $5.00
User's Handbook for the Atari $5.00
Indus Manuals (for virtually everything) $8.00 for the bundle

Terms
##

You pay shipping on anything ordered. Orders over $40.00 get 50% off on shipping costs.

For additional information, e-mail Jim King via Internet at:

jking@uxscosv1.asit.utah.gov OR kamaro kid@delphi.com

via the Pro! BBS network to:

Kamaro Kid

via voice (telephone) at:

Home: 801-969-5988
Work: 801-538-3182

via GEnie at:

J.King73

or via Delphi at:

Kamaro Kid

I

3142. Re: 2600 Games on an XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 00:36:56 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug26.193657.5636@uoft02.utoledo.edu>
Source record: 105403

James Hague (exuhag@exu.ericsson.se) wrote:
: Roger Cole writes:
: >
: >I've often wondered why some of the neat games on my old 2600 were
: >never ported to the Classic Atari line.

: Quite a few type-in-games from ANALOG looked to existing games for
: "inspiration." A few were based on 2600 titles. Roundup was very
: obviously Stampede.

Would LOVE to see a port or remake of the old 2600 Raider's of the
Lost Ark!!! Any idea if something of the like exists?

-me

3143. Re: Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 00:40:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug26.194008.5637@uoft02.utoledo.edu>
Source record: 105404

Jerry Shekhel (jerry@msi.com) wrote:
: Hello out there!

: If anyone has an original copy of Drol by Broderbund Software, including
: the documentation, I would like to buy it from you. I'm willing to pay
: up to $50 or more for a copy in good shape. If you're interested in selling
: your copy of Drol, please send e-mail or call (617) 229-9800 x216, or
: (617) 894-1891 after 7PM EST.
: --

Applaud...applaud... now here's a man on a mission! I'd love to get my
hands on an ORIGINAL copy also, but can't afford to dish out that much for
it... think if maybe a bunch of net folks got together and "petitioned"
Broderbund (I mean REALLY sent a multi-paste e-mail msg to 'em) they might
consider digging through their old warehouses?

-me

PS: what else has Broderbund brought out for the old 6502 line?

3144. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 00:47:20 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug26.194721.5638@uoft02.utoledo.edu>
Source record: 105306
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Grue (tpp@cbnews.cb.att.com) wrote:
: In article <1993Aug16.172039.3728@colorado.edu> cwilliam@tigger.cs.colorado.edu
(Christopher Williamson) writes:
: Zombies was the original. Realm of Impossibility was the sequel.
: Both were awesome. Up there with Ali Baba and the Forty Thieves and
: Boulderdash as my all-time favorites.

BTW: I also remember Return of Heracles... did they ever come out with the
"Adventure Construction Set" from ECA? Same author as Ali and Return, not the
cheap "Adventure Creator" from... ummm... someone else.

-Tim

3145. Re: Pin Specification: Old 8inch Drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 00:57:11 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CCE7zB.4Kn@cbfsb.cb.att.com>
Source record: 105309

In article <CCDLqs.362t@austin.ibm.com> tramp@austin.ibm.com writes:
>
>
>Would anyone out there have the pin information for 8 inch diskette drives.
>I have an ATR8000 and an 8 inch drive but have no idea how to convert
>the 50 pin connector to a 34 pin connector. I think the drive is made
>by Control Data Corporation. Thanks.
>
>Roger Tramp

From my most convenient source, not necessarily my most exhaustive:

Signal Five Inch Pin Eight Inch Pin

HIGH DENSITY 2 --
HEAD LOAD* 4 18
DRIVE SELECT3* 6 (--) 32
INDEX* 8 20
DRIVE SELECT0* 10 (14) 26
DRIVE SELECT1* 12 (12) 28
DRIVE SELECT2* 14 (--) 30
MOTOR ON* 16 (--) 16
MOTOR ON0* -- (10) 4
MOTOR ON1* -- (16) 6
MOTOR ON2* -- 8
MOTOR ON3* -- 24
DIRECTION* 18 34
STEP* 20 36
WRITE DATA* 22 38
WRITE ENABLE* 24 40
TRACK0* 26 42
WRITE PROTECT* 28 44
READ DATA 30 46
SIDE SELECT 32 14
GROUND 1-33 ODD 1-49 ODD

* indicates an active low (inverted) signal.

(xx) in the five inch indicates the IBM PC type twisted wired
pseudo-standard ... with each drive set for drive select
one (pin 12 to select drive, pin 16 for motor on). Twisted
cable swaps pins 12 and 14, and pins 10 and 16, as well as
the ground wires amongst those leads.

Are you sure your CDC drive is 50 pin? I have two odd-ball (relatively)
drives from some computer outfit (they are in cellar _someplace_) which

use 40 pin male/female pin type connectors, different pinout of course.
They were, I believe, used in loading the microcode for some DEC minis.
All standard 8 inch drives I have seen (not necessarily _all_ in the
real sense) use a 50 pin card edge connector. So count your pins.

3146. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 03:35:49 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <88994@cup.portal.com>
Source record: 105305
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> : Zombies was the original. Realm of Impossibility was the sequel.
> : Both were awesome. Up there with Ali Baba and the Forty Thieves and
> : Boulderdash as my all-time favorites.
>
> BTW: I also remember Return of Heracles... did they ever
> come out with the "Adventure Construction Set" from ECA? Same
> author as Ali and Return, not the cheap "Adventure Creator"
> from... ummm... someone else.

Quality Software were the first to release Ali Baba and
Heracles (there were also Apple II versions). EA bought
the rights and re-released them together as Age of Adventure.

ACS was to be released for the Apple II, IBM PC and C64. It
didn't make much of an impression on me. (and I bought it at
a deep discount).

Adventure Creator was from Spinnaker (I think)... remember
Trains?

Jeff_M_Lodoen@cup.portal.com

3147. "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 04:43:08 UTC
From: ifarqhar@laurel.ocs.mq.edu.au
Message-ID: <25k3cs$6h8@sunb.ocs.mq.edu.au>
Source record: 105307
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

etxansk@garbo.ericsson.se wrote:
>I'll order the book recommended by some people in replies to the previous
>article, the book is called "The Rise and Fall of Atari", many thanks for
>this hint.

I've been trying to purchase a copy of this book, but the local academic bookstore has been unable to locate it in the US, British or Australian distribution lists. If anyone knows the publisher or ISBN of this book, could they let me know as I'm stuck without either of these?

If anyone can assist, I'd appreciate it.

Ian.

3148. Power supply ID?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 06:14:59 UTC
From: btribbl@eis.calstate.edu
Message-ID: <CCEMp0.7K8@eis.calstate.edu>
Source record: 105308

I have a couple of Atari power supplies. I'd like to know what systems they're made for (I believe 8-bit computer), since I'll be able to trade them if they are indeed for the 400 or 800...

Plug 1 - Has Atari logo on one side, other side has:
Model no. CA014748
120 VAC
60 Hz
20 W
Power Supply 41-79
9 VAC
15.3 VA

Plug 2 - Has Atari logo on one side, other side has:
Power Supply Part Number: C017945
Input
120V
60Hz
50W
Output
9V AC
31(?) VA

Anyway, I know they're not for any of the game systems, since they're AC instead of DC...

BTW, if anyone needs these, I'd be more than happy to trade (esp for a 7800 power supply if you have it)...

Thanks a lot!

--
Bobby Tribble |8')
-=-=-=-=-=-=-=-=-=-=-=-=-
btribbl@eis.calstate.edu

3149. Re: Power supply ID?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 11:19:29 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25kqk1$c5m@nz12.rz.uni-karlsruhe.de>
Source record: 105310

In article <CCEMp0.7K8@eis.calstate.edu> btribbl@eis.calstate.edu (Bobby Tribble) writes:
>Anyway, I know they're not for any of the game systems, since they're AC
>instead of DC...

Well, usually those 9V AC power supplies are used for Atari 8-bit disk drives
as well as for some (all?) Atari printers.

Hope this helps,

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3150. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 12:29:16 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CCF40w.MI6@cbnews.cb.att.com>
Source record: 105311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1993Aug26.194721.5638@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Grue (tpp@cbnews.cb.att.com) wrote:
>: In article <1993Aug16.172039.3728@colorado.edu> cwilliam@tigger.cs.colorado.edu (Christopher Williamson) writes:
>: Zombies was the original. Realm of Impossibility was the sequel.
>: Both were awesome. Up there with Ali Baba and the Forty Thieves and
>: Boulderdash as my all-time favorites.
>
> BTW: I also remember Return of Heracles... did they ever come out with the
>"Adventure Construction Set" from ECA? Same author as Ali and Return, not the
>cheap "Adventure Creator" from... ummm... someone else.
>

I have the old Adventure Construction Set on IBM, but I believe it was released on all systemsa. BTW, that was Stuart Smith who wrote Ali Baba. Anybody know what he's doing now?

Anyhow, ACS wasn't turn-based, but timer based. In other words, move as far as you can before your timer runs out. And different characters had different timers. That turned me off right away. It was slooooooooow, too. I heard that on a C-64 is was REALLY snoresville. (Ha ha ha!)

Tom

>
> -Tim
>

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3151. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 12:44:04 UTC
From: winston@merk.com
Message-ID: <CCF4pH.EHv@merk.com>
Source record: 105313

On Wednesday, August 25, 1993 at 05:32:53 EDT,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

MF> Help: trying to get some info on the old C.S.S. black box and
MF> "packet o' fun kit"... you know, the floppy drive controller, HD
MF> controller, printer spooler, etc. all in one? You could read and
MF> write IBM 360k formats, etc. etc. etc...
MF>
MF> The company doesn't seem to exist anymore. Has anyone used this 'box?
MF> Was it worth the money? (Only about $200 at the time... relatively
MF> cheap!)

The "old" C.S.S. Black Box?
"The company doesn't seem to exist anymore...." ?
I seem to remember some people saying that they were sending away for
C.S.S. Black Box floppy controller boards just last month! If C.S.S. went
under that would be "BIG NEWS" in the ATARI 6502 8-bit world. Upon what
evidence do you base such a conclusion? (Inquiring minds would like to
know!)

MF> What about the N.S.S. (??) speed enhancer for the old 800? Basically a
MF> Weitek of the old days... improved floating point, etc... made it run
MF> about 3.5 times faster.

Could you give all of us some more information about the N.S.S.
accelerator board for the ATARI 6502 8-bit? This is the first time that I
have heard it being mentioned. Thanks!

--W.S.

3152. Re: SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 13:04:46 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25l0pe$6er@nz12.rz.uni-karlsruhe.de>
Source record: 105312

In article <Aug.25.19.05.54.1993.12666@electron.rutgers.edu> chase@electron.rutgers.edu (Kevin Chase) writes:
>
>I just got Nick Kennedy's SIO2PC kit in the mail today, so having a
>little bit of time, I decided to assemble it. Well, the instructions
>were clear except on one point. Which end is which on the diode.
>The one I have has a silver end (small band at one end of the diode).
>Which end is that.

Kevin,

The small band at one end of the diode indentifies the adjacent wire as
the Kathode. The end on the other side is called Anode. Usually connecting
the Kathode to "minus" and the "Anode" to plus allows the current to flow.
Connecting it the other way round will prevent the current from flowing
through the diode.

I'm not very familiar to the SIO2PC kit, so I can't tell you the exact
purpose of the diode in your circuit. Maybe there's someone who can tell you
more.

I hope I could help you at least a little bit.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3153. Re: Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 13:27:47 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug27.132747.1206@exu.ericsson.se>
Source record: 105314

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
>PS: what else has Broderbund brought out for the old 6502 line?

Serpentine, Karateka, Sky Blazer (I think), Spare Change, Gumball,
Lode Runner, Championship Lode Runner, Loder Runner's Rescue (the
pseudo-3-D sequel that has all but been forgotten), Print Shop,
A.E., several war games I forgot the names of, Spelunker, Whistler's
brother...

I know I missed a lot of titles.

--
James Hague
exuhag@exu.ericsson.se

3154. Re: Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 16:04:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930827110438MIS0160@MVS.UDEL.EDU>
Source record: 105315

In article <1993Aug27.132747.1206@exu.ericsson.se>,
exuhag@exu.ericsson.se (James Hague) writes:

>timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>>
>>PS: what else has Broderbund brought out for the old 6502 line?
>
I'm pretty sure Broderbund took over Batteries Included when they
went under. Batteries Included's main titles were Paperclip and
Homepack.

3155. Re: Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 16:30:14 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug27.163014.5027@exu.ericsson.se>
Source record: 105316

Roger Cole writes:
>
>I'm pretty sure Broderbund took over Batteries Included when they
>went under.

Just before Synapse's last breath, it was taken over by Broderbund.
I remember seeing SynFile, SynCalc, and SynTrend in a Broderbund
catalog. There were also a few Synapse/Broderbund collaborations,
released under the Broderbund name. Offhand, I can remember
two text adventures: Mindwheel and Breakers. Supposedly, these
were the best non-Infocom IF games released at the time.

--
James Hague
exuhag@exu.ericsson.se

3156. Re: Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 18:06:53 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <89037@cup.portal.com>
Source record: 105317

> Serpentine
> Karateka
> Sky Blazer

Previously titled Star Blazer.

> Spare Change
> Gumball
> Lode Runner
> Championship Lode Runner
> Lode Runner's Rescue (the pseudo-3-D sequel that has all but been forgotten)
> A.E.
> Spelunker
> Whistler's Brother

Operation Whirlwind
Matchboxes
Seafox
Choplifter!
David's Midnight Magic
Track Attack
Genetic Drift
Stellar Shuttle
Labyrinth
Apple Panic
The Arcade Machine
Bank Street Writer
Lawkeeper
Stealth

Jeff_M_Lodoen@cup.portal.com

3157. Re: Power supply ID?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:09:53 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <77iy9B4w165w@cybernet.cse.fau.edu>
Source record: 105318

btribbl@eis.calstate.edu (Bobby Tribble) writes:

> I have a couple of Atari power supplies. I'd like to know what systems
> they're made for (I believe 8-bit computer), since I'll be able to trade
> them if they are indeed for the 400 or 800...
>
> Plug 1 - Has Atari logo on one side, other side has:
> Model no. CA014748
> 120 VAC
> 60 Hz
> 20 W
> Power Supply 41-79
> 9 VAC
> 15.3 VA
>
> Plug 2 - Has Atari logo on one side, other side has:
> Power Supply Part Number: C017945
> Input
> 120V
> 60Hz
> 50W
> Output
> 9V AC
> 31(?) VA
>
> Anyway, I know they're not for any of the game systems, since they're AC
> instead of DC...
>
> BTW, if anyone needs these, I'd be more than happy to trade (esp for a
> 7800 power supply if you have it)...
>
> Thanks a lot!
>
> --
> Bobby Tribble |8')
> -=-=-=-=-=-=-=-=-=-=-=-=-
> btribbl@eis.calstate.edu
>

Cant shed any light on the first one, but the one with code CO17945 is
definitely for an Atari 1050 Disk Drive.

3158. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:27:58 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.152759.5649@uoft02.utoledo.edu>
Source record: 105319

Anyone remember the old Alternate Reality "series"???

The HUGE, multi-disk 3-d fast-scrolling, MULTI-DRIVE (option) adventure?

They were supposed to bring out 6 "installments" (I believe). The City
came first, then the Dungeon... Wilderness or the Palace was next, but the
company went bankrupt if I remember right. GREAT game! GREAT graphics!
(and... if you had the original 800 beast) -=> GREAT SOUND/MUSIC!
(Sure, the other's had ok sound, but you just HAD to have the 800, it really
was better... slower, but better)

As you went to the "border" of each section of the game, you could enter
the new "installment" (for lack of a better word at the moment). It turned
into a one way trip to the dungeon, but if you went from the dungeon to
the palace or the wilderness, you were supposed to be able to get back to
the city. Any one know if beta/alpha versions of the other scenarios made
it out?

Anyone map these bugger's out? Kind of huge... started but never finished.

-Tim

3159. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:34:39 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.153440.5650@uoft02.utoledo.edu>
Source record: 105320
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Jeff_M_Lodoen@cup.portal.com wrote:
: Adventure Creator was from Spinnaker (I think)... remember
: Trains?

Yep, never had time to get into it though. Bought a load of software a
few years back including most of the Spinnaker software, except never managed
to get Snooper Troops Case I or II. Oh-well.

-Tim

3160. Re: ** 50+ Hard-to-find Atari ST/8bit stuff CHEAP! **

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:38:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.153826.5651@uoft02.utoledo.edu>
Source record: 105321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Grue (tpp@cbnews.cb.att.com) wrote:
: on all systemsa. BTW, that was Stuart Smith who wrote Ali Baba. Anybody know
: what he's doing now?

: Anyhow, ACS wasn't turn-based, but timer based. In other words, move as far as
: you can before your timer runs out. And different characters had different
: timers. That turned me off right away. It was slooooooooow, too. I heard that
: on a C-64 is was REALLY snoresville. (Ha ha ha!)

Timer? Yiiieee... no wonder why I never saw it... must've bombed quickly.

Speaking of Ali Baba... remember the "magical fountains", most of you had
probably tried it so this is old news, but for a "permanent fountain", just
hit system reset after bumping into it... whether or not it dries up, it's
back as long as you reset when the msg is still on the screen.

-me

3161. Re: SpartaX bugs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:49:13 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.154914.5652@uoft02.utoledo.edu>
Source record: 105322

Iain.Laskey@barclays.co.uk wrote:
: They are still in business - amongst other lines they are the premier producer of
: hard disk adaptors/SCSI adaptors for the ST line. Amiga too I believe. They
: offloaded all their 8bit stuff recently for free ISTR.

Great! What's their address, phone #? And, what's ISTR?

Thanx,
-Tim

3162. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:52:14 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.155215.5653@uoft02.utoledo.edu>
Source record: 105324

Winston Smith (winston@merk.com) wrote:
: The "old" C.S.S. Black Box?
: "The company doesn't seem to exist anymore...." ?
: I seem to remember some people saying that they were sending away for
: C.S.S. Black Box floppy controller boards just last month! If C.S.S. went
: under that would be "BIG NEWS" in the ATARI 6502 8-bit world. Upon what
: evidence do you base such a conclusion? (Inquiring minds would like to
: know!)

Tried their phone #, doesn't exist, but it gave me a "new" number which
turned out to be some local residence of that area. Couldn't get any new
info on them, must be underground :)

: Could you give all of us some more information about the N.S.S.
: accelerator board for the ATARI 6502 8-bit? This is the first time that I
: have heard it being mentioned. Thanks!
:

Ah, must've meant the Newell chip, sorry... was a bit brain dead that day,
couldn't think of anything. I'm curious if they ever came out with a chip
accelerator for the xl's or xe's?

Later,
-Tim.

3163. Re: The source for the PSI RAM-Disk...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 20:55:34 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.155535.5654@uoft02.utoledo.edu>
Source record: 105323

Sorry, I'm new to this group... been around awhile, but still have no idea what PSI is... Pounds per Square Inch, Inc.?

Is this RAM disk usuable for any 6502 system? Etc.? Any info is appreciated!

-Tim

3164. Re: "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 21:48:14 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CCFtwE.5vn@cs.uiuc.edu>
Source record: 105325
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <25k3cs$6h8@sunb.ocs.mq.edu.au>, ifarqhar@laurel.ocs.mq.edu.au (Ian Farquhar) writes:
|> etxansk@garbo.ericsson.se wrote:
|> >I'll order the book recommended by some people in replies to the previous
|> >article, the book is called "The Rise and Fall of Atari", many thanks for
|> >this hint.
|>
|> I've been trying to purchase a copy of this book, but the local academic
|> bookstore has been unable to locate it in the US, British or Australian
|> distribution lists. If anyone knows the publisher or ISBN of this book,
|> could they let me know as I'm stuck without either of these?

I have the following entry in my "books-wanted.txt" file. I'm not sure how accurate it is, but it might be a starting place. Please followup if you find the book available somewhere, because I too want a copy...

Zap!: The rise and fall of Atari, Scott Cohen, McGraw-Hill, ISBN 007011543

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

3165. Re: Coupla questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-27 23:08:49 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Aug27.230849.11607@vpnet.chi.il.us>
Source record: 105331

In article <1379@rider.uucp>, Rick Detlefsen <rixcat@rider.UUCP> wrote:
>
>In answer to some of your questions:
>
>* AIM is really not around. The subscriptions were cut in half, the mag size
>was cut in half. There was a Fall 1992. The last was Mar/Apr 93. There have
>occasionally been DOMs sent. I heard a rumor of a May/Jun 93 issue, but
>haven't seen it.
>.....

AIM is still "around," but only for one more issue. Patricia Snyder-Rayl (of Unicorn Publications, publisher of AIM, and Pegasus Press, publisher of Connect) told me on Delphi that they plan to put out one more issue, and then any remaining subscribers (not including those who get AIM as part of club memberships) will be switched to Connect. After the sorry Mar/Apr issue that they came out with, I'm not as disappointed as I would be otherwise. (AIM wasn't much use as a combined user group newsletter anymore, anyway. BTW, the user groups paid for the AIM issues one at at time - at least ours did - that must be why our members won't be switched to Connect, not that I care!)

I have the AIM August '92 8-bit DOM. As far as I can tell from the magazine itself, that was the last 8-bit DOM issued (if not, I'd like to know!).

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

3166. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:07:16 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <T7Ty9B5w165w@cyberden.sf.ca.us>
Source record: 105332

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> I had an old 800 (much superior sound to that of the XL's) with a quick fix
> connect to my stereo. Wow. You want some deep vibrations... you got em play
> this thing. (Boy, I must've been bored that week).
>
>
> -me
>

How is the 800 sound better than the XL's?

Arent they just identi<al?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3167. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:08:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <g9Ty9B6w165w@cyberden.sf.ca.us>
Source record: 105334

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Help: trying to get some info on the old C.S.S. black box and "packet
> o' fun kit"... you know, the floppy drive controller, HD controller,
> printer spooler, etc. all in one? You could read and write IBM 360k
> formats, etc. etc. etc...
>
> The company doesn't seem to exist anymore. Has anyone used this 'box?
> Was it worth the money? (Only about $200 at the time... relatively
> cheap!)
>

What? @.S.S. "not around" anymore? I think NOT! Bob Puff and @.S.S.
are still around last I heard! (a week ago!!!) :)

Unless they've been errati<ated <ompletely by some aliens, I think not!
:)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3168. Re: Dreadnaught factor -- it's a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:09:20 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <00Ty9B7w165w@cyberden.sf.ca.us>
Source record: 105333

deaven@physics2 (David Deaven) writes:

> In article <CCBA3r.G10@merk.com> winston@merk.com (Winston Smith) writes:
>
> >P.S. To: ALL,
> >
> > What is "The Dreadnaught Factor" ? That name sounds vaguely
> > familiar....
>
>
> That's the name of a game for the Atari Classics that involves
> flying a small spacecraft over giant star cruiser things, and bombing
> them until they blow up. It's kinda fun.
>

Ok... how does one get it?

:)

I'm the type of su<ker who LOVES those games! :)
(that and
G A L A G A ! ! ! !) :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3169. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:14:17 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iiuy9B8w165w@cyberden.sf.ca.us>
Source record: 105335

snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

> The M: handler is nice, I believe I have several games on a LACE disk (can't
> recall the number) that use the M: driver for either touch tablet, joystick,
> or STmouse. If you like Simon's M: handler, you should check out LACE disk #
> (found on the Puff BBS) for his E: handler. I'd replace the font with the
> font created by JRD for Kermit65 but that is the only thing I'd change.
> Really nice and acts very like the standard E: handler, only this one does 80
> col. Only a few limits, does not support split screens, but what 80col devic
> does...
>
> Mike
> ---
> * PabQwk 1.2 #9 * Offline Reader
>

WHOA! An 80 @olumn handler that supports all of the editor @ommands?!
:) Wow!

Btw folks, how does one write a good VBI in A<tion!? :)
In Qui<k it's simple.. you WRITE the VBI as a VBI-type subpro<edure. :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3170. Re: PLEASE HELP! Atari->PC Transfer!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:18:17 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <7ouy9B9w165w@cyberden.sf.ca.us>
Source record: 105336

jerry@msi.com (Jerry Shekhel) writes:

OOH! you ARE making a look-alike. Whew!

Well, I must admit, I'm working (quite su<<essfully, as far as ART goes! :^P heheh!!!) on my own look-alike of sorts... a game never released for the XL/XE series... for the 2600 and 7800, tho! As well as NES and some other systems!

@an anyone guess what it is? :)

so many proje<ts
so little time

@haoti@oder at large,
bill

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3171. Re: UnZIP/UnLZH programs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:21:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ZTuy9B10w165w@cyberden.sf.ca.us>
Source record: 105337

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

> In article <1993Aug25.231451.17042@vpnet.chi.il.us> nickd@vpnet.chi.il.us (Ni
> >and/or .LZH files. I remember an "unauthorized" version of an unLZH program
> >that Bob Puff was working on floating around a while back, but when the word
> >came (in this newsgroup as I recall) that Mr. Puff did not want this program
> >distributed, and I saw it show up on our BBS, I asked that it be deleted (an
>
> Well, at least the Dutch "Mega-Magazine" includes some LZHd files accompanied
> by Bob Puff's V0.1 unLZH program. I also remember another disk magazine
> carrying this "unauthorized" version. So you see, you can't get this unLZH
> out of the scene anymore. I've tried it too and haven't encountered any
> errors so far.
>
> -Marek
>
>
> --------------------------------
> uj1g@DKAUNI2.BITNET
> or
> uj1g@ibm3090.rz.uni-karlsruhe.de

LU@KY !!!!!!

I've gotten Bob's unLZHer to view an LZH I got from a friend of some
WAVs, but when it tried to unLZH, it said something like

unknown @ompression: "-lh50"

When it views, it displays the first (only??) file as:

type: "-lh5-"

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3172. Re: MOD-Player on a.a.u.e

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:23:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FXuy9B11w165w@cyberden.sf.ca.us>
Source record: 105338

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

>
>
> Hi!
>
> Have you ever tried to play those .MOD files on your Atari? No?
> Try it! Just get the file
>
> modpl122.dcm from the atari/8bit/Sound directory on atari.archive.umich.edu
>

YES YES YES YES YES YES YES YES YES YES YES YES YES YES YES YES!!!

MODS!

MODS!

HUZZAH!
HORRAY!
THANK YOU!

Who made it? I'd better go bak and reread the post! ;)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3173. Re: 2600 Games on an XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 00:25:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <D1uy9B12w165w@cyberden.sf.ca.us>
Source record: 105339

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Lost Ark!!! Any idea if something of the like exists?
>
>
> -me
>

I'd personally like to see my FAVORITE Lu@as game-

Return of the Jedi

Where you fly up to the death Star and stuff! @OOL! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3174. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 02:25:39 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Aug28.022539.1997@newshub.ists.ca>
Source record: 105326

In article <1993Aug25.163254.5594@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> Help: trying to get some info on the old C.S.S. black box and "packet
>o' fun kit"... you know, the floppy drive controller, HD controller,
>printer spooler, etc. all in one? You could read and write IBM 360k
>formats, etc. etc. etc...
>
> The company doesn't seem to exist anymore. Has anyone used this 'box?
>Was it worth the money? (Only about $200 at the time... relatively
>cheap!)
>

This is a pile of crap. I just called CSS and got their answering machine (it's 22:20 and there's no one there). The phone number is:

(716) 429-5639

and the address is:

Computer Software Services
P.O. Box 17660
Rochester, New York 14617

And yes, I've used it and yes, it's worth the money. I'm hurt - don't you read my column in Atari Classics Magazine? <sniff>

- Mike Jewison
The Fitting Room
Atari Classics

3175. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 04:06:52 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <25mlks$6qt@terminator.rs.itd.umich.edu>
Source record: 105328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archives

```
-rw-r----- molin 275288 Aug 20 23:07 ./Telecomm/ck5a189b.zip
-rw-r----- molin 560192 Aug 20 23:07 ./Telecomm/ck5a189s.zip
-rw-r--r-- weiner 5584 Aug 21 00:59 ./Telecomm/0index
-rw-r--r-- molin 169856 Aug 22 11:16 ./Archivers/lha_222.tos
-rw-rw-r-- entropy 3255 Aug 22 22:19 ./Archivers/0index
-rw-r--r-- molin 4579 Aug 21 18:56 ./Games/timeband.lzh
-rw-r--r-- lenn 15655 Aug 22 00:53 ./Games/0index
-rw-r--r-- molin 50745 Aug 21 11:35 ./Magazines/Str/str934.lzh
-rw-r--r-- molin 150016 Aug 22 23:33 ./Magazines/Aeo/aeo_se_j.zip
-rw-r--r-- lenn 414 Aug 25 19:55 ./8bit/Demos/top9307.txt
-rw-r--r-- lenn 115401 Aug 25 19:55 ./8bit/Demos/top9307a.dcm
-rw-r--r-- lenn 118528 Aug 25 19:55 ./8bit/Demos/top9307b.dcm
-rw-r--r-- lenn 64368 Aug 25 19:55 ./8bit/Sound/modpl122.dcm
-rw-r--r-- lenn 671 Aug 25 19:55 ./8bit/Sound/modpl122.txt
-rw-r--r-- lenn 39714 Aug 25 19:57 ./8bit/0index
-rw-r--r-- lenn 15693 Aug 25 23:42 ./Games/0index
-rw-r--r-- molin 19067 Aug 25 11:02 ./Games/pengo.lzh
-rw-r--r-- molin 51051 Aug 25 10:57 ./Games/chain.lzh
-rw-r--r-- entropy 1534 Aug 27 23:27 ./Editors/0index
-rw-r--r-- molin 67971 Aug 27 15:53 ./Editors/ever15_b.zip
-rw-r--r-- lenn 15728 Aug 27 23:21 ./Games/0index
-rw-r--r-- molin 652998 Aug 27 10:09 ./Games/nhmm31ca.zoo
-rw-r--r-- weiner 5587 Aug 27 23:08 ./Telecomm/0index
-rw-r--r-- molin 117567 Aug 27 01:48 ./Telecomm/mtn_qwk.lzh
-rw-r--r-- dpz 2094 Aug 27 23:11 ./Falcon/0index
-rw-r--r-- molin 603010 Aug 27 14:51 ./Falcon/mouse.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3176. ICD repair?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 04:35:16 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug27.233517.5658@uoft02.utoledo.edu>
Source record: 105327

Anyone know of a place I can send an ICD interface to for repair? Is it cheaper to junk it? (It was about 4 years ago) They're rather weak, tend to fry REAL easily. The great ancient ones (old 6502's) and their minions (the add-on components) are impervious to meager lightning strikes, ICD parts tend to just die quietly and you find them toasted the next morning.

-Tim

PS: I've checked it out, the one main chip is toast, the minor components are fine (or so they seem / output).

PPS: Is the black box a better printer/modem interface? If I get enough encouraging replies, I may just switch over... like the idea of the hard drive option and floppy drive extension anyhow (could get to like the idea of reading and writing the 360k ibm format with the Atari!).

3177. Re: GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 05:26:56 UTC
From: jharris@cup.portal.com
Message-ID: <89107@cup.portal.com>
Source record: 105330

>I want to say that I appreciate John Harris's GED and
>dialog on this SIG. He might like some intellegent
>questions and feedback. I briefly looked at the Martian
>and have a small understanding for the difficulty of
>putting more than one color on a scan line. The only
>question I have is a 10k DLI. That's impossible. A DLI
>only has time for about 20 instructions at most. And the
>GED.COM is only 3600 bytes. How can there be a 10k DLI?

Thank you for your comments.

As other people have pointed out, a more appropriate name for the kind of display loop in GED would have been 'kernal'. I did not know how many people were familiar with that term, and so I used 'continuous DLI' instead.

The 10K code is called as a DLI at the top of the screen. There aren't any restrictions as to how long a DLI can be -- it's just executing 6502 code like anything else. I stay in the DLI the entire screen. There are certain timing restrictions if you want to change something before the next scan line is displayed, but that's not the same thing. You can stay in a DLI as long as you want, and it can even be interrupted by other DLIs, if they're designed right.

The program creates the 10K loop, so it does not need to be part of the 3600 byte GED.COM file.

John Harris - jharris@cup.portal.com

3178. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 05:32:04 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <25mqkk$rbn@news.cs.tulane.edu>
Source record: 105329

In article <CCF4pH.EHv@merk.com> winston@merk.com (Winston Smith) writes:
> The "old" C.S.S. Black Box?
> "The company doesn't seem to exist anymore...." ?
> I seem to remember some people saying that they were sending away for
>C.S.S. Black Box floppy controller boards just last month! If C.S.S. went
>under that would be "BIG NEWS" in the ATARI 6502 8-bit world. Upon what
>evidence do you base such a conclusion? (Inquiring minds would like to
>know!)

Okay, here is information reguarding C.S.S. It's alive and well, in fact
CSS has the inside cover ad in the current Atari Classics (which just
arived today). So, I called the CSS Bbs...Yeah, both lines are still there.

Here is the current information that I have.

C.S.S. BBS (Puff II)
Line #1 (716)-247-8355
Line #2 (716)-247-7157 (listed in the AC ad)
FAX: (716) 247-7158
Voice (716) 429-5639 (10am to 5pm EDT)

Address:
Computer Software Services, Inc.
PO Box 17660
Rochester, NY 14617

Likely what you had was the old information for CSS before Bob Puff acquird
it. I don't know... but I hope this helps.

Mike
AAPL

3179. Re: GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 12:42:23 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <25njrk$18s@usenet.INS.CWRU.Edu>
Source record: 105340

J. Harris points out that GED enters DLI code at the top of the
screen and never exits the DLI code the whole screen.
I thought ANTIC would run concurrently with the CPU and the
DLI would interrupt CPU code execution, essentially stopping
the CPU, but ANTIC keeps running and when time comes will
fetch the next DL instruction and display the line. How does
(Forget the How does). Somehow, you are synchronizing your
code with ANTIC's timing? Well I liked the Martian.
###

3180. Re: UnZIP/UnLZH programs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 13:02:19 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25nl0r$hbd@nz12.rz.uni-karlsruhe.de>
Source record: 105341

```
In article <ZTuy9B10w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>I've gotten Bob's unLZHer to view an LZH I got from a friend of some
>WAVs, but when it tried to unLZH, it said something like
>
> unknown @ompression: "-lh50"
>
>When it views, it displays the first (only??) file as:
>
> type: "-lh5-"
>

Oh, I think Bob's unLZHer only handles the old LZH types of archives
probably -lh0- (if it exists anyway) or -lh1-

That's maybe the reason Bob doesn't want his 0.1 version to circulate.

-Marek

--------------------------------
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de
```

3181. Re: Converting binaries on cassette to disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 13:20:21 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25nm2l$hi5@nz12.rz.uni-karlsruhe.de>
Source record: 105342

In article <Ji618B1w165w@therat.kludge.com> ricortes@TheRat.Kludge.COM (Rick Cortese) writes:
>> I have just ran across cassette versions of Jawbreaker and Pharoa's Curse for
>> $3.00. I didn't buy them because they are on cassette, and I hate waiting
>> for them to load. Driving home I was wondering if it would be too difficult
>> to write a simple program to transfer the data from cassette to a dos file.
>> Before I attempt to do this I would like to know if I am wasting my time. I
>> don't know much about how the computer stores data in either format, so all I
>> would be able to do is a basic read and write. Are there any problems I
>> would encounter that would render my binary file useless?? Probably a stupid
>> question, but I am open to any input.
>> Thanks,
>> John
>
>There's a couple of programs that'll do the job, the only problem would
>be if the programs are multi stage load programs. Some of the later
>cassette programs loaded a program that then took over the computer to
>load the actual game. As far as I know there's never been a program that
>can handle these multi-stage loads.

I've got a program allowing to copy some multi stage load programs from
cassette to disk, as long as their subsequent loaders aren't encrypted.

I've successfully backed up the game "Last-V8" from tape to disk.
"Last-V8" is at least 3 stages.

This program for copying multi stage programs was printed in the ATARImagazin
(German). Maybe you can get a back copy from PPP or its foreign distributors.
The program is called either CASSIM or CASSIM2, I don't remember exactly.

-Marek

---

uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3182. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 18:55:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <25o9m9$8hk@dux.dundee.ac.uk>
Source record: 105344

I still have a small amount of software for the 8 bit for sale.
For a list simply email me.

Cheers

Rod McCall

3183. Re: Atari In The Movies

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:11:54 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.141155.5671@uoft02.utoledo.edu>
Source record: 105343

Winston Smith (winston@merk.com) wrote:
: On August 5, 1993 at 23:56:36 EDT,
: animatsuri@genie.geis.com (Wendell Hong) quotes:
:
:
: portal!cup.portal.com!ScottM@uunet.uu.net (Scott - Maxwell) Sez:
:
: SM> Does anybody know where I can find the nuclear reactor game?

: "SCRAM!" is the name of the ATARI program, but if you do some digging

For those curious, virtually all boot cassette's were ported to binary disk versions months or minutes after they were released on cassette. (For those lucky $$ enough $$ to have $$ disk $$$$$$ drives at that time $$$).

In other words, look around, I'd be REALLY surprised if you don't find it sitting on an FTP site or u/l'd to some BBS somewhere. Heck, I know I have it buried somewhere also!

-Tim

3184. Re: MIDI market share

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:21:43 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.142143.5672@uoft02.utoledo.edu>
Source record: 105347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

system@cyberden.sf.ca.us wrote:
: as I know... hense, there is a reason for that... Perhaps the 90% was
: a bit high... but definately 80-85%... The ST just sucks for anything else.

I think in these gloomy days of Atari, 90% may be a bit low... ALL I'VE HEARD REFERENCE TO IN REGARDS TO ATARI NOW-A-DAYS HAS BEEN MIDI RELATED! Whenever I hear of someone doing some studio work, the Atari has been mentioned a majority of the time! They still plan on releasing some beefed up MIDI machine in the future or so I've read.

In regards to the sucks for anything else remark... wellll... other machines have finally surpassed it, took IBM/compat. software people YEARS to come up to the 1988/90 level of the ST. Look at the 3-d graphing programs it had when Harvard Graphics was stalling/screwing around! How about the CAD/3-d drawing capabilities Disney/MGM even used it for! Remember the red/blue "actual" 3-d software out? Needed to buy those silly goggles, but they had games, cad/drawing utilities, etc. for it! If the IBM software developers hadn't gotten off their asses and looked at the real world, that 'ole 68k might've still been big news!

Poor thing is outdated, but it's still big news in the recording industry!

-me again-

3185. Re: Sports Games on the XL/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:26:01 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.142602.5673@uoft02.utoledo.edu>
Source record: 105348

Jeff_M_Lodoen@cup.portal.com wrote:
: Thorn-EMI had a Soccer cartridge.. got raves when it was released.
: The screen scrolled and look sort of 3D.

-just thought I'd plug this one, if you can find it, GET IT!

-1 to 4 (yes 4!) players using the old 800, great scrolling, etc.
(used all 4 joystick ports of the 800, one of the FEW to do this!)

-me again-

3186. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:30:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.143052.5674@uoft02.utoledo.edu>
Source record: 105349

phbill@cyberden.sf.ca.us wrote:
: timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

: > I had an old 800 (much superior sound to that of the XL's) with a quick fix
: > connect to my stereo. Wow. You want some deep vibrations... you got em play
: > this thing. (Boy, I must've been bored that week).
: >
: >
: > -me
: >

: How is the 800 sound better than the XL's?

: Arent they just identi<al?

Whoa... all right! Another person that hasn't yet experienced the organ-
like rich sound of the old 400 and 800! It's just that: a bit fuller sound,
more of a rich organ echo from that beast. You REALLY have to hear it!
Atari enhanced the graphics clarity a bit on the XL series, but lost a bit in
the sound catagory... don't know what they did, but they screwed something up.

BTW: starting with the XL also, the actual speed of the unit increased.
Try compressing and decompressing some files on both!

-There are those who would call me...
...Tim?-

3187. Re: Dreadnaught factor -- it's a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:33:26 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.143327.5675@uoft02.utoledo.edu>
Source record: 105351

phbill@cyberden.sf.ca.us wrote:
: > > What is "The Dreadnaught Factor" ? That name sounds vaguely
: > > familiar....
: > That's the name of a game for the Atari Classics that involves
: > flying a small spacecraft over giant star cruiser things, and bombing
: > them until they blow up. It's kinda fun.
: Ok... how does one get it?
: I'm the type of su<ker who LOVES those games! :)
: (that and
: G A L A G A ! ! ! !) :)

Then you'd definitely love this... large, VERY smooth screen scrolling
graphics, good playability...

8k cartridge too!
(only about 67 SD sectors I believe)

-who me?-

3188. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:39:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.143931.5676@uoft02.utoledo.edu>
Source record: 105352

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: And yes, I've used it and yes, it's worth the money. I'm hurt - don't you read
: my column in Atari Classics Magazine? <sniff>

: - Mike Jewison
: The Fitting Room
: Atari Classics

Hmm? Just started reading this group lew than a week ago... uhh...
what magazine is this? An actual printed publication? E-mail magazine?
Need some info here, please!

-me-

3189. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 19:41:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.144150.5677@uoft02.utoledo.edu>
Source record: 105350

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: Likely what you had was the old information for CSS before Bob Puff acquird
: it. I don't know... but I hope this helps.

Just learned recently about the Bob Puff thing... nice!!! I DID have the
old ancient # and address... He's the Bob of Bobterm, right?

-not me again?!?!?-

3190. Re: Desperately Seeking Drol!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 20:07:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <25odt8$cv1@usenet.INS.CWRU.Edu>
Source record: 105345

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>I'm pretty sure Broderbund took over Batteries Included when they
>went under. Batteries Included's main titles were Paperclip and
>Homepack.
>

No, I believe it was Electronic Arts that distributed Batteries Included
titles at their end, not Broderbund.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: aa700@po.cwru.edu / Cleveland Free-Net: aa700

3191. Re: Coupla questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 20:12:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <25oe7a$djc@usenet.INS.CWRU.Edu>
Source record: 105346

In a previous article, nickd@vpnet.chi.il.us (Nicholas J. DiMasi) says:

>
>I have the AIM August '92 8-bit DOM. As far as I can tell from the
>magazine itself, that was the last 8-bit DOM issued (if not, I'd like
>to know!).

I got a few more than that, I know the last AIM disk had a later date than
the first AC disk, which was December '92. Sorry I don't remember exactly.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: aa700@po.cwru.edu / Cleveland Free-Net: aa700

3192. RE: WANTED: Atari 800, 48K, GT

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 22:12:05 UTC
From: animatsuri@genie.geis.com
Message-ID: <9308282212.AA11922@relay2.geis.com>
Source record: 105353

> 65xe umm.. :) XL <ompat. PBI <-the 65xe doesn't have a PBI...

>PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
>William James Kendrick Atari Classics Cyberden: San Rafael, CA

Oh yeah, why don't you get that keyboard fixed?

Wendell Hong
animatsuri@genie.geis.com
"Colrview view pics 'R' us at the GEnie 8bit RT!"

3193. re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 22:12:47 UTC
From: animatsuri@genie.geis.com
Message-ID: <9308282212.AA11946@relay2.geis.com>
Source record: 105354

trew@naucse.cse.nau.edu (Simon Trew) Sez:

>Has anybody ever heard of my >80-column handler or mouse drivers?
>Would they like to?

No, but I'd like to! Tell us more!

Wendell Hong
animatsuri@genie.geis.com
"Lots of Colrview pictures on GEnie! Check them out!"

3194. It's FAQ Time Again (was Re: Black Box?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 22:56:46 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Aug28.225646.5475@newshub.ists.ca>
Source record: 105255

In article <1993Aug28.143931.5676@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
>: And yes, I've used it and yes, it's worth the money. I'm hurt - don't you read
>: my column in Atari Classics Magazine? <sniff>
>
>: - Mike Jewison
>: The Fitting Room
>: Atari Classics
>
>
> Hmm? Just started reading this group lew than a week ago... uhh...
>what magazine is this? An actual printed publication? E-mail magazine?
>Need some info here, please!
>
>
> -me-

Yo, Michael! It's getting near the end of the month. Me thinks it's time to post the FAQ again. :-)

- Mike Jewison
The Fitting Room
Atari Classics

3195. SUMMARY: The Rise and Fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-28 22:58:13 UTC
From: ifarqhar@laurel.ocs.mq.edu.au
Message-ID: <25onu5$ddb@sunb.ocs.mq.edu.au>
Source record: 105256
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

Thanks to everyone who replied:

bdaniels@rock.concert.net
dbstrutt@acs.ucalgary.ca
Jeff_M_Lodoen@cup.portal.com

Here is what I found out:

Title: Zap: The Rise and Fall of Atari
Author: Scott Cohen
Publisher: McGraw-Hill
Date: 1984

Unfortunately, when I checked the local bookstores, I found that it has
been out of print for several years now, and is no longer available.
Sigh

Anyway, thanks to everyone for their help with this!

My original article:

In article <25k3cs$6h8@sunb.ocs.mq.edu.au> ifarqhar@laurel.ocs.mq.edu.au (Ian Farquhar)
writes:
>
>etxansk@garbo.ericsson.se wrote:
>>I'll order the book recommended by some people in replies to the previous
>>article, the book is called "The Rise and Fall of Atari", many thanks for
>>this hint.
>
>I've been trying to purchase a copy of this book, but the local academic
>bookstore has been unable to locate it in the US, British or Australian
>distribution lists. If anyone knows the publisher or ISBN of this book,
>could they let me know as I'm stuck without either of these?
>
>If anyone can assist, I'd appreciate it.
>
> Ian.

3196. Re: 2600 Games on an XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 00:54:19 UTC
From: ScottM@cup.portal.com
Message-ID: <89148@cup.portal.com>
Source record: 105257

>I've often wondered why some of the neat games on my old 2600 were
>never ported to the Classic Atari line. One of the neatest was
>Air/Sea battle. Another question that maybe some of you could answer-
>why did the 2600 with only a 4K cartridge have so many game variations on
>it and the XL/XE with 8 or 16K have so few? The 2600 Breakout game must
>have at least 10 variations. These include a really neat twist called
>breakthru. The XL/XE cartridge only has 4 variations.
>
I never understood the number of variations either. Also, how did people
convert 5200 games to the 8-bits? I have Cetnipede, Milipede, Space
Invaders, and a few others that are all 5200 games but run on my XL. Any
ideas? How different are the two systems?

```
/============================================================\
|Scott Maxwell * RU 486, Intel 486, Coincidence? |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, * The eyes are the windows to the soul. |
|1200, Pet 2001, Vic, * His however, are painted shut! |
|64, 128, 800XL, //e * This space for rent - 555-RENT |
\============================================================/
```

3197. Re: SURVEY: Favorite 8-Bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 01:48:00 UTC
From: jedwards@bcm.tmc.edu
Message-ID: <25p1sg$pcu@gazette.bcm.tmc.edu>
Source record: 105258

My favorite game was the one wherein two player-controlled dogs chased around the playing field throwing bones at flashing firehydrants. A big chunky car would come out and clear the field at random intervals...

DOGDAZE was the name, I think.

Hours of mindless competition, until the joystick rash set in.

Although this is the sort of game that noone in their right mind would choose to play (or even KEEP) over a stack of Lucasfilm games or (wow) Drol, I would _really_ like to have a copy.

Please contact me if'n you have it or have seen it in the public domain.

wheeeeeeeeeerrrrronk!.........Meeeeeeeeeeeeeeeeeromp!

(Sounds o' Drol...)

John (edwards@128.249.36.10)

3198. ICD anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 02:25:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug28.212520.5682@uoft02.utoledo.edu>
Source record: 105259

Just on some off chance anyone from ICD (or someone who sold some of the ICD product line) is watching, DO YOU HAVE ANY SPARTADOS X CARTRIDGES LEFT?

I bought one of the first releases years before, but it was buggy, tended to ignore my main drive (ASTRA The One). I NEEDED TO USE THAT DRIVE! ds/dd, printer port, basically a multi-floppy controller built in... had to return the darn thing since I really had no use for it then. Too bad, darn thing had potential... but even the earlier versions of SpartaDos from disk worked fine with my drive... what they screwed up on for X I guess I'll never know... something about not being able to access the whole disk... kept giving me drive errors right and left. When I used Sparta 2.3, it worked fine (yes, same disks!).

X watching,
Tim.

3199. Re: Hayes Commands

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 04:00:26 UTC
From: aa458@Freenet.carleton.ca
Message-ID: <CCI5sq.Ano@freenet.carleton.ca>
Source record: 105260

In a previous article, maestro@cybernet.cse.fau.edu (Kenneth Matheis) says:

> I lost my SX212 book somewhere and I was wondering if anoyne had a handy
> list of Hayes commands, to control things like dialing speed, speaker
> volume, and the like...

I had one of those modems a few years ago. The dialing speed is
controlled by the S11 register (ATS11=40 should work). As for speaker
volume, there's a hole in the bottom of the modem that you can use a
VERY small screw driver to adjust the volume. Or, you can set the M
register to 0 to turn it off altogether (ATM0)

--
The Jello Tree BBS - (613)228-0388
CD Rom - Online Games - 14.4/9600/2400/1200 - No File Ratios
--==>> IF YOU WERE AT HIGH SPEED, YOU'D BE OFFLINE BY NOW <<==--

3200. Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 04:39:26 UTC
From: winters@access.digex.net
Message-ID: <25pbtu$i01@access.digex.net>
Source record: 105261

I just got an Indus GT disk drive and an 800XL machine at my
Laurel Thrift Shop neighborhood Atari 8-bit "dealer" for $30 and
really love the Indus. I will have to do some benchmarks on this
drive compared to my old 850, but it sure is a hell of a lot quieter!!
Does anyone know the access time compared to an 850? I saw somewhere
that the 1050 is close to being as fast as the Indus. Would anyone want
to purchase the 800XL machine or possibly trade me some software for
it? I have BASIC XL and regular BASIC cartridge (CXL4002), but not
hardly anything else. By the way, when I first purchased the drive and
800XL today, I originally saw a 130XE in a box all wrapped and sealed
up. When I was a few miles away, I cut the box open and noticed that
there was a 600XL inside!! After spending 30 whole bucks, I was furious
that someone would have donated a "bogus" 130XE to this junk store
for me to think I was getting the 8-bit deal of the century!!
I went back and when informed that "no refunds under any
conditions" is the thrift shop's policy, I noticed the Indus and 800XL
sitting in a pile of junk on the floor, in a Atari "The Programmer" box.
(Brings back memories of 1980!! :--)). So I exchanged the 600XL for
the INDUS and 800XL - one final question that has been bugging me -
I see lots of Apple II vintage computer systems being sold for
astronomical prices, compared to Atari 8-bit stuff. Is there something
that fantastic about Apples that warrant $400 -$700 for an 8-bit
computer system?

----- Mike Winters

3201. Re: GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 08:13:14 UTC
From: jharris@cup.portal.com
Message-ID: <89169@cup.portal.com>
Source record: 105263

>J. Harris points out that GED enters DLI code at the top of the
>screen and never exits the DLI code the whole screen.
>I thought ANTIC would run concurrently with the CPU and the
>DLI would interrupt CPU code execution, essentially stopping
>the CPU, but ANTIC keeps running and when time comes will
>fetch the next DL instruction and display the line. How does
>(Forget the How does). Somehow, you are synchronizing your
>code with ANTIC's timing? Well I liked the Martian.

Realize that a DLI doesn't stop the CPU. It just causes the CPU to jump to a new section of code. Once the DLI has occured, executing the code in the DLI routine is just like executing any other code. ANTIC still runs concurrently.

The DLI at the top starts everything in sync. From that point, there are 59 machine cycles per scan line, so the 10K kernal in GED duplicates a 59 cycle color stuffing segment 200 times -- one for each line. That's what keeps everything in sync.

John Harris - jharris@cup.portal.com

3202. Re: Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 08:36:02 UTC
From: jharris@cup.portal.com
Message-ID: <89170@cup.portal.com>
Source record: 105262

```
>one final question that has been bugging me -
>I see lots of Apple II vintage computer systems being sold for
>astronomical prices, compared to Atari 8-bit stuff. Is there something
>that fantastic about Apples that warrant $400 -$700 for an 8-bit
>computer system?

Yes. Marketing.

John Harris - jharris@cup.portal.com
```

3203. ModPl122

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 08:48:41 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <uZc29B2w165w@cyberden.sf.ca.us>
Source record: 105269

Well.. I got the MOD player for the 8bits... and, well, I @an already
bit<h about it! :)

It seems to BOOT during play if I hit the [shift] key
(TWI@E it hasnt..!?)

It only does D1: and D2:, but ONLY PHYSI@AL DRIVES, too, whi<h
sux for us RAMdisk lovers... is there a tekky reason for this?

It boots when you exit, rather than jumps to DOS
(huhuh.. if I wanted to boot, I'd use my @old start..huhuh..
hmm..heheh..hemm.. yeah... hehe)

It has only played two MODs out of the four I now have:

Ba<ardi - it @ame with it. Ni<e.. starts playing
garbled noise after playing the song on<e

Bladerun - although the MOD seems to have too low of
bass for the player to handle

THe other two are:

Little - it says "NOT A MOD FILE!"

Mod - it says "NOT A MOD FILE!"

ANd one more I made, whi<h is a haked version of Little:

Little2 - guess what it says?

The diff. between little and little2 is this... well, I'll explain what I
saw then what I did..

I read the first bun<h of bytes from BA@ARDI.MOD.. It goes
something like this:

20 bytes of "name" - like "Ba<ardi" and a bun<h of [^,]s (0s)

30 bytes of "name" and other stuff for ea<h instrument.

Ba<ardi has 31 instruments.. ea<h 30th byte for the inst. is a [^A]

Little and Mod have 15 instruments, most ending with [^A].. So... I have
now no idea what else to fix in the file to make it work.

I forget what type of MODs this player is supposed to handle, but, at 70k
or so per file at 1200bps, I think I'm going to hold out on DLing any
more MODs until I get a way of being sure ALL, or at least most (not half
or less!) MODs I get play.

I know.. even GIFs have tweaks.. GIF87a's vs. GIF89a's, but there are very few 89's that I've @ome a<ross, and I've gotten them to work by messing with the header bytes. As for MODs, I dont have DOX to them! I only have a lame @-sour<e with little/no @omment as to what the HELL its doing and looking for, and sin<e I dont KNOW @, it doesnt hel
help ME at all! >:^(

SO!? Anyone wanna tell me what to do? Anyone else have lots of trouble with Modpl?

When was it released? It's (pd) 1992-1993 (O<tober thru April)!!

What newer versions are out? Any better interfa<ing ones? (ie, something that jumps ba<k to DOS, something that uses 128/256/et< K ram instead of only the base 48/64..?!, something that handles a wider variety?)

I know... I know... it just @ame out.
I know it's impressive
I know it's a breakthru
I know it's only version 1.22

But I'm NEVER satisfied!? You all know THAT! :)

BTW- where @an I get a @opy of return of the jedi: deathstar battle for either the 2600 or the XL/XE!?!?!? :)

l8r!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3204. Atari.archive mirrors

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 15:34:30 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <25qia6$d2@terminator.rs.itd.umich.edu>
Source record: 105264
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

Many people have sent me questions regarding available mirrors and
frequency of updates. Well, here's the scoop, to the best of my knowledge.

Mirrors and frequency of updates:

wuarchive.wustl.edu:/mirrors/archive.umich.edu
-Updated nightly.

info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive
-Direct afs link, updated instantaneously.

archive.orst.edu:/pub/mirrors/archive.umich.edu
-Updated nightly.

src.doc.ic.ac.uk:/packages/atari/umich
-Updated nightly.

Please note that uploading is not permitted on any of these mirrors.
Uploads must go directly to atari.archive.umich.edu.

If you know of any other site mirroring a.a.u.e, please contact
me to let me know.

If you have an afs site willing to accept ftp to archive.umich.edu,
please contact either myself, or myke@archive.umich.edu.

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

3205. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 17:48:11 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug29.174811.25121@exu.ericsson.se>
Source record: 105265

Mr. Fixit writes:
>
> BTW: starting with the XL also, the actual speed of the unit increased.
>Try compressing and decompressing some files on both!

I think it's just the OS that's faster on the XL. To name one difference,
only two joysticks and four paddles are supported, so fewer shadow register
updates need to be made during the VBI.

--
James Hague
exuhag@exu.ericsson.se

3206. Re: 2600 Games on an XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 17:59:16 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Aug29.175916.25328@exu.ericsson.se>
Source record: 105266

Scott - Maxwell writes:
>
>Also, how did people
>convert 5200 games to the 8-bits? I have Cetnipede, Milipede, Space
>Invaders, and a few others that are all 5200 games but run on my XL. Any
>ideas? How different are the two systems?

The controllers are handled differently. Hardware registers are in
a different page. The boot procedure is a bit different. A game with
both XL and 5200 versions can share 98% of the same code; there aren't
any fundamental differences between the two machines (same graphics,
same sound, same CPU).

See an old issue of ANALOG (around issue 15 or so) for a detailed
article on porting Atari computer games to the 5200.

--
James Hague
exuhag@exu.ericsson.se

3207. Re: SUMMARY: The Rise and Fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 19:21:53 UTC
From: aac7c@honi3.acc.Virginia.EDU
Message-ID: <CCJCGH.p2@murdoch.acc.Virginia.EDU>
Source record: 105267
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

In article <25onu5$ddb@sunb.ocs.mq.edu.au>,
Ian Farquhar <ifarqhar@laurel.ocs.mq.edu.au> wrote:
>Thanks to everyone who replied:
>
>bdaniels@rock.concert.net
>dbstrutt@acs.ucalgary.ca
>Jeff_M_Lodoen@cup.portal.com
>
>Here is what I found out:
>
>Title: Zap: The Rise and Fall of Atari
>Author: Scott Cohen
>Publisher: McGraw-Hill
>Date: 1984
>
>Unfortunately, when I checked the local bookstores, I found that it has
>been out of print for several years now, and is no longer available.
>*Sigh*
>
>Anyway, thanks to everyone for their help with this!
>
>My original article:
>
>In article <25k3cs$6h8@sunb.ocs.mq.edu.au> ifarqhar@laurel.ocs.mq.edu.au (Ian Farquhar)
writes:
>>
>>etxansk@garbo.ericsson.se wrote:
>>>I'll order the book recommended by some people in replies to the previous
>>>article, the book is called "The Rise and Fall of Atari", many thanks for
>>>this hint.
>>
>>I've been trying to purchase a copy of this book, but the local academic
>>bookstore has been unable to locate it in the US, British or Australian
>>distribution lists. If anyone knows the publisher or ISBN of this book,
>>could they let me know as I'm stuck without either of these?
>>
>>If anyone can assist, I'd appreciate it.
>>
>> Ian.

Check your local (big/university) library...they got it here! Haven't checked
it out yet, but I'll be sure to let y'all know in the next few weeks...

STEVE payne@cadserv.cadlab.vt.edu

3208. Atari 7800 (+2600) items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-29 19:30:08 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00971C09.D7EE2160@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 105268

Hello,

I am selling Atari 7800 and 2600 items. If you find something you like,
please make offer via E-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU
(or call (804) 293-8973 in case you have no e-mail account).
I will sell to best reasonable offer; or, if I get a good offer in the
meantime, I will accept it immediately without further delays.

Thanks!

Atari 7800 ProSystem and items for sale-

Atari 7800 ProSystem main unit, TV video cable, power supply, and the
2 original joysticks.

I also have Another Atari 7800 main unit with one original Atari 7800 joystick,
but I do not have the power supply for this unit (takes 9V DC @ 1 Amp.). It
works well. (This might be useful for somebody who wants to replace a broken
unit, or owners of 7800 systems who want a backup main unit/joystick, or for
somebody who will -- hopefully -- buy the complete Atari 7800 ProSystem above
and wants a backup hardware set, or for those who are willing to get the power
supply cable on their own.

Atari 7800 cartridges-
Pole Position II
Super Huey
Xevious
Touchdown Football.
(I think there are a few more cartridges, I'll have to do a better search.)

Also have the Atari 7800 color poster.

I also have a large number of Atari 2600 items (joysticks, many cartridges)
that are fully compatible with the Atari 7800 ProSystem and run perfectly
on it:

Atari joysticks

Higher quality game joysticks (various types).

Atari paddles

Official Atari Log Book (like new)

A series of Atari catalogs from different dates.

A storage box for 24 cartridges (Atari 2600/5200/7800) or cassettes or even
8-track casettes if the need arises. Wooden base, smoked clear hard-plastic

top, blue velvet-like inside.

2600 CARTRIDGES- also run perfectly on the 7800 machine-
Home Run
Video Pinball
Astroblast
Outlaw
Super Challenge Baseball
Grand Prix
Donkey Kong
River Raid
Fishing derby
Breakout
Indy 500
Astroids
Activision Freeway
Skiing
Target Fun 27 TeleGames
Activision Commando
Activision Kaboom!
Activision Kung-Fu Master
20th Century Fox Revenge of the Beefsteak Tomatoes
Apollo Final Approach
Parker Brothers/Sega Frogger
Football
Night Driver
Championship Soccer
Basketball
Video Olympics
Space Invaders
Circus Atari
Air-Sea Battle
Defender
Combat

If you find something you like,
please make offer via E-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU
(or call (804) 293-8973 in case you have no e-mail account).

Thanks!

3209. Re: GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 00:49:24 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <25riqk$cfj@usenet.INS.CWRU.Edu>
Source record: 105271

(Mr. Harris pointed out that the precise timing of GED
allows it to enter a DLI and stay there.)
I guess GED also increments the clock, because the attract
mode begins after 10 min. Since GED is in a DLI all the
time, the OS VBI routine must be disabled.
I have some Steve Dong .obj files (Roxanne, Challenger,
Desire, CityDemo) that must use DLIs to get all the color
Mr. Dong got in those pictures.
I did load some 7680 byte pic files I had into GED. That
was done by saving a blank GED screen, then putting the
first 3302 bytes of that saved file in front of my pic
file and adding 320 0's on the end of the file.

3210. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 01:39:38 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CCJtyB.8pC@cbnewsc.cb.att.com>
Source record: 105272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

From article <25j4of$foh@cville-srv.wam.umd.edu>, by (I own Bear):
>
> Plus, why should anyone buy a used ST? I mean, I don't think a $600 new
> system should be like that.. long time ago, I remember new 1040STe machins
> selling for $379. 4MB in SIMMS is $150. Use your $100 figure for a
> monitor, and you're just barely over $600 with a new STe.
>
> Also, an STe or TT is going to have features GEMulator doesn't emulate,
> like stereo sound, MIDI, etc...

Well, for one reason, not everyone has the room for one more computer
system on their desk. I have never owned an ST of any ilk, only Atari
8bits and now a 486DX e/w 8Meg and a hard drive. I would buy the Gemulator
just to run some of the 8bit software I would like to continue to use and
some of the ST software that I would be interested in owning that is either
more expensive or not available for the MS-DOS machines. Sure it may not
have full compatability nor be able to run all the things a real ST or
Atari 8bit could run, but it sounds good enough for me.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

3211. ATR8000 Hard Drive help

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 14:22:29 UTC
From: barrett@clpd.Kodak.Com
Message-ID: <1993Aug30.142229.1660@clpd.kodak.com>
Source record: 105275

I have an ATR8000 with a hard drive interface in it. It looks like it's
SCSI, a 50 pin ribbon connector coming out the back. Anybody know about
how to use it? What drive address is it looking for? Any help would
be appreciated.

Chris

--
Chris Barrett E-Mail: barrett@kodak.com
Clinical Diagnostics Division - Eastman Kodak Company Inc., Rochester, NY

The views expressed herein do not reflect those of Eastman Kodak Company Inc.

3212. Re: Atari.archive mirrors

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 14:35:45 UTC
From: dwinkel@css.itd.umich.edu
Message-ID: <25t381$i6l@terminator.rs.itd.umich.edu>
Source record: 105273
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

In article <25qia6$d2@terminator.rs.itd.umich.edu> weiner@terminator.rs.itd.umich.edu (Jeff Weiner) writes:
>[stuff deleted]
>info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive
>-Direct afs link, updated instantaneously.
>
>[stuff deleted]
>Please note that uploading is not permitted on any of these mirrors.
>Uploads must go directly to atari.archive.umich.edu.
>

From my understand of AFS, you should be able to upload stuff through
the uni-stuttgart FTP server. Unless their server doesn't allow it.

--
_____ _ Dave.Winkel@um.cc.umich.edu
/ / ') / / dwinkel@engin.umich.edu
--/ /_ _ / / / o __ /_ dwinkel@css.itd.umich.edu
(_/ / /_(<_ (_(_/ (_/))_/ <_ Archivist for msdos.archive.umich.edu

3213. Re: ModPl122

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 15:12:27 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <25t5cr$1dc@nz12.rz.uni-karlsruhe.de>
Source record: 105274

In article <uZc29B2w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>Well.. I got the MOD player for the 8bits... and, well, I @an already
>bit<h about it! :)
>
>
> It seems to BOOT during play if I hit the [shift] key
> (TWI@E it hasnt..!?)

Try using it with MyDOS. There it won't BOOT after hitting the SHIFT key.
BUT, with MyDOS you'll have another problems, because Modplay expects the
DOS 2.0, 2.5 sector link format. You can use it though with MYDOS disks
formatted in SD.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3214. Re: Atari.archive mirrors

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 17:10:35 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <25tcab$112@terminator.rs.itd.umich.edu>
Source record: 105276
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

```
In article <25t381$i6l@terminator.rs.itd.umich.edu>,
Dave Winkel <dwinkel@css.itd.umich.edu> wrote:
>>[stuff deleted]
>>info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive
>>-Direct afs link, updated instantaneously.
>>[stuff deleted]
>>Please note that uploading is not permitted on any of these mirrors.
>>Uploads must go directly to atari.archive.umich.edu.
>>
>From my understand of AFS, you should be able to upload stuff through
>the uni-stuttgart FTP server. Unless their server doesn't allow it.
>

Looks like the answer is "no", there is no uploading to the uni-stuttgart
site - uploads must go directly to atari.archive.umich.edu.

/home/terminator/weiner(33)> ftp
ftp> open info2.rus.uni-stuttgart.de
Connected to info2.rus.uni-stuttgart.de.
220 info2 FTP server (Version wu-2.1b(21) Tue Aug 10 13:02:20 1993) ready.
Name (info2.rus.uni-stuttgart.de:weiner): anonymous
331 Guest login ok, send your complete e-mail address as password.
Password:
230- PROBLEMS
230- If your FTP client crashes or hangs shortly after login please try
230- using a dash (-) as the first character of your password. This will
230- turn off the informational messages that may be confusing your FTP
230- client. Administrative contact: ftp@rus.uni-stuttgart.de
230-
230-
230- Welcome to the
230- ****** I N F O and S O F T Server ******
230- (ftp.uni-stuttgart.de)
230-
230- Computational Center, University of Stuttgart, Germany
230- ------------------------------------------------------------
230-
230- UPLOADS
230- If you have files to put on our server, please put them in
230- /incoming/<dirname> and send a *mail* either to the
230- responsible person mentioned in /incoming/README (best way)
230- or to burr@rus.uni-stuttgart.de.
230-
230- The local time is: Mon Aug 30 17:03:02 1993
```

```
230- The current working directory is: /
230- You are user number 1 out of a possible total of 100 in your domain class.
230-
230- All transfers to and from info2 are logged. If you don't like this then
230- disconnect now!
230-
230 Guest login ok, access restrictions apply.
ftp> cd afs/umich.edu/group/itd/archive
250 CWD command successful.
ftp> cd atari
250 CWD command successful.
ftp> cd New
250 CWD command successful.
ftp> put access
200 PORT command successful.
553 access: Permission denied. (Upload)
ftp> quit
221 Goodbye.
```

Please note follow-ups to umich.archives. If you don't get this group
and have questions regarding this matter ,please contact me directly.

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

3215. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 19:18:39 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug30.191839.6166@iplmail.orl.mmc.com>
Source record: 105278

```
In article <iiuy9B8w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
|>
|> Btw folks, how does one write a good VBI in A<tion!? :)
|> In Qui<k it's simple.. you WRITE the VBI as a VBI-type subpro<edure. :)
|>
|> PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
|> William James Kendrick Atari Classics Cyberden: San Rafael, CA

I usually just make a procedure that contains a ML code block. You could
code a VBI in ACTION!, but I imagine that you would want it to run as
quickly as possible.

PROC VBI_routine()
[ $XX $XX $XX $XX $XXXX ...
{insert your ML VBI here}
]

then, just set the VBI vector to point to your VBI routine and set up the
DL to use it.

CARD VBI_vec=$xxxx ; Sorry, I forget the address (that's what Mapping the
; Atari is for anyway!)
VBI_vec = VBI_routine

I think the above assignment is legal (haven't coded this in a while). If not,
I know you can just PokeC the address of the routine into the vector. This
is pretty sketchy, but I don't write this stuff often enough to commit it to
memory. Hope it helps anyway.

Larry Richardson
richards@foghorn.orl.mmc.com
```

3216. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 19:37:43 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Aug30.193743.6589@iplmail.orl.mmc.com>
Source record: 105279

Opps!!! Looks like I didn't think about what I just read (and the response that I wrote as well!!!) Mr. Kendrick was asking about a VBI in ACTION!, not a DLI, which is basically what I had explained (although I typed VBI about 7 times, my mistake didn't dawn on me until I posted the messgage!).

For VBI's in ACTION!, I usually have 3 procs.
Install_VBI()
Kill_VBI()
VBI()

The Install_VBI and Kill_VBI are just two simple code blocks. Install_VBI loads the high and low bytes of the address of the VBI proc into the x and y registers (never can remember which goes where), and the interrup type into the Accumulator. It then jumps to the VBI install routine (Sorry, but I don't have any doc's at work). The VBI routine is also just a ML code block (I have never tried to actually let ACTION! compile code for use in an interrupt. Has anyone tried this???)

The Kill_VBI just set the Vertical Blank handler back to it's default setting.

I just call Install_VBI() in my init proc, and then call Kill_VBI before anywhere that I exit back to DOS.

Sorry about the mis-information in my previous post.

Larry Richardson
richards@foghorn.orl.mmc.com

3217. Re: Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 20:49:20 UTC
From: cba@hpuerca.atl.hp.com
Message-ID: <CCLB69.MFC@hpuerca.atl.hp.com>
Source record: 105277

Kevin Foss (IO20816@MAINE.MAINE.EDU) wrote:

: Also, of course at the time there were rumblings and mumblings of a
: Pilot II cart? If indeed it was a different project than Atari Logo, what
: features would this second version of Pilot of added? Maybe, I'm being
: cynical, but there seems a limit as to how far this language could have been
: taken to...
Well, I know that they WERE writing an extended Pilot, but that was about
the time that Atari started getting into financial trouble, and they
gutted their R/D department. Pilot flew out the window :-O

I remember calling Atari support, and bugging them about the language. They
finally sent me some of their developer's information. It was some of
the "undocumented" features. I don't recall what that was, but I think
I still have the documentation and the ROM cart around somewhere.

I always liked PILOT; I even wrote a PILOT interpreter on a mainframe,
in COBOL!!!!! (Only language available to me at the time). I used it
to write simple scripts for training console operators.

3218. figured out something in MODPlay

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-30 23:25:59 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <10B59B4w165w@cyberden.sf.ca.us>
Source record: 105280

If you've got the file CHINIT.COM (Chaos Loader initializer), then run it on a freshly formatted (Atari DOS, MyDOS, etc.) disk.

Then copy AUTORUN.SYS from the MODPLY122.DCM (Mod Player 1.22) disk onto the disk as MODPLAY.EXE or whatever.

Then reboot the computer and type [A] to load the MODPLAY.EXE file.

What the hell does this do?

Well, when I used MODPLAY with Atari DOS 2.5 (boot the .DCM disk) or with MyDOS 4.53/4 ([L]oad AUTORUN.SYS from the .DCM disk), whenever I'd press [SHIFT] to exit the ACTUAL playing of a song, I'd (USUALLY!?) reboot!

I decided to try using MODplay without any DOS (using the Chaos Loader.. I'm sure most other loaders will do. Note: Most of these loaders don't work with a stock 1200xl, but then again, neither does MODplayer!).

Since it only physically accesses disks (it ignores things like MyDOS's RAMdisk = drive 2!), and only accesses D1: and D2: PHYSICALLY (NOT thru DOS!), it still knows how to load.

I think some of this has to do with the fact that Gatekeeper made some funky loader that processes the bits of the sound data AS it loads. Very nifty. Also a pain at times! :)

Note another thing: Pressing [ESC] from the "Insert disk, <etc>" prompt will STILL reboot. (Where will it go? DOS! Not when you ChaosLoaded it! Haha!)

Anyways... Gatekeeper, if you're there! Here's what I'd LOVE to see!:

MODXVERT.COM - convert MODs to some Atari (4bit) format
MODPLAY.COM - possibly even a SpartaDOS external (for you SDOS fans) - load the Atari (4bit) MOD and play it.
and any other MOD playing routines for, say, Action!, C, BASIC, etc..

It'd all be really cool! :) :) :)

(I mean, I HATE waiting to load/processes from a stock 1050! ARGH!)

Also, I'd kill to see all of it work on any DOS (MyDOS, etc.. 'course, not working with Sparta is just FINE with me! <:^P haha!).

So.. that's what >I< have to say about all this!

MODPLAYER is cool.

Also, Friday (see Halle93 demo!) has made (damn forgot the name) a .MD8 player (plays that type of MOD) and will personally convert MODs to .MD8's for you.. (WHat does he use? If it's on the Atari, just release it!)

He wants 10DM for it, but it's not (c)'d (it's shareware).

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3219. Re: Subject: Y-Modem-G

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 01:15:55 UTC
From: bbs@neb
Message-ID: <1993Aug31.011555.22838@neb>
Source record: 105289

There are several programs that support YmodemG.

Most Pro! BBS systems will allow Ymodem-G downloads as well.

I THINK the old Express supported YmodemG, and am pretty sure that
DeTerm also allowed YmodemG downloads, etc..

james.king@uplherc.upl.com!neb!bbs

Posted by BBS User: James King
Mail: bbs!james.king@neb
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

3220. Re: Somebody asked...

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 01:16:51 UTC
From: bbs@neb
Message-ID: <1993Aug31.011651.22898@neb>
Source record: 105290

Simon:

Which 80-column handler/mouse driver did you create? I'm not familiar
with any/either. Please elaborate.

jking@uxscosv1.asit.utah.gov
James king
aka Kamaro_Kid
AC Exchange Editor
Delphi Atari 8bit SysOp

Posted by BBS User: James King
Mail: bbs!james.king@neb
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

3221. Re: 1050 Drive Repairs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 01:19:53 UTC
From: bbs@neb
Message-ID: <1993Aug31.011953.22965@neb>
Source record: 105292

Rick Detlefsen stated that if a 1050 has alignment problems, then it
probably wont even boot, etc..

Not necessarily true. I've noticed that if a disk is formatted with an
off-aligned 1050, then that disk will continue to function normally.
Just disks that have been created with another drive will
malfunction.

jking@uxscosv1.asit.utah.gov
James King aka Kamaro_Kid
AC Exchange Editor
Delphi Atari 8bit SysOp

Posted by BBS User: James King
Mail: bbs!james.king@neb
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

3222. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 01:24:12 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug31.012412.22120@microsoft.com>
Source record: 105283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>'000 (what a moniker!) for compatibility's (and probably simplicity's :))
>sake.

Once again we have some naive idiot running around pretending to know
something. Yes, he knows that a 68030 is better than a 68000. Everyone
keeps telling him that. But he doesn't say why it's better because he
doesn't really know. True that in the rights hands, like Apple or Amiga,
the 68030 can do some amazing things compared to the 68000. In the hands
of Atari, the 68030 is just used as a fast 68000. So whether you have a
16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much difference.

Explain to me why emulating a 68030 would improve things? As was already
explained to your buddy Warwick a few days ago, there is a lot of Atari ST
software out there that flat out does not run on a 68020 or 68030 without
having to be patched or re-written. Programs like Tempus, Magic Sac,
ST Xformer, most AUTO folder programs, a lot of older programs such as
those written with GFA Basic, etc. So when you buy a TT or Falcon you
can kiss a good chunk of the Atari ST software base goodbye.

So what do you want? A 68030 emulator for the sake of emulating a 68030,
or something that's compatible with Atari ST software? In your naive world
all you know is "68030 good, 68000 bad" and I think you need to stop and
rethink that.

It's bad enough that for years Atari gave minimal support to developers
regarding anything about the ST, leaving it up to them to reverse engineer
things and write hardware or 68000 dependent code, but then they come out
with 68030 based machines and surprise, surprise, half the stuff doesn't run!
The 24BIT.PRG utility helps matters in a few cases but not all. For example,
it allows Tempus to go from crashing at load time to crashing at exit time.

The bottom line: you're better off with a fast 68000 than a 68030 chip as
far as running Atari software goes.

Also, you would seem to imply that there is something you'd be able to do
with a 68030 that you can't on a 68000? Like, is there some special version
of Calamus that only runs on the 68030? A special version of Word Writer?
Of anything? Hardly.

You're confusing the issue of speed with the issue of processor. Yes, a
16 Mhz 68030 is faster than an 8 Mhz 68000. Duh! Not much faster than a
16 Mhz 68000 though. Certainly a lot less compatible as far as Atari ST
software goes. On a fast PC Gemulator gives you 68000 emulation at the

speed of a 68030. Speed AND compatibility. Oooh, what a concept. Pinch me
I must be dreaming.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

3223. Re: Wanted-Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 01:25:35 UTC
From: bbs@neb
Message-ID: <1993Aug31.012535.23048@neb>
Source record: 105291

Roger:

Marble Madness is indeed available for the Atari 8bit.

For further information, contact me at:

jking@uxscosv1.asit.utah.gov
or
kamaro_kid@delphi.com
or
james.king@uplherc.upl.com!neb!bbs!

Posted by BBS User: James King
Mail: bbs!james.king@neb
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

3224. Re: Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 02:28:26 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93242.222826IO20816@MAINE.MAINE.EDU>
Source record: 105282

In article <CCLB69.MFC@hpuerca.atl.hp.com>, cba@hpuerca.atl.hp.com (Brian Abernathy) says:
>
>I remember calling Atari support, and bugging them about the language. They
>finally sent me some of their developer's information. It was some of
>the "undocumented" features. I don't recall what that was, but I think
>I still have the documentation and the ROM cart around somewhere.

Well, from the manual they offered extra information on request for using input from the joystick port, [e.g. joystick, light pen, etc]; and a command which allowed PEEK/POKE equivalent statements. I've gotten to know the old manual, as I *rediscover* the language lately... I even joked to a friend about calling the number listed on those "undocumented" features.

>in COBOL!!!!! (Only language available to me at the time). I used it
>to write simple scripts for training console operators.
I guess, from reading up on the language, it was originally developed in the 60's for this purpose, Computer Aided Instruction (CAI). I hadn't realized that before. I thought [from the Atari version] it was a poor man's logo.:)

-Kevin
(io20816@maine.maine.edu)

3225. Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 02:30:37 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9308310202.AA16612@smithkline.com>
Source record: 105281

[Bob, I'm sending this for Jeff McW.]

This is for "Mr. Fixit":

Computer Software Services is VERY much still in business! And yes, they still sell the Black Box, & the Floppy Board, & a whole bunch of other goodies as well!

Contact CSS at: P.O. Box 17660
Rochester, NY 14617
voice: 716-429-5639
BBS : 716-247-7157

Bob Puff runs the show up there these days, he's the most active hardware developer we have! (He's also a sysop in the 8-bit area on CompuServe.)

CSS is a regular advertiser in ATARI CLASSICS Magazine (oh gosh, next thing you'll be saying you didn't know the 8-bitters had a magazine). AC has featured several articles on CSS products such as the US+ & the BB/FB. I myself am using many of CSS's fancy gadgets to run AC-- in the August issue I have an article describing how I use SyQuest removable media drives with my 800XL/BB/FB.

Happy Computers no longer services the 8-bit community. Recent info from AC's Advertising Editor (who keeps tabs on these things) is that the Happy guy is still around, may even have a handfull of 1050 upgrades lying around somewhere, but gave up our market a couple years ago. No big loss, the Archiver from CSS does pretty much the same thing as the Happy did, maybe better.

As for AC, send your POSTAL mailing address to me at:

poehland@smithkline.com or
poehland%phvax.dnet@smithkline.com

& I'll see to it you receive a free info-pak describing AC including our handy-dandy subscription form.

Hope this helps!

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

****

3226. Re: "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 04:02:01 UTC
From: crow@coos.dartmouth.edu
Message-ID: <CCLv7F.8M@dartvax.dartmouth.edu>
Source record: 105284
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

In <25k3cs$6h8@sunb.ocs.mq.edu.au> ifarqhar@laurel.ocs.mq.edu.au (Ian Farquhar) writes:

>etxansk@garbo.ericsson.se wrote:
>>I'll order the book recommended by some people in replies to the previous
>>article, the book is called "The Rise and Fall of Atari", many thanks for
>>this hint.

>I've been trying to purchase a copy of this book, but the local academic
>bookstore has been unable to locate it in the US, British or Australian
>distribution lists. If anyone knows the publisher or ISBN of this book,
>could they let me know as I'm stuck without either of these?

>If anyone can assist, I'd appreciate it.

Dartmouth has the book. You can get the card catalog info (including
ISBN) by telneting to lib.dartmouth.edu and entering the command "find
title atari" followed by "display long." (Since I have it on screen
right now, it's published by McGraw-Hill (1984) ISBN 0070115435.)

I assume any library could get it from Dartmouth or a closer library
through inter-library loan.

--PC

--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

3227. Re: ??? Using ST Drives On 8-Bit Computers ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 05:57:15 UTC
From: rixcat@rider.UUCP
Message-ID: <1416@rider.UUCP>
Source record: 105286
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
--
Rick Detlefsen
rixcat@rider.cactus.org
```

3228. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 06:04:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <25upmb$cdi@cville-srv.wam.umd.edu>
Source record: 105285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993Aug31.012412.22120@microsoft.com>,
Darek Mihocka <darekm@microsoft.com> wrote:
>In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>>'000 (what a moniker!) for compatibility's (and probably simplicity's :))
>>sake.
>
>Once again we have some naive idiot running around pretending to know
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Darek, you sure know how to make a sale.

I give you a coherent set of arguments, rationally, for why your product
is maybe not quite as peachy keen as you make it out to be, and blam! I'm
an idiot.

(maybe it is just me, but why should anyone buy a product from someone
who stoops to personal attacks the moment their product is criticized?)

>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>keeps telling him that. But he doesn't say why it's better because he
>doesn't really know. True that in the rights hands, like Apple or Amiga,
>the 68030 can do some amazing things compared to the 68000. In the hands
>of Atari, the 68030 is just used as a fast 68000. So whether you have a

Well is it? We all know the Falcon has a '030 attached via a 16-bit bus
to the memory. Unless we use a 3rd party board, we can't use FastRAM to
get 32-bit access via the CPU.

But in no way have I seen any benchmarks that show a Falcon running in
ST graphics modes to run the same speed as a comparable 68000.

>16 Mhz 68000 or a 16 Mhz 68030, it doesn't really make that much difference.
>
>Explain to me why emulating a 68030 would improve things? As was already
^^

Well, Darek, since YOU are such an idiot, let me lay it out for you in simple
terms.

For one thing, you are the one claiming you are offering a machine as fast
as a Falcon.

According to your own mailing, it's not.

Your GEMulator runs as fast as a 16mhz 68000 on a 50mhz 486 machine.

You're full of it if you think that we're all supposed to believe it is going to perform as well as a Falcon.

The only time it should come even close to Falcon performance when number crunching should be when the graphics chip is stealing tons of time from the CPU.

My point, Darek, if you would pay attention, which apparently is not your strong suit as you think you know it all... is that the Falcon should be able to consistently outperform what YOU claim your emulator runs like: a 16mhz 68000.

I am not suggesting in any way, shape, or form that you need to make a 68030 emulator. What I am saying is that if a user wants raw speed, they would need a high-end PC (486/50 or better) to equal a lowly Mega STe or slightly better.

My point is that if a user wants a fast Atari system, they would do better to get a TT or Falcon because GEMulator wouldn't offer the same speed increase on their current ST software as those machines would unless you ran it on a Pentium.

Have you priced Pentiums lately, Darek?

Also, if you weren't too busy turning into a major asshole, you would have noticed I advocated your GEMulator as being more flexible, and I *thought* I had offered only constructive criticism.

If you can't handle it, then that's your problem.

>explained to your buddy Warwick a few days ago, there is a lot of Atari ST
>software out there that flat out does not run on a 68020 or 68030 without
>having to be patched or re-written. Programs like Tempus, Magic Sac,
>ST Xformer, most AUTO folder programs, a lot of older programs such as
>those written with GFA Basic, etc. So when you buy a TT or Falcon you
>can kiss a good chunk of the Atari ST software base goodbye.

And when we buy a GEMulator we're giving up our money to a no-name 3rd party company that may or may not be committed to the "idiots" who buy their product, right?

>
>So what do you want? A 68030 emulator for the sake of emulating a 68030,
>or something that's compatible with Atari ST software? In your naive world
>all you know is "68030 good, 68000 bad" and I think you need to stop and
>rethink that.
>

Darek, if you even read this post this far, I hope you realize that I've been running on a 16mhz 68000 since late 1990. I've got a close friend whose system is based on the Fast Tech 25mhz 68000 system. We've both seen Falcons and TTs and our systems aren't even close in performance.

If your GEMulator, at best, does the same performance as his 25mhz 68000, and we see for a fact that a 25mhz 68000 can't match up to those machines,

how can you claim GEMulator is anything more than a painfully slow emulator
which needs an incredibly fast CPU to make it even tolerable to use?

>It's bad enough that for years Atari gave minimal support to developers
>regarding anything about the ST, leaving it up to them to reverse engineer
>things and write hardware or 68000 dependent code, but then they come out
>with 68030 based machines and surprise, surprise, half the stuff doesn't run!
>The 24BIT.PRG utility helps matters in a few cases but not all. For example,
>it allows Tempus to go from crashing at load time to crashing at exit time.
>
>The bottom line: you're better off with a fast 68000 than a 68030 chip as
>far as running Atari software goes.
>

As far as running OLD Atari software.

>Also, you would seem to imply that there is something you'd be able to do
>with a 68030 that you can't on a 68000? Like, is there some special version
>of Calamus that only runs on the 68030? A special version of Word Writer?
>Of anything? Hardly.
>

GNU C. :) Ever used the -m68030 option? :)

>You're confusing the issue of speed with the issue of processor. Yes, a
>16 Mhz 68030 is faster than an 8 Mhz 68000. Duh! Not much faster than a
>16 Mhz 68000 though. Certainly a lot less compatible as far as Atari ST
>software goes. On a fast PC Gemulator gives you 68000 emulation at the
^^
>speed of a 68030. Speed AND compatibility. Oooh, what a concept. Pinch me
^^^^^^^^^^^^^^^^^^

If a 486/50 runs GEMulator at 16mhz 68000 speeds, I'd love to see this. :)

>I must be dreaming.

You are. :)

3229. VBI in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 07:37:02 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <25uv2u$cd6@news.cs.tulane.edu>
Source record: 105288

I believe Bill posted, not that long ago, looking for an example of how to call a VBI in Action!. Well, here goes.

If you recall, to setup a VBI you have to load the X register with the MSB and the Y register with the LSB of the location of your Vblank routine. The A register holds the VBCMD, 6 for immediate mode (VBI's less than 3,000 cycles) or 7 for deferred mode (VBI's up to 20,000 cycles). Immediate mode routines are executed every VBI. Deferred mode VBI routines can be skipped when the interrupt's time critical flag has been set. Once the registers are loaded with the proper values, you do a JSR through SETVBV. Your VBI routine should end with a JMP through XITVBL.

You'll recall also that Action! loads the registers in the following order, A, X, and Y. So, to do the above in Action! you'd setup a procedure something like this.

```
MODULE

DEFINE JMP="$4C"
CARD XITVBL=$E462

PROC SETVBV=$E45C(BYTE VBCMD,VBMSB,VBLSB)
RETURN ;not required

PROC VBI()

[YOUR VBI ROUTINE HERE
JMP XITVBL]
RETURN

PROC MAIN()

SETVBV(6,VBI/256,VBI&255)
RETURN
```

Also take a look at a look at Analog issue 51-3 (if you can find 'em) for a look at VBI's and DLI's. There's also "The Atari Assembly language Programers Guide" available from ATV, written by the two fellows who wrote the Analog articles.

Hope it helps

Mike
Atari Archive Project
Louisiana

3230. Re: PLEASE HELP! Atari->PC Transfer!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 07:46:34 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug31.024635.5722@uoft02.utoledo.edu>
Source record: 105287

Jerry Shekhel (jerry@msi.com) wrote:

: No, no, no. I'm making a Drol look-alike, but I'm also trying to make it
: as close as possible to the original. One of my big problems is that I can't
: draw worth a d*mn, so I'm looking for a way to use my OmniMonXL to capture
: Drol screens and move the images over to the PC. Up to now, I've actually
: been pausing the game and "eyeing" the images into a PC paint program, but
: this is so tedious that I need a better way now.

: I've got the basic framework of the game working -- what's left is mostly
: the details -- which is of course about 75% of the total effort :-)

: BTW, I could use an experienced Drol player for a tester. Anyone here have
: a PC and might be interested?

I, for one, would be QUITE interested... do you plan any sound emulation on
the PC? I know this would probably come last, but at some point in the future?
It probably won't even be "testable" for some time yet, but, yes, I'm very
curious... I've played it quite often... are you planning to add all the little
changes to the base 3 sub-levels that come about after completing each "level"?
(little footstool dudes, etc.) Also, if I remember right, just in case you're
wasting too much time, they come out early or something.... hmmm, may need to
dig that thing out again!

-Tim

3231. Re: "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 08:48:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <89405@cup.portal.com>
Source record: 105293
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

I wonder if anyone is going to bother to write a sequel...

"The Rise and Fall and Rise and Fall of Atari"

BobR

3232. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 09:38:33 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CCMAsB.6vy@cbnewse.cb.att.com>
Source record: 105294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993Aug31.012412.22120@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>>'000 (what a moniker!) for compatibility's (and probably simplicity's
>> :)) sake.
>
>Once again we have some naive idiot running around pretending to know
>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>keeps telling him that. But he doesn't say why it's better because he
>doesn't really know.
the rest of Darek's defense deleted

IMHO yet once again we see the endearing qualities of Derek on display.
Why should anyone want to buy any product offered by a person with such
a customer conscious attitude? What? Why should the customer get what
they want? Wayne
****
Obviously these are just my opinions.
****

3233. Re: SpartaX bugs

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 10:35:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CCMDFC.HM6@barclays.co.uk>
Source record: 105179

In article <1993Aug27.154914.5652@uoft02.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|>
|> Great! What's their address, phone #? And, what's ISTR?
I don't know! Most ST hard drives come with ICD boards but I never got a manual so I can't check. Some FTP sites have the latest ICD utilities files which would have the address. There is a US and a German office I believe. ICD stuff is very common though so someone else here must know.

ISTR - I seem to remember.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3234. 400 and 800 MB/PS for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 11:58:49 UTC
From: jefff@cbnewse.cb.att.com
Message-ID: <CCMHAA.8I1@cbnewse.cb.att.com>
Source record: 105296

The other day I came across a 400 and 800 Atari motherboards along with the respective power supplies. These appear to be new and are sealed in plastic with the Atari label on it. Also, I have two other boards that seem to plug into these. One plugs into the larger slot and one into the smaller one. Any guesses?

These are really no use to me, so I am putting them up for sale at best offer.

Email your bid to:

jefff@intgp1.att.com

or call (708)979-1725

3235. How to use 130XE RAM Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 12:11:06 UTC
From: winters@access.digex.net
Message-ID: <25vf4q$1j7@access.digex.net>
Source record: 105295

I am about to acquire a 130XE, since I vaguely remember a store in the mid 80s telling me that you can use RAM Disks on this machine. Could someone please give me an example in BASIC how you would open & save your program you are working in, on the RAM disk? For example, you first load a program called "D:COBOL.BAS" from your 1050 drive and add a few lines of BASIC. Then, you want to run the sucker to see how the program is working. But, first you want to save it to your RAM disk, so you don't have to save it to your floppy drive.... How would one save & load back in a program on your RAM disk? Thanks a lot for any information on this question....

---- Mike Winters

3236. Atari 7800 Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 12:15:09 UTC
From: jefff@cbnewse.cb.att.com
Message-ID: <CCMI1B.913@cbnewse.cb.att.com>
Source record: 105297
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,misc.forsale,comp.sys.atari.8bit

I recently came across a large stock of Atari 7800 games that I would
like to sell off and share the bulk purchase cost savings. I am
offering a special deal, six games for $6.00 or other titles listed
for $2.00 each. These are new and shrinkwrapped. Buyer pays shipping,
suggest using Priority Mail.

****
**********6 Pack Special, THESE GAMES ONLY, 6 for $6.00**********
****

-Pole Position II
-Food Fight
-Karateka
-Choplifter
-Crossbow
-Joust

****
**********Other titles available at $2.00 each**********
****

-Asteroids
-Robotron 2084
-Jinks
-Ballblazer
-Hat Trick (Hockey)
-Xevious

Thanks,

jefff@intgp1.att.com

voice: (708)979-1725

3237. ATARI 800 systems for sale (cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 13:49:45 UTC
From: amb@daggit.larc.nasa.gov
Message-ID: <25vktpINNdfj@rave.larc.nasa.gov>
Source record: 105298

Consider it tested!!!!

3238. ATARI 800 systems for sale (cheap!...for real this time, sorry!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 13:52:27 UTC
From: amb@daggit.larc.nasa.gov
Message-ID: <25vl2rINNdkd@rave.larc.nasa.gov>
Source record: 105299

******* ATARI 800 SYSTEMS **********

2 complete Atari 800 computer systems with scads of documentation, as follows:

2 Atari 800 Computers w/48K RAM (1 w/Bit 3 80 column video board...both w/RF TV outputs)
1 810 Disk Drive
1 RANA 1000 Disk Drive (single/double density)
1 850 Interface Module (1 centronics parallel printer port, 4 RS232 serial ports)
1 830 Acoustic Modem (300 baud)
1 Amdek Video-300 monochrome green monitor (80/40 column)
:
1 Koala Pad
3 xtra 16K RAM boards
2 Basic cartridges
1 "The Monkey Wrench" programmer's aid cartridge
3 xtra Atari power transformers (8 total)
1 Databyte power transformer (for RANA 1000 DD)
4 I/O cables
2 parallel printer cables
2 serial cables
3 monitor/audio cables
1 joystick extender cable
1 set remote control joysticks (w/transmitter and power adapter)
4 regular joysticks (2 new in package)
2 sets of paddle controllers
1 Atari TV switch box
1 home-made lightpen
1 home-made audio control box (for digitizing speech)
:
+ miscellaneous disk operating systems, programs, languages, game disks and floppy disk storage case.

==========
>>>>> All for $150 OBO <<<<<<< (Systems are in the Hampton, Virginia area).
E-mail to amb@daggit.larc.nasa/gov
==========

Further miscellaneous item descriptions follow (lengthy!!!):

BOOKS -
Your Atari Computer

MANUALS -
850 Interface Manual (3)
Atari Program Text Editor
Atari Basic Reference Manual

Atari Operating System User's Manual
De-Re Atari
APX Atari Pascal Language System
Atari Software Protection Techniques
Inside Atari DOS
Disk Utilities (Diskcopy, Diskscan)
Atari Assembler Editor
Atari Microsoft Basic
K-DOS
MYDOS
OSS+
B/Graph
SynFile+
Visicalc
Kyan Pascal for 800XL
The Home Accountant
Letter Perfect
Spell Perfect
Data Perfect
C65 Reference Manual
MAC65
Datasoft Basic Compiler
ABC Basic Compiler
The Print Shop
RANA Systems 1000

SW + MANUALS:
Teletari (The Friendly Terminal)
Koala Pad

3239. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 15:56:36 UTC
From: cmedley@wam.umd.edu
Message-ID: <25vsbk$7is@cville-srv.wam.umd.edu>
Source record: 105300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <CCMAsB.6vy@cbnewse.cb.att.com>,
wayne.a.booth <trek@cbnewse.cb.att.com> wrote:
>In article <1993Aug31.012412.22120@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>>In article <25j4of$foh@cville-srv.wam.umd.edu> cmedley@wam.umd.edu (I own Bear) writes:
>>>And in the case of the TT or Falcon, it doesn't emulate an '030, just an
>>>'000 (what a moniker!) for compatibility's (and probably simplicity's
>>> :)) sake.
>>
>>Once again we have some naive idiot running around pretending to know
>>something. Yes, he knows that a 68030 is better than a 68000. Everyone
>>keeps telling him that. But he doesn't say why it's better because he
>>doesn't really know.
> the rest of Darek's defense deleted
>
>IMHO yet once again we see the endearing qualities of Derek on display.
>Why should anyone want to buy any product offered by a person with such
>a customer conscious attitude? What? Why should the customer get what
>they want? Wayne

Well, I have to score one for Atari here... never had anyone there call me
an idiot publicly if I criticized one of their products.

Actually, Darek never addressed some of my other potential criticisms to
GEMulator, namely:

- lack of MIDI support
(i think i've made a case that MIDI users spend as much $$$ on their
software as the DTP users he aimed for with GEMulator)

- no guarantee that the product will be upgraded
(this WAS a trivial concern initially, but now... if he is so fickle, how
can anyone be sure he won't just have PMS and drop the product next
week because he feels irritated?)

- the fact that GEMulator requires a 50mhz 486 to run 2X the speed of a
stock ST makes it obvious (to me, at least) that a power-user who wants
a "faster ST" for things like, say, the GNU compilers or anything of that
ilk, might be better off with a TT (which can run 3-6 times faster than
an ST) or even a Falcon. And either way, they also get "bonus" hardware
(like stereo sound, localtalk ports, > 8MB limit, newer TOS version(s),
the 56001 DSP (Falcon), et. al.) which GEMulator doesn't emulate.

However, even if Darek has been a bit of a net-jerk, I have to say I think
GEMulator is a nice job of programming (sounds like it must have been hell

to do), but I just think both the product (and perhaps its author? :)) need to mature a bit in order to appeal to a wider base of users.

3240. Atari 1050 Drive For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 16:58:42 UTC
From: dhm2@ns1.cc.lehigh.edu
Message-ID: <1993Aug31.165842.49673@ns1.cc.lehigh.edu>
Source record: 105301

I have an Atari 1050 Drive for Sale. It is in perfect working condition. If you are interested email me at dhm2@lehigh.edu. I was told that $50 is a reasonable price.

Dave Meadows

--
Dave Meadows dhm2@lehigh.edu
a.k.a. Meads
215-758-1150 AXP - Go Crow!

3241. ATARI Laser Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 21:20:35 UTC
From: meyer%nyneve.dnet@delcoelect.com
Message-ID: <9308312114.AA07823@koedgw01.delcoelect.com>
Source record: 105302

In recent discussions with a collegue, he had come across a console that interfaced an ATARI 800 with a 12 inch LASER disk, stereo sound system, color monitor, and a floppy drive. The entire system was contained in a rack mount cabinet and looked like it was used for a store demonstration of the ATARI 800. The interface between the laser disk and the 800 was a box with a silk screen label "ATARI LASER INTERFACE BOX" on the cover that plugged into the 800 SIO port. The box is about 8-1/2" x 12" and comes with a floppy disk to boot the system labeled "ERIC BOOT DISK". After the system was booted from the floppy, you could call up games, music, and demo's from the laser disk. It also had the capability to overlay the ATARI graphics over the laser disk picture. My question is does anybody know anything about this system - especially documentation, schematics, ect. I assume this was put together around 1985.

Marc Meyer


```
--------------------------------------------------------------------------------
. . . + . God put me on this Earth to
_____________________ . . __ . accomplish certain things.
\______NCC_1701_____|) .____.--"--"---._____ Right now, I am so far behind,
. + || /-----._________.----/ I will never die.
. /=======||====/___/ "--" +---------------------------------
. . \==\____________|(- + . | meyer%nyneve.dnet@delcoelect.com
. . . . | mameyer@solaria.mil.wi.us
-----------------------------------------+--------------------------------
```

3242. ModPl122

Newsgroup: comp.sys.atari.8bit
Date: 1993-08-31 23:22:00 UTC
From: james.micallef@canrem.com
Message-ID: <60.8342.4513.0N182D8A@canrem.com>
Source record: 105182

I've been dien for a mod player...

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3243. Source for PSI RAMdisk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 00:09:06 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9308312340.AA27248@smithkline.com>
Source record: 105303

Once again, this for "Mr. Fixit", whoever you are.

Yes, the PSI RAMdisk utility is good for most 6502's (not sure about 400/800, DEFINITELY for XL/XE).

The prgram was distributed as Shareware on AC's June Software Disk.
Sheesh, after admonishing our readers to pay their shareware fees like good little boys & girls, now here Nate goes & turns the thing into the Public Domain. Not that I'm complaining, I just think his timing sucks.

PSI stands for... ummm... damn I forget... <something> <something> Innovations, somebody I'm sure will fill in here.

The PSI RAMdisk utility is absolutely the best I've seen for Sparta users, it supposedly will format up to a 2-meg RAMdisk. It identifies how much RAM you got in your machine & will format it for you in any way you want, it's very flexible & powerful.

I finally fixed my flaky 1-meg Newell upgrade & it works fine with the PSI utility. I set aside the lower 128K for XE memory, PSI with Newell still gives me a 960K RAMdisk. Now I can ARC an entire issue of text for AC in one pass! Hot diggety! No more s-l-o-w floppy drive! Neat-o!

AC's Moonlight Workshop columnist has promised to cover software-based RAMdisk utilities in his next installment of "The AC Guide To Expanded RAM" which will be in December. He discussed ROM-based utilities in the August issue.

If you aren't reading AC you're missing the boat.

BTW I'm given to understand the MAC/65 portion of Hartwell's upload is corrupted & won't UUdecode. Anyone out there confirm that? I'd to see the PSI utility put up on CIS, GEnie & Delphi if someone out there will do the honors.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

3244. Coupla Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 00:23:26 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9309010003.AA27358@smithkline.com>
Source record: 105304

Latest info I have on AIM (from Pattie Rayl a week ago) is that AIM is now dead. Pegasus (Unicorn) will be rolling old AIM people over into their new Connect magazine.

Back in May she told me they had a June issue of AIM "in production". When it got to be August it occurred to me they might be a little late (!) with that June issue, so I enquired. I am/was a subscriber to AIM also. Their new bimonthly publication Connect, to which I also subscribed, also seems late. The first issue of Connect was June, here is the end of August & I see no 2nd issue. Good thing I'm a patient fellow...

Other than Unicorn's continuing existence in serving as AC's publisher, my personal impressions are that Unicorn/Pegasus has effectively left the Atari world & is branching out into other areas. Just my opinion. I guess I have a lot of mixed feelings about the desth of AIM & stuff, I still haven't assessed all the implications yet.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

3245. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 00:45:39 UTC
From: dam1@Isis.MsState.Edu
Message-ID: <260rbj$min@Tut.MsState.Edu>
Source record: 105155

I have the following Atari 8-bit items for sale:

Accessories - 1 Suncom Tac-3 joystick $3
1 Atari 7800 joystick $3
1 set of paddles $5

Software on disk - Bank Street Music Writer $5
The Converter version 1.51 $5
Print Power $10
The Print Shop $15

Games on disk - Boulderdash Construction Set $10
Chessmaster 2000 $10
David's Midnight Magic $5
F-15 Strike Eagle $7
Jewels of Darkness $5
Master of the Lamps $7
MRCA Mach 2 $5
Pinball Construction Set $10
Quest of the Space Beagle (no docs) $3
Silicon Dreams $5
Trail Blazer $10

Books - Atari DOS 2.5 Manual, $5
BASIC Computer Games, $5

If you are interested in any of the above please contact me...

Daniel Martin
3429 Shannon Dale Drive
Jackson, MS 39212

601-372-1605

dam1@ra.msstate.edu
--
Daniel Martin : dam1@Ra.MsState.Edu

3246. Re: How to use 130XE RAM Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 01:09:07 UTC
From: bmarcum@news.delphi.com
Message-ID: <260snj$rp3@news.delphi.com>
Source record: 105156

It depends on what DOS you're using, but with Atari DOS 2.5, the ramdisk is D8:. Other operating systems let you choose the drive number.

Bill Marcum bmarcum@delphi.com

3247. Re: GED and J. Harris

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:06:02 UTC
From: jharris@cup.portal.com
Message-ID: <89455@cup.portal.com>
Source record: 105163

>(Mr. Harris pointed out that the precise timing of GED
>allows it to enter a DLI and stay there.)
>I guess GED also increments the clock, because the attract
>mode begins after 10 min. Since GED is in a DLI all the
>time, the OS VBI routine must be disabled.

Sorry if I confused you. The DLI routine exists just after the last scan line on the screen is completed. The OS VBI executes as normal.

> I have some Steve Dong .obj files (Roxanne, Challenger,
>Desire, CityDemo) that must use DLIs to get all the color
>Mr. Dong got in those pictures.
> I did load some 7680 byte pic files I had into GED. That
>was done by saving a blank GED screen, then putting the
>first 3302 bytes of that saved file in front of my pic
>file and adding 320 0's on the end of the file.

If you have the ability to save your raw 7680 byte files out as a binary file with a load address of $6010, GED will load them directly without needing anything else. A future option will import raw data without a load address.

John Harris - jharris@cup.portal.com

3248. Re: Hayes Commands

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:15:36 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <Pse79B6w165w@cybernet.cse.fau.edu>
Source record: 105158

> I had one of those modems a few years ago. The dialing speed is
> controlled by the S11 register (ATS11=40 should work). As for speaker
> volume, there's a hole in the bottom of the modem that you can use a
> VERY small screw driver to adjust the volume. Or, you can set the M
> register to 0 to turn it off altogether (ATM0)
>
Thanks! Speaker volume turnoff was exactly what I needed! I have a
jeweler's tool to modift the volume prvided its on.

3249. Re: Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:18:58 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <Bye79B8w165w@cybernet.cse.fau.edu>
Source record: 105159

> I see lots of Apple II vintage computer systems being sold for
> astronomical prices, compared to Atari 8-bit stuff. Is there something
> that fantastic about Apples that warrant $400 -$700 for an 8-bit
> computer system?
>
> ----- Mike Winters

Aside from being the most unreliable pieces of equipment, I think they
had the unique feature of pulling power from two hamsters running on
their hamster wheels.
So who was buying them... Richard Gere?

3250. Re: How to use 130XE RAM Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:28:33 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <aeF79B9w165w@cybernet.cse.fau.edu>
Source record: 105160

> your program you are working in, on the RAM disk? For example, you
> first load a program called "D:COBOL.BAS" from your 1050 drive and
> add a few lines of BASIC. Then, you want to run the sucker to see how
> the program is working. But, first you want to save it to your RAM disk,
> so you don't have to save it to your floppy drive.... How would one
> save & load back in a program on your RAM disk? Thanks a lot for any
> information on this question....
>
>
>
> ---- Mike Winters

Well, DOS 2.5 comes with a ramdisk installer, looking for any amount over
64K to install it into. There was also SMARTRAM, a BASIC program that
created an executable called RAMDISK.COM, which loads a 1024 sector
RAMdisk for me (I have a 256K system). both are installed as D8:, so you
would edit your program and type
SAVE "D8:COBOLMOD.BAS"
Same as a real drive...

3251. IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:34:05 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <iNF79B10w165w@cybernet.cse.fau.edu>
Source record: 105161

```
IMHO: What does it mean?
Acronyms escape me...
```

3252. Re: Source for PSI RAMdisk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:36:53 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <7RF79B11w165w@cybernet.cse.fau.edu>
Source record: 105162

>
> BTW I'm given to understand the MAC/65 portion of Hartwell's upload is corrup
> & won't UUdecode. Anyone out there confirm that? I'd to see the PSI utility
> put up on CIS, GEnie & Delphi if someone out there will do the honors.
>
> - BEN POEHLAND
> Managing Editor
> ATARI CLASSICS Magazine
>
> **

You are correct in that it wont UUDecode for some reason. Well, in my
case, it WILL UUDecode, but the ARC file loses PSI.(whatever) in a failed
CRC check plus whatever else was after that particular file. All I got
was a bunch of sources, which, of corse, I cannot use.
All extender M65.

3253. Re: Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 02:46:05 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug31.214605.5746@uoft02.utoledo.edu>
Source record: 105165

Michael Winters (winters@access.digex.net) wrote:
: I just got an Indus GT disk drive and an 800XL machine at my
: Laurel Thrift Shop neighborhood Atari 8-bit "dealer" for $30 and

Uh... $30 for an Indus AND 800xl? You wouldn't by any chance know if they
have some other Atari 8-bit drives available, would you? Package deals?
Anything else for the Atari 8-bits? Please mail me!

-Tim

3254. Need Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 03:07:56 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug31.220756.5747@uoft02.utoledo.edu>
Source record: 105157

About two weeks ago, I thought I'd load up an old Atari I had sitting aside for the family... plugged everything in, and hmm... no drive light. Tore into the old faithful 810 and starting testing the components. Looks like the main board's shot. In short, I need to get a hold of one of the old 8-bit drives. I've seen several people selling drives on and off here, but usually I'm too late for the offer. I'm considering an Indus that... hmm... well, someone here was selling (have to check my old mail), but am really looking for an older 810 or 1050 to tinker with.

I didn't plan to spend too much, but the mail here surprised me! Seems 810's are going for about $15-20, 1050's for $20-30, and I even saw an old Percom for $20 I think! I know, I know, rock bottom prices, but I've seen these prices repeatedly from several users! Anyone selling? Even a bit higher is fine... I'll be watching posts... my e-mail's normally swamped so stuff is generally ignored.

Thanks all,

-Tim

PS: Who's this Kamaro_kid? Tried e-mailing, but no response! He had a few things up for sale, but haven't seen him for quite a while...

jking@uxscosv1.asit.utah.gov OR kamaro kid@delphi.com

I've emailed both addresses, to no avail. If anyone knows how to contact either, please email me or post (post preferred)!!!

3255. Re: How to use 130XE RAM Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 03:22:38 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug31.222239.5748@uoft02.utoledo.edu>
Source record: 105166

BMARCUM@DELPHI.COM (bmarcum@news.delphi.com) wrote:
: It depends on what DOS you're using, but with Atari DOS 2.5, the ramdisk
: is D8:. Other operating systems let you choose the drive number.

Also depends which DOS 2.5 patch you're using... stock uses D8:, with
modification, you can use it as D2: through D8:.

:)
Tim

3256. 8-bit stuff reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 03:26:05 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug31.222606.5749@uoft02.utoledo.edu>
Source record: 105167

Hmm, since I've been unable to reach this Kamaro_kid by email, thought
a quick post was in order. (Mentioned it in my last msg to all on the
disk drive topic.)

- - - - - - - - = = = = = = = = - - - - - - - - - = = = = = = = = - - - - - - - - -

Saw this a while ago and emailed, but still have heard nothing, just
checking back:

} From: KAMARO_KID@delphi.com
} Date: 26 Aug 1993 18:56:52 -0500
} Sender: daemon@cs.utexas.edu
} Organization: UTexas Mail-to-News Gateway
}
} I have the following Atari hard/soft/firm ware items for sale or trade:
}
} Hardware
} ##
}
} Atari 1050 w/US Doubler chips $60.00

Just have to ask... this is a bit high even for a few years back, does
this mean it comes WITH a 1050 then? (Is the chip already installed in a
drive for $60? Or is this just for the chip??? (and software and docs))

} Atari 1050 (stock) $30.00

How "used"? Around the block a few times? years? Still in new wrap?

} Atari XEP80 w/software & original packaging $50.00

Is this the 80-column hardware attachment for the older systems? Do you
need a monitor for this? Does it come with any type of word processing
software or ANYTHING that's designed to use the 80-column mode?

} 1 x SyQuest 5meg removable drive w/3 5meg carts $60.00

Need some serious help here... no idea on this one. Does this "hook
right up" somehow (with minor wiring)? Do you need a special DOS? Special
box? (Black box card, ICD... etc.)

} 1 x 1020 printer/plotter w/3 rolls paper $20.00

How many pen sets left with it? One set? Any extra black/color pens?

}
}
} Firmware

} ##
}
} AtariWriter w/manual $10.00

I would be VERY interested in this one if it's the original CARTRIDGE!
I get tired of loading this silly thing from disk all the time, the cart
would help quite a bit!

Thanks again,
-Tim

3257. Drive # switcher!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 03:43:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Aug31.224359.5750@uoft02.utoledo.edu>
Source record: 105168

I saw this over an old friend's house about... ohhhh... 8 years ago. It was some binary or "something" that allowed you to switch drives, reboot the system without clearing ramdisks, etc.

He had a slightly modified 1200xl, loaded up DOS 2.5 I think, copied an entire bootable disk to his ramdisk, hit a couple of the function keys (shift and F2 I think) which changed his ramdrive to D1: passing his physical drive D1: (how?) and hit another set of keys, which did a quick softboot... the system then commenced booting from the ram drive D1!!!

He's also done this for disk editing also... just copied an entire disk to his ramdrive, hit a couple keys to reboot (softboot), and loaded the editor. He could then mess with his "disk", reboot, and recopy the intact ramdisk back to its physical counterpart.

I'd love to do this to an old 1200xl I've got stashed aside. If anything, I use my 800 for it's sound capability, or the 800xl for it's 256k ramdisk. The 1200xl is a project computer I never had time or info to mess with!

Hmm, maybe it's a modified OS? Newell possibly? Anyone heard of such a utility? Anyone familiar with any of the modified OS's for the Atari 8-bit's?

HELP!
-Tim

3258. Re: "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 04:18:19 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2617qb$c7l@cxc1.cl.msu.edu>
Source record: 105164
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

Bob_BobR_Retelle@cup.portal.com writes:

>I wonder if anyone is going to bother to write a sequel...

>"The Rise and Fall and Rise and Fall of Atari"

Now, BobR... You're being a pessimist. :)

It oughta be pretty clear by now that Atari is gonna be around for as long as the Tramiels want it. The bigger question, or so it would seem to me, is: how long will they stay in the computer making biz or just give up and do what Atari is "supposed" to be doing, i.e., making game systems.

The possible great success of the Jaguar could lead them to staying in the gaming end of the spectrum and giving up on making great computers.

Funny what Americans want today, isn't it? Mediocrity at its very best (MS-DOS computers...) and games games games to keep their mind off the fact that their government is raping them daily?

Oooops. That oughta start a flame series, huh?
--
=-=-=-

3259. Indus GT Synchromesh

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 04:27:00 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Sep1042700@mole.gnu.ai.mit.edu>
Source record: 105169

Greetings all...

I've had an Indus GT drive for a number of years, and I used to use the Synchromesh software to speed things up a bit (once I hacked it with a disk editor so it wouldn't try every drive up to D8:, GTSYNC.SYS became almost useable...)

At one time I received a card from the folks that made the Indus saying that there was a new version of Synchromesh that would load *before* DOS, thus allowing the entire boot process to be speeded up as well.

Unfortunately I put off ordering this new program for much, much too long, and when I eventually got around to it the phone number and address on the card no longer seemed to have anyone on the other end. Is there any way I can get a copy of this program?

Thanks,
entropy

p.s. Email responses are preferred, but I do read this group regularly, so post if you think others may be interested.

--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

3260. Re: Drive # switcher!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 13:09:12 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2626to$dme@usenet.INS.CWRU.Edu>
Source record: 105170

Tim asks about custom OS chips.
I'm aware of two. The Newell OSNXL with omnimon and the CSS
US+ OS. It sounds like you're describing the US+ OS.
It allows switching drives and re-booting without wiping out
the RAMdisks, and has a sector editor, I think. Of course,
your friend had to have a RAM upgrade to have RAMdisks.
The Newell OSNXL is a 800 compatible OS that has a built
in debugger/monitor. The US+ OS has, I guess, 3 OSes.
The UltraSpeed OS, 800 fix OS and uses the stock 800xl OS.
The Newell Ramrod board can hold 3 OSes. I presume the US+
OS can't be plugged into the Ramrod board. The US+ OS
features the RAMdisk swapping, editing, UltraSpeed disk
I/O with the Black Box floppy adapter or Super Archiver
1050 upgrade. It (the US+) also has a RAM checker.
The US+ is from CSS at $70 plus $5 ship.
The Ramrod is $49 + ship from Newell.
(See vendor list for phone/addresses)

3261. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 14:28:02 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CColur.6t9@cbfsb.cb.att.com>
Source record: 105176

To: maestro@cybernet.cse.fau.edu
Subject: Re: IMHO
Newsgroups: comp.sys.atari.8bit
In-Reply-To: <iNF79B10w165w@cybernet.cse.fau.edu>
Organization: AT&T
Cc:
Bcc:

IMHO == In My Humble Opinion

This and many other acronyms can be found discussed in the introductory
USENET articles in news.announce.newusers, along with many other helpful
hints. Rather long articles, capture them and print them out.

--
Richard Dell

3262. 1200XL Keyboard pinout

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 14:43:32 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CCoJKK.7vu@cbfsb.cb.att.com>
Source record: 105177

OK .. I managed to get some 1050 disk drives and a 1200XL so I can set up a second system, and actually do useful stuff during my prime computing time (after kids go to bed).

The 1200XL has problems though. The keyboard is dead, though otherwise the 1200XL seems in good shape, and cartriges work fine with the joystick.

What is the keyboard pinout? Is it compatible with any other system for a quick checkout? (I had it apart, two chips with the keyboard, the 800XL keyboard has those buffer chips on the mother board, and if memory serves, so does the 400). I have several 400's, an 800, and two 800XLs (one with stuck key) to choose from for debugging. I suspect from the chips that the 1200XL keyboard is unique among these, but with pinouts I can at least probe the keyboard with my oscilloscope.

Now I have another system to check out compatibility problems and find ram disk information for <grin>. As if my disorder wasn't large enough already. I look forward to the info in the Atari Classic series on ramdisks.

--
Richard Dell

3263. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 14:59:59 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H2FHMS6NYA91VYRI@carleton.edu>
Source record: 105171

```
Atari Archive: 8bit/faq.arc

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 31-Aug-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)
Hence no automatic archiving of this FAQ List occurs, though there's usually
a fairly recent copy on the Atari Archive (see below) as the file
8bit/faq.arc.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx, "Jaguar")
```

rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is an Internet site which contains many files for the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu. The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the one nearest you first)

a) FTP to atari.archive.umich.edu (141.211.165.41) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]

cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server
doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)

and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.1)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it
is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)

Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

STAK Atari
Revista STAK
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

Swiat Atari
Poland

Tajemnice Atari
Poland

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-W-6457 Maintal
Germany
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT
L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Excel
Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde

Scotland KA11 1HZ
L2.50/1 disk
L15.00/6 disks
overseas shipping extra

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60 (or, Puttershoeksestraat 63a - which is right?)
3114 RK Schiedam (or, 3114 PK Schiedam - " ?)
Holland
fl10.00/disk

News-Disk
Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
L4.00/4 disks
(all issues also available on the Atari Archive)
djg0@aber.ac.uk

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
Tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)

User Mag

What product developers or vendors support the 8-bit Atari?
See the companion frequently posted text file, "All Known World-Wide 8-Bit Atari Vendors and Developers" for complete information. This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.arc

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS

800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????, a U.K. variety...
65XE/800XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12

1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE only):
A B C D E F H

1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1

5 4

2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6

3 1

5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5

6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(needs to be added)

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1

15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

[Pinouts for the XEP80 printer port should be added.]

End of FAQ List.

3264. Re: ATARI Laser Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 15:19:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <262ehr$odd@usenet.INS.CWRU.Edu>
Source record: 105172

In a previous article, meyer%nyneve.dnet@delcoelect.com () says:

> In recent discussions with a collegue, he had come across a console that
> interfaced an ATARI 800 with a 12 inch LASER disk, stereo sound system,
> color monitor, and a floppy drive. The entire system was contained in a
> rack mount cabinet and looked like it was used for a store demonstration
> of the ATARI 800. The interface between the laser disk and the 800 was a
> box with a silk screen label "ATARI LASER INTERFACE BOX" on the cover that
> plugged into the 800 SIO port. The box is about 8-1/2" x 12" and comes with
> a floppy disk to boot the system labeled "ERIC BOOT DISK". After the system
> was booted from the floppy, you could call up games, music, and demo's from
> the laser disk. It also had the capability to overlay the ATARI graphics
> over the laser disk picture. My question is does anybody know anything
> about this system - especially documentation, schematics, ect. I assume
> this was put together around 1985.

If this was really used for a store demonstration for the 800 it is
probably older than that, since the 800 was discontinued in 1983.

I've NEVER heard of this Atari Laser Interface Box--if you or anyone else
can tell us anything more about it, please do!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3265. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 15:36:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep1.153601.27157@newshost.lanl.gov>
Source record: 105173

In article iNF79B10w165w@cybernet.cse.fau.edu, maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
>IMHO: What does it mean?
> Acronyms escape me...

IMHO = "In My Humble (or sometimes, Honest) Opinion"

also

BTW = "By The Way"

and my personal favorite

ROTFLMAO = "Rolling On The Floor Laughing My Ass Off" :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3266. Indus GT Drive schematics wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 16:15:55 UTC
From: meyer%nyneve.dnet@delcoelect.com
Message-ID: <9309011603.AA11646@koedgw01.delcoelect.com>
Source record: 105174

I recently purchased a Indus GT drive but no documentation came with it.
I contacted Best for their 100 page documentation package listed in their
catalogue and found they don't have any more copies. They won't make any
new copies unless they could be sure of selling all of them. I was wondering
if someone else out there that has this manual, could make a copy and send
it to me?

Thanks,
Marc Meyer


```
--------------------------------------------------------------------------------
. . . + . God put me on this Earth to
_____________________ . . __ . accomplish certain things.
\______NCC_1701_____|) .____.--"--"---._____ Right now, I am so far behind,
. + || /-----._________.----/ I will never die.
. /=======||====/___/ "--" +---------------------------------
. . \==\____________|(- + . | meyer%nyneve.dnet@delcoelect.com
. . . . | mameyer@solaria.mil.wi.us
-----------------------------------------+---------------------------------
```

3267. Printer For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 17:40:11 UTC
From: jjmcwill@mathlab.mtu.edu
Message-ID: <9309011740.AA07344@mathlab.mtu.edu>
Source record: 105175

Epson LQ570 24 pin dot matrix printer for sale.

225 CPS draft at 10 CPI, 70 CPS LQ at 10 CPI

10 fonts:
Draft, Courier, Roman, San Serif, Prestige, Script, Script C,
Orator, Orator-S, OCR-B

Roman and San Serif are SCALABLE from 8 to 32 points!

Terrific paper handling, top, front, bottom, rear paper paths.
Paper parking for easy printing of single sheets or envelopes.

Only 2 years old, went through 3 ribbons. Comes with a fresh,
unopened ribbon.

$150.00 or best offer.

Jeff McWilliams
1-517-356-4828

481 Pine Meadow Lane, Apt. #6
Alpena, MI 49707-1339

jjmcwill@mathlab.mtu.edu

I answer email infrequently, costs too much for long distance.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,
And his wild harp slung behind him. Thomas Moore

3268. Re: Drive # switcher!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 21:45:40 UTC
From: potter@sunny60.DAB.GE.COM
Message-ID: <CCp345.63B@sunblossom.ge.com>
Source record: 105180

In article <1993Aug31.224359.5750@uoft02.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> He had a slightly modified 1200xl, loaded up DOS 2.5 I think, copied an
|> entire bootable disk to his ramdisk, hit a couple of the function keys
|> (shift and F2 I think) which changed his ramdrive to D1: passing his
|> physical drive D1: (how?) and hit another set of keys, which did a quick
|> softboot... the system then commenced booting from the ram drive D1!!!
|>

Sounds like your friend had the US+ OS from Computer Software Services. It allows you to go to a configuration menu, swap the drive numbers around, and do a soft boot from the RAM disk. It's been written up in one of the columns in the first 2-3 issues of Atari Classics magazine. I have a US+ OS in my 800XL, and it's great!

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3269. Atari 8bit items (including color monitor, printer, more) sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-01 22:00:51 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00971E7A.6500BE60@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 105178

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). PLEASE FEEL FREE to make any offer! I hope to finalize
sales within a few days, and will accept immediately offers that look very good
(if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Printer- Gemini-10X (Centronics parallel standard interface, for use with Atari
850 unit and parallel cable sold below or equivalent)
Monitor-
1. Green monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

2. MAGNAVOX RGB- MONITOR 80, with
Composite AND RGB CGA, both color and green monochrome modes.
The model # is CM8562 074G.
This monitor has composite color input, Audio input,
RGB TTL (CGA video) input,
CVBS/VCR button, and is dual mode
color/green monochrome push-button switchable.
This is useful for VCR, computers with composite output,
CGA as well. Good for 80-column applications.

Atari CX853 16K RAM memory module for Atari 800
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work

on print spool
Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 410 Program Recorder (the original one).
Atari 1010 Program Recorder - I have 2 units, Work fine.
Atari 1010 Program Recorder - save: ok, load: no.

4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.
They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

***** SOFTWARE *****

Cartridges-
==========

Asteroids
Pac-Man
Space Invaders
BASIC (CXL4002) with manual

Disks- (All are original disks)
======
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Infocom Zork I with manual and original box
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
Atari Translator
Ghostbuster by Activision
CONAN (Datasoft)
Computer Baseball
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)

Thorn EMI Snooker and Billiards (in original box with instructions)
Atari Statistics I (with manual and original box)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

3270. Re: How to use 130XE RAM Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 03:28:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2Tc99B1w165w@cyberden.sf.ca.us>
Source record: 105185

winters@access.digex.net (Michael Winters) writes:

> I am about to acquire a 130XE, since I vaguely remember a store in the
> mid 80s telling me that you can use RAM Disks on this machine. Could
> someone please give me an example in BASIC how you would open & save
> your program you are working in, on the RAM disk? For example, you

The best thing to do is get a RAMDISK.@OM file (like for Atari DOS) or use the RD*.@OM files in SpartaDOS, or just use (THE EASY TO USE, AND I LOVE IT!) MyDOS (tm! haha)

Sorry.. I happen to love MyDOS.

I've got MY MyDOS set up for 192k RAMBO xl, so whenever I boot it's there, all I do is Format it and @opy DUP.SYS to it so I <an jump to DOS qui<ker.

If your an atari DOS fan, get MyDOS.
If your a SpartaDOS fan, use on of SD's RAMdisk handlers.

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

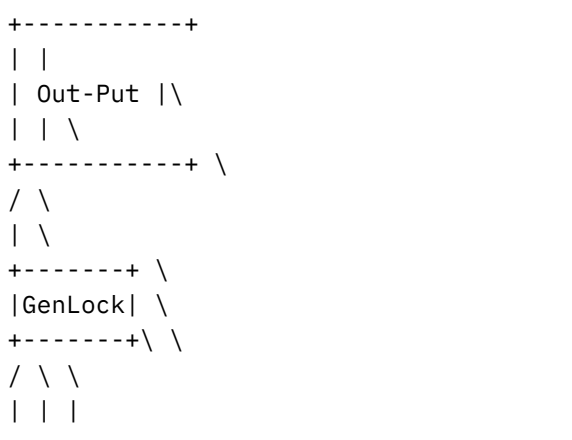
3271. OH MY GOD, AM I NUTS!?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 03:45:27 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <gmD99B1w165w@cyberden.sf.ca.us>
Source record: 105186

Think about this 3-CPU (256k RAM per system, at least - for use as RAMdisks) setup for an "ultimate" game, using >4096 colors, 8 voice digitized sound/music, and 2-layer scrolling!!!!!!!!!!

Hardware:

(A "|" denotes that the line is going outwards.)



Use .RGB'd Interface Play pre-
ColrView with other processed
background CPU's via (converted
(fine scrol- stick port to 4bit)
led and read or SIO. digitized
one vertical Interface sound
line at a with player tracks via
time, which via stick Gate-
is how RGB's port and/or keeper's
are compres- keyboard. player.
sed.) Play digit-
ized sound
effects via
Torsten's

4-voice
digitized
sound play-
er.

So you get 4096 color background, whatever for the forground, 4 voice digitized backgroud music, 4 voice digitized (or whatnot) forground sound effects..!!

I figure that to do I/O you go:

Port A - 4 bits + Firebutton + Paddle0 = Joystick (1 or 2 buttons)
Port B - 2 bits for sound + 2 bits for graphics

Bits would be (00, 01, 10, 11 = 0, 1, 2, 3):

Bit - Sound Graphics
00 Title Music Title scn
01 Next song Next scn
10 No Music No screen
11 duhh....!?

HAHAHA!

Anyone up to it!? HEHEH! It'd actually be pretty simple. As described in the figure, it's like this:

Main Console - Read sticks - Play Digisound - Control Game - Scroll Forground - Talk to other computers
Video Console - Load and scroll background ColrView images
Sound Console - Load and play 4-voice MOD (or MOD-like) sound (music) files

The Main Console's Sound would be Spliced with the Sound Console's sound
The Main Console's Video would be Genlocked with the Video Console's background!

I've had ideas like this before, but this was pre-Torsten Karwoth's 4-voice digisound
player (in MegaBlast I)
and pre-Gatekeeper's MODPlayer

So now I've sorta "upgraded" the idea by adding the "ultimate sound" as well as including a nice GenLock for dual-video!

HAHA!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3272. Re: Atari Corporate History

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 05:18:04 UTC
From: Hiram.Lester@launchpad.unc.edu
Message-ID: <263vmc$5rm@samba.oit.unc.edu>
Source record: 105181

>The 1400xl was the same as a 1200xl ex<ept built-in modem (?), spee<h
>synthesis, and some other things I think (again.. I need to @he<k Atari
>Age). The 1450xld was the same but with disk drives built in, as well.
>Neither were really released (LOTS of stuff was never really released,
>though!)

Just thought that you might like to know that even though the 1400xl and
the 1450xld were never released (along with plenty of other things),
prototypes do exist and people actually own them. I have talked to one
person on GEnie who has quite a collection of Atari vaporware.
Hiram
hwl0978@tntech.edu

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

3273. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 12:22:26 UTC
From: trew@def.bae.co.uk
Message-ID: <1993Sep2.122226.16688@def.bae.co.uk>
Source record: 105199

In article <iNF79B10w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
#IMHO: What does it mean?
Acronyms escape me...

In My Humble Opinion. It isn't an acronym.

Simon.

3274. Just a test

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 14:30:56 UTC
From: amb@daggit.larc.nasa.gov
Message-ID: <265030INN8ua@rave.larc.nasa.gov>
Source record: 105183

```
Just testing...
```

3275. Re: ATR8000 Hard Drive help

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 16:16:12 UTC
From: mknewman@blkbox.com
Message-ID: <mknewman.746986572@node_2ccef>
Source record: 105184

In <1993Aug30.142229.1660@clpd.kodak.com> barrett@clpd.Kodak.Com (Chris Barrett (17263)) writes:

>I have an ATR8000 with a hard drive interface in it. It looks like it's
>SCSI, a 50 pin ribbon connector coming out the back. Anybody know about
>how to use it? What drive address is it looking for? Any help would
>be appreciated.

>Chris

>--
>Chris Barrett E-Mail: barrett@kodak.com
>Clinical Diagnostics Division - Eastman Kodak Company Inc., Rochester, NY
>---
>The views expressed herein do not reflect those of Eastman Kodak Company Inc.
>

I would bet it is a ST506 interface, as that was SASI, the
predecessor of SCSI. Back in the mid 80's I knew a couple
of people who got hard drives working on ATRs via that, but
you would need the Trantor bios extensions to make it work.
Sorry, but I don't have any more info than that, because I
never had a hard drive working myself, just 4 8" floppies.

Marc

3276. Re: Dreadnaught factor -- it's a game

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 17:40:07 UTC
From: Karll the Ghoull <AKH104@psuvm.psu.edu>
Message-ID: <93245.134007AKH104@psuvm.psu.edu>
Source record: 105187

For those of you who want copies (ouch..arrest me!) of Dreadnaught or
DROL let me know.. I have the master boot of DROL and the file version
of Dreadnaught which requires the translator disk. I have spent
many hours playing dreadnaught into the wea hours of the day! love it...and
droll is such a bizzaire fun thing to play!

-The Ghoull Hath Spoken

NOW FEATURING ALL NEW TAG LINES!

```
+-------------------------------------------------------------------------+
| Blue Smurf, |
| Red Smurf, |
| All we want is dead Smurf, |
| Kill Smurf, |
| Smash Smurf, |
| Break, Twist, and Maime Smurf. |
+-------------------------------------------------------------------------+
```

3277. Re: ModPl122

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 17:44:47 UTC
From: Karll the Ghoull <AKH104@psuvm.psu.edu>
Message-ID: <93245.134447AKH104@psuvm.psu.edu>
Source record: 105188

wait...you can play amiga mod files on the 8 bit now???

3278. Re: Power supply ID?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 18:30:55 UTC
From: ed@Tekelec.Com
Message-ID: <1993Sep02.183055.15148@gecko.uucp>
Source record: 105200

In article <77iy9B4w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
>>
>> Plug 1 - Has Atari logo on one side, other side has:
>> Model no. CA014748
>> 120 VAC
>> 60 Hz
>> 20 W
>> Power Supply 41-79
>> 9 VAC
>> 15.3 VA
>>
>> Plug 2 - Has Atari logo on one side, other side has:
>> Power Supply Part Number: C017945
>> Input
>> 120V
>> 60Hz
>> 50W
>> Output
>> 9V AC
>> 31(?) VA
>>
>
>Cant shed any light on the first one, but the one with code CO17945 is
>definitely for an Atari 1050 Disk Drive.

From the power rating, I would guess that the CA014748 unit is for
the 850 interface module or maybe the 400 computer.

Ed Campbell

3279. Re: Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 18:53:11 UTC
From: ed@Tekelec.Com
Message-ID: <1993Sep02.185311.15468@gecko.uucp>
Source record: 105201

In article <25pbtu$i01@access.digex.net> winters@access.digex.net (Michael Winters)
writes:
>I see lots of Apple II vintage computer systems being sold for
>astronomical prices, compared to Atari 8-bit stuff. Is there something
>that fantastic about Apples that warrant $400 -$700 for an 8-bit
>computer system?
>
Its a "cult" thing like the Rocky Horror Picture Show. Something to
do with wanting the prestige of owning a PC of some kind, but not wanting
to have to actually use it. So, they pay lots for a computer that has no
worthwhile software available.

Ed Campbell

3280. DGS update

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 19:12:24 UTC
From: djg0@aberystwyth.ac.uk
Message-ID: <9309021900.AA23268@deca>
Source record: 105189

D.G.S. Update

Well, it's been 9 weeks now since I formed DGS, so I thought I'd just post an update to tell you what has happened since.

Grant - After visting my local Enterprise Agency I applied for a European Community grant to help run DGS for the first year. After writing a very long and detailed business plan, the EC awarded DGS a grant, which is worth 2470pounds over a 9 month period. This is currently keeping DGS alive. Many thanks to the EC!

Sales - sales have been very very dissapointing so far. I am barely making enough to cover advertising costs, and other costs associated with running a business that many people just don't think of, like printing costs, professional fees (accountant, etc.), stationary, telephone, etc. The only way I can keep DGS alive and kicking is for an increase in orders. I mainly sell within the UK, but I also sell to other countries as well. I am not allowed to sell PPP products outside the UK, but I will sell PD software and the News-Disk to other countries. To make this easier, I accept payment in cash in US$. That means no expensive IMOs! Other countries should pay in cash in UK pounds Sterling, or by an IMO in pounds. PD software is quite reasonably priced, and can cost as little as $2.50 a disk if you order 20 disks or more. Most of the PD disks are double sided, so you get real value for money! A shipping charge of 10% of the order value (minimum $5) is charged on your order. But, see details of our special offer later in this posting!

New products - DGS is looking for new products for the Atari, and we have found some, or they found us in fact! There is another company in the UK which publishes software for the Atari, called RAMBIT. Their main product is a hardware upgrade for Atari data recorders (1010, XC11, and XC12) that allows specially converted tapes to load at up to 3500baud! I have one of these devices fitted in my 1010, and it really is impressive. However, they also used to publish some software as well, but stopped doing so many years ago due to high advertising costs. RAMBIT phoned one day and said "hey, do you want to re-publish some of our software". "Why not!", I replied! The two products we are currently re-working are called Print-Filer and TaskMaster. Print-Filer is a very techno piece of kit for printer users. Basically, you load in Print-Filer and then load in your word processor or DTP package or whatever, and Print-Filer then sits in the background until you select to print. At that point up pops a menu allowing you to print as normal, or re-direct it to a disk file. A special editor then allows you to mix outputs from lots of different packages together into one file, which can then just be printed from DOS! Perfect for letterheads and such like. And, for all you print shop users, a special version of Print-Filer allows full compatability

between P-F and print shop (the standard version of P-F will only work with packages using a max. of 48K). I have just finished re-editing the manual for P-F, and we should have it on the market very soon. The UK price will be 4.95 (pounds). I will probably be selling it direct to the U.S. from here in the UK, but only if there is any interest in such a product. E-mail me if you would like to see P-F available in the U.S. TaskMaster is a tape to disk convertor, so probably won't be of much interest to U.S. users.

Special offer - if you have read this far, then you are in for a treat! For your first P.D. order from us, you will pay just $2 a disk if you order a minimum of 10 disks (+10% min $5 shipping). And, if you order 15 or more disks, then we will pay your shipping! That's right, 15 P.D. disks for just $30 inc. free shipping! We currently have 166 disks to choose from! All you need do is quote this reference when ordering: NET93.

Our Catalogue - you will, of course, need a catalogue! A catalogue is available from us by sending US$5 in cash. A catalogue will be on its way to you the very same day your $5 arrives! Other countries send 3 IRCs. Send direct to:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Phone: +44-302-855-026

E-Mail: djg0@aber.ac.uk

Dean Garraghty, B.Sc.(Hons.)
2 September 1993.

3281. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 20:07:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <g3m09B1w165w@cyberden.sf.ca.us>
Source record: 105190

maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:

> IMHO: What does it mean?
> Acronyms escape me...

In My Humble Opinion.

there are other versions, like IMO, and some with more stuff in 'em

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3282. Re: "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 20:09:05 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <u6m09B2w165w@cyberden.sf.ca.us>
Source record: 105191
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

molin@cxc1.cl.msu.edu (Michael Olin) writes:

> Bob_BobR_Retelle@cup.portal.com writes:
>
> >I wonder if anyone is going to bother to write a sequel...
>
> >"The Rise and Fall and Rise and Fall of Atari"
>
> Now, BobR... You're being a pessimist. :)
>
>
> Funny what Americans want today, isn't it? Mediocrity at its very best
> (MS-DOS computers...) and games games games to keep their mind off the
> fact that their government is raping them daily?
>
> Oooops. That oughta start a flame series, huh?

And the worst thing:

Many people a<tually LIKE and are IMPRESSED by P@ games.

Sure, some are @ool... but Patriot @ommand?

Just buy a <heap 2600 and get Missle @ommand! ;) ;)

Sheesh!

Someone should write

the rise and fall, and rise and fall, and rise of Atari

:)

That'll bring it up to date... hopefully ;)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3283. Re: 8-bit stuff reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 20:11:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <HaN09B3w165w@cyberden.sf.ca.us>
Source record: 105192

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> } Hardware
> } ##
> }
> } Atari 1050 w/US Doubler chips $60.00
>
> Just have to ask... this is a bit high even for a few years back, does
> this mean it comes WITH a 1050 then? (Is the chip already installed in a
> drive for $60? Or is this just for the chip??? (and software and docs))

Well, it says "1050 w/US doubler" - "w/" = "with", so yes, it IS a 1050
WITH the USD@hip

>
> } Atari XEP80 w/software & original packaging $50.00
>
> Is this the 80-column hardware attachment for the older systems? Do you
> need a monitor for this? Does it come with any type of word processing
> software or ANYTHING that's designed to use the 80-column mode?

Yes, the XEP80 is the 80 @ol devi<e. It "wants" its own monitor. I
believe only Mono monitors work REALLY well with it. You @an no doubt
make a swit<her, I guess.

BobTerm works with it as-is (just install the XEP BobTerm ditty..)

> } Firmware
> } ##
> }
> } AtariWriter w/manual $10.00
>
> I would be VERY interested in this one if it's the original CARTRIDGE!
> I get tired of loading this silly thing from disk all the time, the cart
> would help quite a bit!
>

Well, be forwarned - AtariWriter isn't "as good as" AtariWriter +
whi<h I'm guessing you have (the disk based one.) AW+ and AW80 (WORKS
WITH XEP!) are the only AW's with spell<he<k (right?)

Have fun!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3284. Re: Drive # switcher!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-02 20:16:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <eHN09B4w165w@cyberden.sf.ca.us>
Source record: 105193

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> I saw this over an old friend's house about... ohhhh... 8 years ago. It
> was some binary or "something" that allowed you to switch drives, reboot the
> system without clearing ramdisks, etc.
>
> He had a slightly modified 1200xl, loaded up DOS 2.5 I think, copied an
> entire bootable disk to his ramdisk, hit a couple of the function keys
> (shift and F2 I think) which changed his ramdrive to D1: passing his
> physical drive D1: (how?) and hit another set of keys, which did a quick
> softboot... the system then commenced booting from the ram drive D1!!!
>

Well, MyDOS allows you to name the RAMdisk as ANY drive (1-9), so if you
go:

[S]et RAMdisk "1"
[1]-dir of D1:*.*

you'll get the RAMdisk

if "D:" is = to "D1:", then it's the same thing when you talk to the
"D:". Ni<e, unfortunately, I @ouldnt get MODPLAYER to believe it as it
prob. has it's own "built-in DOS" @ommands!?

anyways.. this most likely is OS or hardwired, as the OS boots from D1:
only.. it doesnt KNOW what a Ramdisk is UNTIL DOS is loaded AND a RAMdisk
handler (if not built in) is loaded...!!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3285. Re: 8-bit stuff reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 00:38:21 UTC
From: jim@skipjack
Message-ID: <1993Sep3.003821.28967@jpl-devvax.jpl.nasa.gov>
Source record: 105194

In article <HaN09B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>
>Well, be forwarned - AtariWriter isn't "as good as" AtariWriter +
>whi<h I'm guessing you have (the disk based one.) AW+ and AW80 (WORKS
>WITH XEP!) are the only AW's with spell<he<k (right?)
>

Not exactly. There is an excellent spell checker that works with
the cart-based AW. It was sold by the Atari Program Exchange (APX).
I think it is called ATSPELLER for AtariWriter. I don't know where you
could get a copy now, though. It is an AUTORUN.SYS file that loads
with the AW cart and provides a new menu selection letter ("A" I think)
to run it. The only problem is that the menu itself is not modified
to show this, so you have to remember it. Works especially well with
a 2-disk system -- one drive for your working files and one for the
dictionary. They managed to fit an amazing number of words onto that
SS/SD 88K floppy.

3286. Re: 8-bit stuff reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 01:21:38 UTC
From: gozar@news.delphi.com
Message-ID: <266672$bak@news.delphi.com>
Source record: 105195

I have never heard of this ATSPELL for AW, does anyone know where I can get a copy?

-Goz

3287. The Rise and Fall of the Atari Empire

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 02:38:51 UTC
From: tim@rider.cactus.org
Message-ID: <1428@rider.UUCP>
Source record: 105197

Hello,
Long before I even knew about the book "Zap! The Rise..." I had lans about writing a book called "The Rise and Fall of the Atari Empire." Now, it looks like I might actually get around to it. If anybody is interested in helping me out on this project, please email me a tim@rider.cactus.org along with any information. Any sources would most definitely be credited...including the older book...now if I could only get hold of one...

--
Tim Wilson
tim@rider.cactus.org
"The pain of war cannot exceed the woe of aftermath..."
- Led Zeppelin

3288. MUCH Classic Stuff for sale!!! ** CHEAP **

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 03:41:44 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <266edo$g3j@usenet.INS.CWRU.Edu>
Source record: 105196
Cross-posted to: misc.wanted,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.marketplace

This is not a commercial post, i am a collector... Mostly of classic
videogame systems. Please save your flames :)

I place of posting my 500+ line list to this newsgroup, i would ask ANYONE
who would like a copy to reply to my above mail address, you will receive
an immediate reply.

My extras list over 500 hardware/software items from these groups:

Atari 2600 Atari 5200 Atari 7800 Atari 400/800/XL/XE
Colecovision ADAM Intellivision TI 99/4a
Timex Sinclair Vic 20 Commadore 64 Commadore +4
Odessey2 Super NES Classic NES Gameboy
Sega Master Sys TurboGrafx 16 Actionmax VHS Radio Shack TRS-80
Bally Terminals Joysticks Associated Books/Manuals

PC Software/Hardware Misc computer equipt/parts

A copy of the list can also be found in the appropriate newsgroup misc.forsale.

A list of wanted items I would also consider trading for is also included.

Thank you for your time.

Steve

--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vetrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

3289. Re: "The Rise and Fall of Atari"

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 04:59:46 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <266j02$t0r@unix1.cc.uop.edu>
Source record: 105198
Cross-posted to: alt.games.lynx,rec.games.video.classic,comp.sys.atari.8bit

about it so I picked it up at the library.

UGH! Not only is it a bad book (VERY poorly written) but it doesn't have ANY real sort of analysis or thought. I mean "East of Eden" (the book about Apple, not the classic) is disparaging of Apple (which is a whole 'nuther topic all together: I mean where do these writers get off? They could have done it better??!?!?) BUT it at least gives you some juicy tidbits and an insight into Apple and the times it prospered and dwindled.

BUT, if you have a halfway decent library AND you have about an hour to kill (I mean it, it is large print and almost double spaced!) you should pick it up and see what I mean. It is almost not worth the effort but reading IS fundamental! :-)
-Norman
-The Fuji is my deity of choice

3290. Looking for Nick Kennedy (SIO2PC author)

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 12:31:39 UTC
From: mage@hczoo.com
Message-ID: <1993Sep3.123139.3106@hczoo.com>
Source record: 105106

I just recently picked up a copy of SIO2PC 3.03 off of a.a.u.e, and it's a MAJOR improvement over the 2.5 version I did have. However, I'm wanting to ask a couple questions as well as make a couple suggestions. If I can't reach him electronically, I'll have to put a letter in with the shareware fee. I was just hoping to get a faster response. So, if you're in here, or if anyone who is in here can reach him, please let me know.

Thanks a bunch!

Nathan Hartwell
mage@hczoo.UUCP (although I've seen stuff go out as hczoo.hczoo.com, as well)
FidoNet 1:362/962.0

3291. Re: 8-bit stuff reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 13:24:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930903082457MIS0160@MVS.UDEL.EDU>
Source record: 105202

In article <266672$bak@news.delphi.com>,
gozar@news.delphi.com (GOZAR@DELPHI.COM) writes:

>I have never heard of this ATSPELL for AW, does anyone know where I can
>get a copy?
>
>
> -Goz
>
B & C Computervision lists it in the latest catalog I have (Winter 92)
for $7.99. There are 2 versions listed--APA191 ATSPELLER, REV 2 &
APA262 ATSPELLER FOR ATARIWRITER. They also have for Atariwriter
APA223 ATARIWRITER PRINTER DRIVERS. If you buy 10 or more APX classics,
the price drops to $4. Their phone # is (408) 986-9960

3292. Re: The Rise and Fall of the Atari Empire

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 13:42:18 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Sep3.134218.27936@exu.ericsson.se>
Source record: 105203

Tim Wilson writes:
>
>Long before I even knew about the book "Zap! The Rise..." I had lans about
>writing a book called "The Rise and Fall of the Atari Empire." Now, it looks
>like I might actually get around to it.

Six months or more ago someone wrote a letter to The 2600 Connection claiming to be a long time authority on the history of video games. Supposedly, he has written a tome called something like _Phoenix: The Rise and Fall of Video Games_ and is currently looking for a publisher.

--
James Hague
exuhag@exu.ericsson.se

3293. Re: Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 13:48:01 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Sep3.134801.28069@exu.ericsson.se>
Source record: 105204

Ed Campbell writes:
>
>>I see lots of Apple II vintage computer systems being sold for
>>astronomical prices, compared to Atari 8-bit stuff. Is there something
>>that fantastic about Apples that warrant $400 -$700 for an 8-bit
>>computer system?
>>
> Its a "cult" thing like the Rocky Horror Picture Show.

I think it's mostly because Apple *still* sells Apple IIe's and
charges exorbitant prices for them. This keeps the prices high
in the used computer market.

The reason for the high prices of new Apples is most likely because
Apple doesn't want to attract new people to their 8-bit line. They
also sell to schools who probably won't flinch at $600 price tag as
much as invidual consumers.

--
James Hague
exuhag@exu.ericsson.se

3294. Assembly portion of PSI RAM-Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 15:32:27 UTC
From: mage@hczoo.com
Message-ID: <1993Sep3.153227.3561@hczoo.com>
Source record: 105109

I've been told that the .ACT files came through ok, but the .M65 was corrupt.
Ok, fine. I'll fix that right now. Below is the listing for the .M65 file.

-Cut Here-

```
0100 ;File: PSI_RD.M65
0110 ;SIO trap routines for the PSI
0120 ;RAM-disk
0130 ;
0140 .OPT OBJ,NO LIST
0150 TREGS = $30
0160 MEMLO = $02E7
0170 DVSTAT = $02EA
0180 DDEVIC = $0300
0190 DUNIT = $0301
0200 DCOMND = $0302
0210 DSTATS = $0303
0220 DBUF = $0304
0230 DTIMLO = $0306
0240 DBYTES = $0308
0250 DAUX1 = $030A
0260 DAUX2 = $030B
0270 PORTB = $D301
0280 *= $4000 ;any address will do
0290 RST JSR $FFFF
0300 LDA #<MLOW
0310 STA MEMLO
0320 LDA #>MLOW
0330 STA MEMLO+1
0340 RTS
0350 RSIO JMP $FFFF
0360 DEVCHK LDA DDEVIC ;check device
0370 CMP #$31
0380 BNE RSIO ;not disk drive
0390 LDA DUNIT ;check drive number
0400 CMP RDNUM
0410 BNE RSIO ;not our drive number
0420 LDA DCOMND ;process command
0430 CMP #'R
0440 BEQ VREAD
0450 CMP #'W
0460 BEQ VWRITE
0470 CMP #'P
0480 BEQ VWRITE
0490 CMP #'S
```

```
0500 BEQ VSTAT
0510 CMP #'?
0520 BEQ VHSI
0530 LDY #146
0540 STY DSTATS
0550 RTS
0560 VREAD JMP READ
0570 VWRITE JMP WRITE
0580 VSTAT JMP STAT
0590 VHSI JMP HSI
0600 BNKON SEC
0610 LDA DAUX1
0620 SBC #1
0630 STA TREGS
0640 LDA DAUX2
0650 SBC #0
0660 STA TREGS+1
0670 LDA #0
0680 STA TREGS+2
0690 STA TREGS+3
0700 LDX #7
0710 B1 LSR TREGS+1
0720 ROR TREGS
0730 ROR TREGS+2
0740 DEX
0750 BNE B1
0760 LDX #6
0770 B2 ASL TREGS+2
0780 ROL TREGS+3
0790 DEX
0800 BNE B2
0810 LDA TREGS+3
0820 ORA #$40
0830 STA TREGS+3
0840 LDA PORTB
0850 STA OPORTB
0860 LDA TREGS
0870 CMP MAXBNK
0880 BPL BNKERR
0890 TAY
0900 LDA EXIST,Y
0910 AND #$FE
0920 STA PORTB
0930 RTS
0940 BNKERR PLA
0950 PLA
0960 LDY #138
0970 STY DSTATS
0980 RTS
0990 HSI LDA #1
```

```
1000 TAY
1010 STY DSTATS
1020 RTS
1030 STAT LDA #255
1040 STA DVSTAT
1050 LDA #0
1060 STA DVSTAT+1
1070 STA DVSTAT+2
1080 LDA MAXBNK
1090 STA DVSTAT+3
1100 LDY #1
1110 STY DSTATS
1120 RTS
1130 READ SEI
1140 LDA #0
1150 STA $D40E
1160 JSR BNKON
1170 LDY #127
1180 R1 LDA (TREGS+2),Y
1190 STA SBUF,Y
1200 DEY
1210 BPL R1
1220 LDA OPORTB
1230 STA PORTB
1240 LDA DBUF
1250 STA TREGS+4
1260 LDA DBUF+1
1270 STA TREGS+5
1280 LDY #127
1290 R2 LDA SBUF,Y
1300 STA (TREGS+4),Y
1310 DEY
1320 BPL R2
1330 LDA #224
1340 STA $D40E
1350 CLI
1360 LDY #1
1370 STY DSTATS
1380 RTS
1390 WRITE SEI
1400 LDA #0
1410 STA $D40E
1420 LDA DBUF
1430 STA TREGS+4
1440 LDA DBUF+1
1450 STA TREGS+5
1460 LDY #127
1470 W2 LDA (TREGS+4),Y
1480 STA SBUF,Y
1490 DEY
```

```
1500 BPL W2
1510 JSR BNKON
1520 LDY #127
1530 W1 LDA SBUF,Y
1540 STA (TREGS+2),Y
1550 DEY
1560 BPL W1
1570 LDA OPORTB
1580 STA PORTB
1590 LDA #224
1600 STA $D40E
1610 CLI
1620 LDY #1
1630 STY DSTATS
1640 RTS
1650 OPORTB .BYTE 0
1660 RDNUM .BYTE 0
1670 MAXBNK .BYTE 0
1680 SBUF = *
1690 EXIST = SBUF+128
1700 MLOW = EXIST+128
1710 START LDA #$60
1720 STA START
1730 LDA $0C
1740 STA RST+1
1750 LDA $0D
1760 STA RST+2
1770 LDA # <RST
1780 STA $0C
1790 LDA # >RST
1800 STA $0D
1810 LDA # <RDNUM
1820 STA $06F0
1830 LDA # >RDNUM
1840 STA $06F1
1850 LDA # <MAXBNK
1860 STA $06F2
1870 LDA # >MAXBNK
1880 STA $06F3
1890 LDA # <EXIST
1900 STA $06F4
1910 LDA # >EXIST
1920 STA $06F5
1930 SEC
1940 LDA $0A
1950 SBC #10
1960 STA VEC0+1
1970 STA VEC1+1
1980 STA VEC2+1
1990 STA VEC3+1
```

```
2000 LDA $0B
2010 SBC #0
2020 STA VEC0+2
2030 STA VEC1+2
2040 STA VEC2+2
2050 STA VEC3+2
2060 LDX #0
2070 VEC0 LDA $FFFF,X
2080 STA RSIO+1
2090 INX
2100 VEC1 LDA $FFFF,X
2110 STA RSIO+2
2120 DEX
2130 LDA # <DEVCHK
2140 VEC2 STA $FFFF,X
2150 INX
2160 LDA # >DEVCHK
2170 VEC3 STA $FFFF,X
2180 JMP RST+3
2190 *= $02E2
2200 .WORD START
```

-Cut Here-

There it is. This part has been the same since the birth of PSI-Disk, and will only change if I decide to build the PSI memory expansion unit. But, we'll just have to see how long I stay interested in my ole XE. Until the next time...

Nathan Hartwell
mage@hczoo.UUCP
FidoNet 1:362/962.0

3295. Help! MULE problems...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 17:16:16 UTC
From: 301538@xavier.xu.edu
Message-ID: <1993Sep3.131616.430@xavier.xu.edu>
Source record: 105124

I have a problem. When trying to play MULE for the first time in MANY years, I found that the game will not speak to the joystick. When the screen asks for a joystick, it IMEDIATELY changes to the pick-a-race screen and ignores me (music still playing).

What is my Atari's problem?

E-mail me direct if you can! Thanks!

Mike Garrett
"301538@xavier.xu.edu"

3296. Help a new user?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 17:50:53 UTC
From: staffan@ca.serum.kodak.com
Message-ID: <1993Sep3.175053.16590@clpd.kodak.com>
Source record: 105108

(Whew - terrible luck with posts going off to the bit-bucket this week. With my luck, several versions of this post will all appear at the same time :-). Sorry if that happens!)

I recently acquired an Atari 800, a 1010 program recorder, a Microbits Peripheral Products MPP-1000c modem (no 850 interface needed) and assorted cartridges, including the Basic Language. I'm fairly UNIX and Internet literate, but fairly DOS (and completely Atari) illiterate. I've read the FAQ, and have been poking around some of the ftp sites (from my UNIX world...) Now I think I could use a little hand-holding, to get me over the start-up hump, if someone's willing.

I could snag software from the ftp sites, and bring it onto my Sun, but what's the best way to get it to the Atari? The MPP modem documentation says that it supports upload/download from "Atari bulletin boards", but I don't know how or if that translates to the Internet. Can I get started with what I have, or do I need a few more things first (e.g. a disk drive?, DOS?). If I need additional start-up software, what's the best way to get that - have somebody put together a cassette for me?

I think the novice nature of my questions is probably clear. If anyone is willing to offer a little assistance, I'd sure appreciate it!

Ken

--
+---+-----------------------------+
| Kenneth E. Staffan | staffan@clpd.kodak.com | The views expressed herein |
+--------------------+------------------------+ do not reflect those of |
| Eastman Kodak, Clinical Diagnostics Division | Eastman Kodak Company, Inc. |

3297. ATW80 Auxiliary menu kudos

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 22:01:39 UTC
From: ab588@yfn.ysu.edu
Message-ID: <268es3$e6f@news.ysu.edu>
Source record: 105105

I recieved the August AC last week and was delightfully surprised
to see Jeff McWilliams' article on ATW80 Auxiliary Menu.
Jeff get's the AT-A-WAY! award from me and Youngstown Freenet's
8bit people.
Jeff==> I'm one of those eager-beaver types you mentioned in the
article and don't want to wait til Oct. to get my AC disk.. Where
can I get this baby?????
Ben==>In the article written by Stephen Wallace on Atari Classic
Desktop Publishing he mentions that the authur of Dot Magic is
unknown all exept for the name "Cryptic Wizard" given in the docs.
The author is Chet Walters of Non Standard Magic Software, 930
Churchill Rd. Girard, OH 44420-3308 (about a mile from my house)
Now the company☐ is called Wiz Works specializing in Atari ST graphics
works.
Dot Magic was written before Daisy Dot II. Chet was so taken by
Roy Goldman's efforts in Daisy Dot I came up with the menu driveDot Magic. Mr. Walters 1st called his program Daisy Dot II but
after "some words" with young Mr. Goldman renamed it Dot Magic.
The article didn't tell of the best features of Dot Magic like
the menu driven label maker and you don't need to right a file with
a word processor either. Its a 2 menu program the main menu calling
up sub programs 1-> the document writer; 2-> the typewriter; 3->
the label maker; and 4-> picture formatter/printer.
I find Dot Magic alot easier to use than any of the Daisy Dot programs
including Daisy Dot III.
If only Mr. Goldman and Mr. Walters would have collaberated maybe
they could have come up with a REAL Desk Top Publisher for the 8bit.
--

3298. Re: 8-bit stuff reply

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 22:28:41 UTC
From: ab588@yfn.ysu.edu
Message-ID: <268gep$ekm@news.ysu.edu>
Source record: 105123

```
In reply to the question about ATSPELLER for AtariWriter cart;
yes I have it and paid 44.95 for it back in '84. Its like Aw+
only got more words in the dictionary and you hit an invisible 'A'
from the menu to access it... 2 disks and manual $20 if you still
want it. Disks were only read once to copy them.
--
Joe Sabatino -->ab588@yfn.ysu.edu
```

3299. Re: 1200XL Keyboard pinout

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 23:10:28 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <268it4$f7k@charm.magnus.acs.ohio-state.edu>
Source record: 105107

In article <CCoJKK.7vu@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
[...]
>The 1200XL has problems though. The keyboard is dead, though otherwise
>the 1200XL seems in good shape, and cartriges work fine with the joystick.
>
>What is the keyboard pinout? Is it compatible with any other system
>for a quick checkout? (I had it apart, two chips with the keyboard,
>the 800XL keyboard has those buffer chips on the mother board, and if
>memory serves, so does the 400). I have several 400's, an 800, and two
>800XLs (one with stuck key) to choose from for debugging. I suspect
>from the chips that the 1200XL keyboard is unique among these, but with
>pinouts I can at least probe the keyboard with my oscilloscope.

The 1200xl keyboard is different (the best of the Atari 8bit
keyboards, IMO). Way back before Atari Interface Magazine was AIM, it
was Michigan Atari Magazine (I think). MAM printed an article once
about replacing the keyboard of any Atari 8bit with the 1200XL
keyboard (which was apparently available at Radio Shack at the time).
I think I have a copy of the article somewhere. It has pinouts for
everything.

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

3300. ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-03 23:16:30 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <268j8e$ji4@usenet.INS.CWRU.Edu>
Source record: 105121

Any ATR-8000 experts out there? I need help getting my 5.25" 720K Mitsubishi floppies working with it. They format fine, but seem to have read/write problems once they get about half to two-thirds full. I also have a Z_Tec hard disk controller for it which has a 50-pin cable for the Hard disk. I need documentation on what hard drives it supports and how to access it.

Thanks in advance!

3301. Re: Drive # switcher!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 03:29:19 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <k82B0B1w165w@cybernet.cse.fau.edu>
Source record: 105116

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> I saw this over an old friend's house about... ohhhh... 8 years ago. It
> was some binary or "something" that allowed you to switch drives, reboot the
> system without clearing ramdisks, etc.
>
> He had a slightly modified 1200xl, loaded up DOS 2.5 I think, copied an
> entire bootable disk to his ramdisk, hit a couple of the function keys
> (shift and F2 I think) which changed his ramdrive to D1: passing his
> physical drive D1: (how?) and hit another set of keys, which did a quick
> softboot... the system then commenced booting from the ram drive D1!!!
>
> He's also done this for disk editing also... just copied an entire disk
> to his ramdrive, hit a couple keys to reboot (softboot), and loaded the
> editor. He could then mess with his "disk", reboot, and recopy the intact
> ramdisk back to its physical counterpart.
>

hmm! Interesting indeed! I would LOVE to do something like what you have
described...

3302. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 03:35:40 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <6H3B0B2w165w@cybernet.cse.fau.edu>
Source record: 105113

```
>
> ROTFLMAO = "Rolling On The Floor Laughing My Ass Off" :)
>
>
>
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ___________________ Fair Dinkum Technologies Member - IAAD _____________________
> _____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
> _____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________
>
```

Laugh! Or should I say... ROTFLMAO!

3303. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 03:43:00 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <Du3B0B4w165w@cybernet.cse.fau.edu>
Source record: 105120

>
> In My Humble Opinion.
>
> there are other versions, like IMO, and some with more stuff in 'em
>

Thanks... that was reply #2454, but hey, I deserved it. Grin. Thanks! Be sure to include any ohters that you feel you like to share with us (me). Grin!

Tacre...

3304. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 04:07:04 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <269498$qj5@terminator.rs.itd.umich.edu>
Source record: 105115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- weiner 71115 Aug 23 19:30 ./Gnustuff/Tos/Gcc/gcc-245s.zoo
-rw-r--r-- entropy 12640 Aug 28 13:58 ./Gnustuff/Tos/0index
-rw-r--r-- weiner 70063 Aug 28 14:03 ./0ls-lR.Z
-rw-r--r-- weiner 70223 Aug 28 14:05 ./0ls-lRc.Z
-rw-r--r-- weiner 92959 Aug 28 14:00 ./0compind.Z
-rw-r--r-- weiner 198240 Aug 28 14:00 ./0index
-rw-r--r-- weiner 135425 Aug 28 10:57 ./Graphics/fracjrn2.lzh
-rw-r--r-- entropy 11423 Aug 29 11:22 ./Graphics/0index
-rw-r--r-- weiner 69997 Aug 29 11:26 ./0ls-lR.Z
-rw-r--r-- weiner 70069 Aug 29 11:28 ./0ls-lRc.Z
-rw-r--r-- weiner 92961 Aug 29 11:24 ./0compind.Z
-rw-r--r-- weiner 198241 Aug 29 11:24 ./0index
-rw-r--r-- lenn 29086 Aug 31 08:36 ./Archivers/uucode44.zoo
-rw-rw-r-- entropy 3277 Aug 31 08:44 ./Archivers/0index
-rw-rw-r-- entropy 20918 Aug 31 20:27 ./Utilities/0index
-rw-r--r-- lenn 71948 Aug 31 20:22 ./Utilities/mb281bin.zoo
-rw-r--r-- molin 17992 Aug 31 06:07 ./Graphics/Gemview/gvw_lies.txt
-rw-r--r-- molin 14437 Aug 31 06:07 ./Graphics/Gemview/gvw_read.txt
-rw-r--r-- molin 357849 Aug 31 06:07 ./Graphics/Gemview/gvw_v246.pax
-rw-r--r-- molin 656001 Sep 1 00:54 ./Graphics/Gemview/gview246.lzh
-rw-r--r-- weiner 78062 Sep 1 18:06 ./Mint/Lib/mnthlb34.zoo
-rw-r--r-- lenn 13206 Sep 2 19:39 ./8bit/faq.arc
-rw-r--r-- lenn 23310 Sep 2 19:40 ./8bit/faq.txt
-rw-r--r-- lenn 39771 Sep 2 19:41 ./8bit/0index
-rw-r--r-- lenn 16106 Sep 2 19:38 ./8bit/Games/sokoban.arc
-rw-r--r-- molin 436768 Aug 30 18:57 ./Demos/movies.lzh
-rw-r--r-- molin 38227 Aug 30 15:04 ./Diskutils/rde_v5.zoo
-rw-rw-r-- entropy 7359 Sep 2 23:10 ./Diskutils/0index
-rw-r--r-- molin 75222 Aug 30 06:08 ./Gnustuff/Minix/tar-1112.zoo
-rw-r--r-- entropy 2044 Sep 2 23:20 ./Gnustuff/Minix/0index
-rw-r--r-- molin 130038 Aug 30 03:16 ./Utilities/dm3_u.zip
-rw-rw-r-- entropy 21041 Sep 2 23:48 ./Utilities/0index
-rw-r--r-- molin 1310 Sep 2 03:47 ./Utilities/reboot.lzh
lrwxr-xr-x molin 18 Sep 2 23:53 ./Tt/ham8.zip -> ../Falcon/ham8.zip
-rw-rw-r-- entropy 1175 Sep 2 23:54 ./Tt/0index
-rw-r--r-- molin 27586 Sep 2 05:21 ./Tt/ttart134.zip
-rw-r--r-- molin 528871 Aug 30 18:47 ./Falcon/uk_demos.zip
-rw-r--r-- dpz 2240 Sep 2 23:53 ./Falcon/0index
-rw-rw-r-- entropy 6138 Sep 3 21:24 ./Mint/0index
-rw-r--r-- weiner 21479 Sep 3 21:22 ./Mint/Filesystems/ramfs.zoo
-rw-rw-r-- entropy 21050 Sep 3 09:57 ./Utilities/0index
-rw-r--r-- lenn 141703 Sep 3 09:49 ./Utilities/Screensavers/Beforedawn/dawn125.lzh
-rw-r--r-- weiner 70087 Sep 3 12:44 ./0ls-lR.Z
```

```
-rw-r--r-- weiner 70197 Sep 3 12:48 ./0ls-lRc.Z
-rw-r--r-- weiner 93347 Sep 3 12:40 ./0compind.Z
-rw-r--r-- weiner 198711 Sep 3 12:40 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3305. Re: Looking for Nick Kennedy (SIO2PC author)

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 19:33:31 UTC
From: crow@coos.dartmouth.edu
Message-ID: <CCuGzv.7ID@dartvax.dartmouth.edu>
Source record: 105110

mage@hczoo.com (Nate Hartwell) writes:

> I just recently picked up a copy of SIO2PC 3.03 off of a.a.u.e, and it's a
>MAJOR improvement over the 2.5 version I did have. However, I'm wanting to ask
>a couple questions as well as make a couple suggestions. If I can't reach him
>electronically, I'll have to put a letter in with the shareware fee. I was
>just hoping to get a faster response. So, if you're in here, or if anyone who
>is in here can reach him, please let me know.

Last I heard, Nick Kennedy doesn't have net access, so you're probably
--
(9966269*48+1) | (2^9966269)-1
Over 3 million digits factored on a 386-20!
"Performance through programming"

3306. TREK disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 21:35:06 UTC
From: c32drc@kocrsv01.delcoelect.com
Message-ID: <1993Sep4.213506.27192@kocrsv01.delcoelect.com>
Source record: 105134

Does anyone have information on TREK drives. They apparently had
a 64k buffer in them to speed up disk access. I have one but no
manual.

3307. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-04 23:17:09 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Sep4.231709.22836@mnemosyne.cs.du.edu>
Source record: 105112

In article <1993Sep2.122226.16688@def.bae.co.uk> trew@ste.dyn.bae.co.uk (
imon Trew) writes:
>In article <iNF79B10w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.fau
edu (Kenneth Matheis) writes:
>#IMHO: What does it mean?
># Acronyms escape me...
>
>In My Humble Opinion. It isn't an acronym.
>
>Simon.

Funny how dictionaries got the definition of that
wrong.

acronym - n. A word formed by combining initial letters
(Eniac, UNESCO) or syllables and letters
(radar, sonar) of a series of words or a
compound term.

IMHO.

Uncle Fester

--
: "I'm as blank as a fart." :
: -The Great Went- :
: :
: *thester@nyx.cs.du.edu* :

3308. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 00:23:19 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93247.202319IO20816@MAINE.MAINE.EDU>
Source record: 105117

In article <1993Sep4.231709.22836@mnemosyne.cs.du.edu>, thester@nyx.cs.du.edu
(Uncle Fester) says:
>
>In article <1993Sep2.122226.16688@def.bae.co.uk> trew@ste.dyn.bae.co.uk (
>imon Trew) writes:
>>In article <iNF79B10w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.fau
>edu (Kenneth Matheis) writes:
>>#IMHO: What does it mean?
>># Acronyms escape me...
>>
>>In My Humble Opinion. It isn't an acronym.
> Funny how dictionaries got the definition of that
> wrong.

Well it depends - read the message header outloud, is the subject line
"Regarding: im-ho" or "Regarding: I-M-H-O" If you said the latter when
you read it outloud, then he has a point: IMHO is not a word. The dictionary
definition *you* stated said it had to be a word - if you use it like a word
and not an abbreviation then you're right. If you're like me, or presumeably
as Simon did, and see four letters next to each other, but not an actual
legitimate word, than it is not an acronym. It is just a small shade of
a difference in meaning which seperates an abbreviation from an acronym. To
be honest I can't use 'IMHO' in a sentence as I would any other word,
like 'laser'... or at least not when speaking, to me it is not a word, and
subsequently not an acronym.

maybe you interpert the dictionary different, :)
-Kevin
(io20816@maine.maine.edu)

3309. Re: ModPl122

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 00:58:52 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <TwPD0B1w165w@cyberden.sf.ca.us>
Source record: 105111

Karll the Ghoull <AKH104@psuvm.psu.edu> writes:

> wait...you can play amiga mod files on the 8 bit now???

Yes! and no "waiting" ;)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3310. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 02:06:27 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Sep5.020627.27462@mnemosyne.cs.du.edu>
Source record: 105118

In article <93247.202319IO20816@MAINE.MAINE.EDU> Kevin Foss <IO20816@MAIN
.MAINE.EDU> writes:
>In article <1993Sep4.231709.22836@mnemosyne.cs.du.edu>, thester@nyx.cs.d
.edu
>(Uncle Fester) says:
>>
>>In article <1993Sep2.122226.16688@def.bae.co.uk> trew@ste.dyn.bae.co.uk
(
>>imon Trew) writes:
>>>In article <iNF79B10w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.f
u
>>edu (Kenneth Matheis) writes:
>>>#IMHO: What does it mean?
>>># Acronyms escape me...
>>>
>>>In My Humble Opinion. It isn't an acronym.
>> Funny how dictionaries got the definition of that
>> wrong.
>
>Well it depends - read the message header outloud, is the subject line
>"Regarding: im-ho" or "Regarding: I-M-H-O" If you said the latter when
>you read it outloud, then he has a point: IMHO is not a word. The dicti
nary
>definition *you* stated said it had to be a word - if you use it like a
ord
>and not an abbreviation then you're right. If you're like me, or presum
ably
>as Simon did, and see four letters next to each other, but not an actual
>legitimate word, than it is not an acronym. It is just a small shade of
>a difference in meaning which seperates an abbreviation from an acronym.
To
>be honest I can't use 'IMHO' in a sentence as I would any other word,
>like 'laser'... or at least not when speaking, to me it is not a word, a
d
>subsequently not an acronym.
>
>maybe you interpert the dictionary different, :)
>-Kevin
>(io20816@maine.maine.edu)

Since we are talking about a subject that is predominantly
linked with computer usage, praytell just how you see
assemblages of letters such as RAM, ROM, DOS, OS, et cetera?
I hope you don't use these words by pronouncing each individual

letter; are-a-em, are-oh-em, dee-oh-ess, oh-ess.
If you do, you must be one boring person to listen to! ;-)

As for IMHO, I've never seen it outside of my monitor screen,
but I would bet that most people when reading it say it as it's
spelled - im-ho, it's that common. Now assemblages like
ROTFLMAO are something else entirely, they merely register on
the brain for a fleeting moment (once one understands the meaning),
but I still say rot-full when I see ROTFL. Simply a matter of
economy and common sense unless you work for some bureaucratic
government agency that prides itself on how many useless acronyms
they can think up to confuse and deceive the average citizen.

And besides, where would we be today without such greats as
SNAFU (sna-foo)?

snafu - slang adj. In a state of utter confusion.
-fued, -fuing To put into confusion.
[Acronym for "Situation normal, all *fouled* up"]

Uncle Fester

--
: "I'm as blank as a fart." :
: -The Great Went- :
: :
: *thester@nyx.cs.du.edu* :

3311. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 03:22:42 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93247.232242IO20816@MAINE.MAINE.EDU>
Source record: 105119

In article <1993Sep5.020627.27462@mnemosyne.cs.du.edu>, thester@nyx.cs.du.edu (Uncle Fester) says:
> Since we are talking about a subject that is predominantly
> linked with computer usage, praytell just how you see
> assemblages of letters such as RAM, ROM, DOS, OS, et cetera?
> I hope you don't use these words by pronouncing each individual
> letter; are-a-em, are-oh-em, dee-oh-ess, oh-ess.
> If you do, you must be one boring person to listen to! ;-)

I do say oh-ess.. and have never heard anyone say 'os', it would be plain silly.. like with IBM's OS/2 operating system... But yes the others words I say as they look, because they look like words, to me IMHO just doesn't like a word; maybe largely for what you do below with the longer abbreviations I see it is a conglomerate of letters, not a word. That is my point, it doesn't look like a normal word for my speaking language [English] so I don't say it as one. Even when dealing with my old 800, when I upgraded to Rev.B OS, every dealer I talked to called it Oh-ess.. I have never heard 'os' pronounced as a word in 14 years of using computers. DOS -yes, OS -no.

> ROTFLMAO are something else entirely, they merely register on
> the brain for a fleeting moment (once one understands the meaning),

This is the difference between me and you, I see IMHO in the same sense as you see ROTFLMAO, a group of letters it is translated.. but I don't think of it as something that can exist as an English word.

> And besides, where would we be today without such greats as
> SNAFU (sna-foo)?

Like I say, most acronyms that look like words in our language, I say them that way, I even mentioned saying 'laser' in my original message. I in no meant to imply that I spell acronyms, I was trying to define that this is the basic difference between an acronym [makes sense as a word], and an abbreviation [makes sense as letters]. Abbreviations, you spell, and acronyms you stumble over phoenetically.

To bring this back to the Atari newsgroup, I ask how do you pronounce such terms as DLI, CPU, ST?

Whereas how you prononce things like POKEY, should be self-explanatory.

I argue that POKEY, or BASIC, or something is an acronym, CPU, ST, and others because they are most often looked at as just letters [you are not going to tell me about your c-poo?!?!], and are abbreviations.

[What does POKEY stand for anyone, I remember GITA, but not that one...?]

-Kevin
(io20816@maine.maine.edu)

3312. Atari 800 games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 04:53:35 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.23ao@amiganet.chi.il.us>
Source record: 105127
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have a few copies of

Super Cobra &
Serpentine

new in the box for the Atari 8 bit machine. I am asking $10 each including shipping, obo. I will also trade for other classic games, especially those for the Bally and Coleco. These are Cartridges by the way. Let me know if you have any interest.

Thanks, Bill
1-708-386-2308

3313. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 07:38:27 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CCvEK3.Iow@cunews.carleton.ca>
Source record: 105122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

All this arguing over personalities of Darek and his critics gets no one anywhere. And a list of the shortcomings of the Gemulator compared to a TT or a Falcon also gets you nowhere.
Take the device for what it is and look at how useful it can be. In one box, former ST owners get their same old machine only twice as fast. And they get a 486 on top. What have the lost? If you don't play games (I don't) or music (I don't) the extra features of the Falcon or TT mean nothing to me. The extra screen resolutions of a SuperVGA etc., system are important. So is the ability to use the best of the old ST software at double speed.
There is nothing in this but pluses. Once upon a time, I bought the ST partly because it could also run IBM software if I needed it (PCDitto) and Mac software if I needed it (GCR). the IBM emulation turned out to be not so good. Awfully slow. But now, a 486 gives you full IBM speed and double the old ST speed. What's the beef? If Dave Small were smart, he would licence GCR technology to Darek and the MSDOS machines would be what I wanted in the first place -- no hassle access to many OS systems, at no speed penalty.
Or maybe Darek and Small should form a joint company.
why are we knocking good ideas? Someone who Already owns a complete system isn't going to buy a whole other one justget a midi port.

3314. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 09:16:40 UTC
From: glenn.saunders@bcsinfo.bcs.org
Message-ID: <9309041727.A2056wk@bcsinfo.bcs.org>
Source record: 105114

```
This is a test message. Please help me test my local internet by mailing me
at:
glenn.saunders@bcsinfo.bcs.org
Thanks, and hope to hook Carina up ever and anon.
```

3315. shh...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 09:26:31 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <weDe0B1w165w@cyberden.sf.ca.us>
Source record: 105128

```
1-9
@D
@LS
DEL
DIR
DPOKE
E@HO
GR
LO@K
MKDIR
PAUSE
POKE
READ
REN
UNLO@K
WRITE
@LR
@LOSE
%
XIO
OPEN
#
SETP
GETP
$
MOVE
SET
BAT
BGET
BPUT

many more to @ome

it WILL be here soon!
:)

>>> anyone@cyberden.sf.ca.us <<<
```

3316. Atari 8-bit/8-bit/7800 software Cheap

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 17:45:49 UTC
From: Rob-G@cup.portal.com
Message-ID: <89766@cup.portal.com>
Source record: 105136
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

```
##########################################################################
Atari 8-Bit Items
##########################################################################

Atari CX85 Numeric Keypad.....................................5

Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).....20
Star Raiders (cartridge, box, instructions - three available).....Ea 10
Atari's Timewise (disk, manual, box)..............................7
Tigers in the Snow (disk, box, manuals)...........................7
Silent Service....................................................4
Touchdown Football................................................4
Text Wizard (Datasoft)............................................4
Jewels of Darkness (with docs)....................................4
Silicon Dreams (with docs)........................................4
SSI Tigers in the Snow (in box w/all docs).........................4
Zork I (two available)............................................4
Fort Apocalypse...................................................4
F-15 Strike Eagle (w/docs)........................................4
OSS's Action! Runtime Library.....................................7
Hardball..........................................................4
Print Power (Commodore/Atari) (w/all docs).........................4
Award Ware (Commodore/Atari) (w/all docs).........................4
Spell Checker!....................................................1
Crush, Crumble & Chomp! (cassette -- in box w/docs)................4
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....2
Zaxxon (cassette -- in box w/docs).................................2

ImageCat -- ATARI ST (fairly new version).........................7

##########################################################################
Atari 7800 Games -- $5 each
##########################################################################

Pole Position II
Jinks
Choplifter
Robotron: 2084
Crossbow
Hat Trick (hockey)
Food Fight
Asteroids
Ballblazer

##########################################################################
```

Please send me Email if interested. Thanks!
Prices do not include shipping.

Thanks!
Rob_G@Delphi.com or Rob-G@cup.portal.com

3317. Re: IMHO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 20:38:11 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <ci9e0B1w165w@cyberden.sf.ca.us>
Source record: 105131

Hey! I dont say "os", I say "ooh es" :) The rest I say (DOS, RAM,et<)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3318. Re: WANTED: Atari 800, 48K, GT

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 21:20:06 UTC
From: hhc41396@uxa.cso.uiuc.edu
Message-ID: <26dl66$6pd@vixen.cso.uiuc.edu>
Source record: 105130

animatsuri@genie.geis.com writes:

>
>> 65xe umm.. :) XL <ompat. PBI <-the 65xe doesn't have a PBI...
>
>
>
>>PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
>>William James Kendrick Atari Classics Cyberden: San Rafael, CA
>
>Oh yeah, why don't you get that keyboard fixed?
>
>Wendell Hong
>animatsuri@genie.geis.com
>"Colrview view pics 'R' us at the GEnie 8bit RT!"

I have an atari 800 that I would like to unload.
If you are interested email hhc41396@uxa.cso.uiuc.edu
"

3319. Re: WANTED: Atari 800, 48K, GT

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-05 21:54:11 UTC
From: hhc41396@uxa.cso.uiuc.edu
Message-ID: <26dn63$8ki@vixen.cso.uiuc.edu>
Source record: 105126

I have an atari 800 system that I would like to unload.

The atari 800 system includes
48k memory
joystick
games: miner49ers and millipede
basic lang. cart.
1010 program recorder
seikosha gp-100 graphics printer
owner's and programmers manual
accessories required to operate the system like
power supply, TV adaptor, etc...

Everything listed here works.
Also the system was sparingly used.

Iam asking for $75 or obo + you pay shipping.
Transactions will be made via COD.

If interested please reply to hhc41396@uxa.cso.uiuc.edu

3320. ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 00:21:39 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CCwp04.4CL@mentor.cc.purdue.edu>
Source record: 105129

(this is in part from a string of messages about a month ago about micro-miser. sorry for the delay!)

I have been reading about Ben purchasing the rights to a piece of software. Personally I think it is a very good idea. Why do people pounce on others for doing something that is not selfish(profit)??? What he is doing is getting the software so that he can modify it to his needs and also letting others have a chance to use more software (that you really can't find) on our 8-bit machines. He may sell some, but it wont be near what he paid for it.

What I would love to see, is a group of people buy the left over inventory of ICD and give others a chance to use it. It probably wouldn't make a profit but at least for me it would be a learning experience. I would be able to learn how to run a computer business, no matter how small it is.

There are a lot of software and hardware companies that do not support us any more, and that might be willing to unload their products cheap. The hard part is finding people to do this, one person cannot do it alone. Any comments?

Mike Clemmons

3321. looking for disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 06:52:43 UTC
From: fh@cooper.informatik.rwth-aachen.de
Message-ID: <26emnr$m5f@urmel.informatik.rwth-aachen.de>
Source record: 105125

I have been looking for a disk drive (810 or 1050) here in Germany for a while.
But it seems to be that it is very difficult to get one.
As I have often seen stuff for sale in this newsgroup I am trying this way now:

Is there anybody selling me any atari disk disk drive to Germany?

Please email me.
Thanks,
Frank

--
Frank Hartenstein	Tel.: +49-241/80-21110
Lehrstuhl fuer Informatik I	Fax: +49-241/80-21129
RWTH Aachen	--
Ahornstrasse 55, D-52074 Aachen	e-mail: fh@i1.informatik.rwth-aachen.de

3322. The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 08:18:06 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Vw5F0B2w165w@cyberden.sf.ca.us>
Source record: 105133

Strings. Pain in the rear, but still fun.
Same with variables.

Everything anyone ever wanted in a program.

OK ATTENTION - MY POINT ARISES:

WHO OUT THERE USES LOTS OF PAGE-6
BASED ROUTINES (other than in
BASI@ or in their own programs).
AN EXAMPLE IS THAT HAPPY@UR.@OM
PROGRAM- it uses page 6 as a data
area. (My question should be more
"Who out there runs programs that
use page 6 a lot")

hey, page 4 for that matter...!? :)

thanx... just @urious. Also mention if you use a RAMdisk or
hard drive, and what DOS you use the most

THANX again!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3323. Adaptec & Xebec controllers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 08:29:22 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1993Sep6.082922.12025@ultb.isc.rit.edu>
Source record: 105140

Have a hard drive for your 8-bit, or looking for parts to build one?
Read on!

For sale:

Adaptec 4000a controller. Converts up to 2 MFM hard drives to SCSI.
Adaptec 4070 controller. Converts up to 2 RLL hard drives to SCSI.
Xebec 1410a controller. Converts up to 2 MFM hard drives to SASI.

As far as I know, they all work ok. It's been a while since I used
them, but they are all in good condition. Take all 3 of them for only
$40! If you're interested, send me some E-Mail.

```
//==========================================================================\\
|| Chris Freemesser, RIT CpET (( Visit Rochester, New York: ||
||"Where money is the #1 prioRITy" )) Home of Kodak, Xerox, Ragu, ||
|| Usenet: clf3678@ultb.rit.edu (( Bausch & Lomb, and the world's||
|| It's just me and my LC III )) largest pothole collection! ||
\\==========================================================================//
```

3324. Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 13:05:39 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26fcj3INNevu@flipper.pvv.unit.no>
Source record: 105135

Well, I FINALLY got my own Atari, but I have a storage problem... No tape, no disk drive, nothing. I was wondering how hard it would be to use my Amiga as a fileserver for the Atari using the I/O port on the XE/serial or parallel port on the Amy... I could probably manage to write the software for both sides (device drivers for the Atari... THAT takes me back :), but first of all I need to know if it's at all possible, and if so what the pinouts of the IO ports are etc. I know how to use a soldering iron also, in case it can't be done with just a simple cable (keep it simple, though :)

I'm not talking about a null-modem hookup here, but a real device (virtual device? Hmmm...) which reads/writes from/to the Amiga.

If something like this already exists, I'd be glad to hear about it. And, o'course, I'd be happy to work along with someone alse, maybe try and get it working on several platforms (if possible).

Thanks in advance :)
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.

3325. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 16:07:04 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CCxwrt.6L1@mentor.cc.purdue.edu>
Source record: 105138

In article <26fcj3INNevu@flipper.pvv.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>Well, I FINALLY got my own Atari, but I have a storage problem... No tape,
>no disk drive, nothing. I was wondering how hard it would be to use my
>Amiga as a fileserver for the Atari using the I/O port on the XE/serial
>or parallel port on the Amy... I could probably manage to write the
>software for both sides (device drivers for the Atari... THAT takes me
>back :), but first of all I need to know if it's at all possible, and if so
>what the pinouts of the IO ports are etc. I know how to use a soldering
>iron also, in case it can't be done with just a simple cable (keep it
>simple, though :)
>
>stuff deleted...

Why don't you just buy a disk drive??? They don't really cost that much and it would be a lot less of a hassel. I think Steven Tucker has a couple to sell.

Mike

3326. TurboBase

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 16:10:59 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CCxwyB.76M@mentor.cc.purdue.edu>
Source record: 105139

I just read a review of TurboBase from an Antic (Jan '87). This software was made by Micromiser. Ben is this the same thing that you are using?? It sounded real good. It is a complete small business software package, everything from accounts payable to a customer database to notepads. If anyone has ever seen it or used it please let me know if you like it or not...

Thanks
Mike

3327. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 17:42:14 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26fspmINNevu@flipper.pvv.unit.no>
Source record: 105137

In article <CCxwrt.6L1@mentor.cc.purdue.edu>, talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:

[...]

> Why don't you just buy a disk drive??? They don't really cost that much and it
> would be a lot less of a hassel. I think Steven Tucker has a couple to sell.

Well, I thought about that too, but that's the WIMPY way out ;) Besides,
even if I DO get a disk drive (I probably will, if I can), I'd still want
something for mass storage. All I really want to know for now, is "is it
possible?"

> Mike
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

3328. The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 18:15:00 UTC
From: james.micallef@canrem.com
Message-ID: <60.8439.4513.0N183484@canrem.com>
Source record: 105154

Hey can u send up that mod player?!?!?
/s

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3329. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-06 19:41:39 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <89807@cup.portal.com>
Source record: 105132

I'm sure it's possible. It has been accomplished on the PC. Hardware consists of a cable connecting the SIO port of the Atari to a RS232 port on the PC. But, you need to convert TTL voltages to RS232 and vice-versa. The cable has a box in the middle with chips to do this.

(The hardware would be usable on the Amiga, I think.)

Software is the difficult part. The source code is in 8086 assembly, and it's not available on the net.

You can find the executable and hardware designs on atari.archive.umich.edu....

Jeff_M_Lodoen@cup.portal.com

3330. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 02:43:51 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CCyq93.C1t@cbfsb.cb.att.com>
Source record: 105141

In article <26fspmINNevu@flipper.pvv.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <CCxwrt.6L1@mentor.cc.purdue.edu>, talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>
>[...]
>
> > Why don't you just buy a disk drive??? They don't really cost that much and it
> > would be a lot less of a hassel. I think Steven Tucker has a couple to sell.
>
>Well, I thought about that too, but that's the WIMPY way out ;) Besides,
>even if I DO get a disk drive (I probably will, if I can), I'd still want
>something for mass storage. All I really want to know for now, is "is it
>possible?"
>

All things are possible <grin>! Actually, there is a package avaiable
for MS-DOS already, and years ago there was one around for CPM as well.
Someone on the net is working on an Atari emulator for X Windows (as I
recall) and he is interested in working an interface in reverse (ie -- the
host end, not the disk end) as well as perhaps also as a drive.

There would be hardware envolved, the Atari SIO port is basically
TTL (open-collector outputs), and most serial IO is RS-232. Different
voltage levels, requiring IC buffers and voltage converters. Nothin
terriblly difficult, but not _just a cable_.

Perhaps someone can post references to the IBM-PC software/hardware,
I don't have it available. This might give you an idea of someone
else's approach.

--
Richard Dell

3331. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 13:37:25 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <3cei0B1w165w@cyberden.sf.ca.us>
Source record: 105144

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

> In article <CCxwrt.6L1@mentor.cc.purdue.edu>, talmage@mentor.cc.purdue.edu (M
>
> [...]
>
> > Why don't you just buy a disk drive??? They don't really cost that much a
> > would be a lot less of a hassel. I think Steven Tucker has a couple to se
>
> Well, I thought about that too, but that's the WIMPY way out ;) Besides,
> even if I DO get a disk drive (I probably will, if I can), I'd still want
> something for mass storage. All I really want to know for now, is "is it
> possible?"
>

Sounds like he needs an SIO2Amiga, huh folks?

(SIO2P@ is a way of using your IBM P@'s hard disk as a filesever... like
what you want to do with your Amiga)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3332. Re: Indus GT disk drive and other stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 14:16:31 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CCzMBs.4D9@cbnewsc.cb.att.com>
Source record: 105142

From article <1993Sep3.134801.28069@exu.ericsson.se>, by (James Hague):
>
> The reason for the high prices of new Apples is most likely because
> Apple doesn't want to attract new people to their 8-bit line. They
> also sell to schools who probably won't flinch at $600 price tag as
> much as invidual consumers.

Not if they are like our school district. They sure wouldn't spend $600
for an Apple II. Actually, they don't have that kind of budget, but there
are some pretty astute people there also.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

Tuesday, August 29th -- The day the running stopped. - "The Fugitive"

3333. Re: TurboBase

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 14:48:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <26i70n$6e4@usenet.INS.CWRU.Edu>
Source record: 105143

In a previous article, talmage@mentor.cc.purdue.edu (Mike Clemmons) says:

>I just read a review of TurboBase from an Antic (Jan '87). This software was
>made by Micromiser. Ben is this the same thing that you are using?? It
>sounded real good. It is a complete small business software package, everything
>from accounts payable to a customer database to notepads. If anyone has ever
>seen it or used it please let me know if you like it or not...

TurboBase is the whole business package, while TurboFile, which _AC_ is using
for its database, is just the database of the TurboBase package. As I
understand it. (I own neither--just TurboWord+.)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3334. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 17:38:41 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26igv1INNi14@flipper.pvv.unit.no>
Source record: 105145

In article <3cei0B1w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:

[...]

> Sounds like he needs an SIO2Amiga, huh folks?

Yup, I've downloaded that... Would have been easier converting it to the
Amiga if I'd had the source, but I'll try :)

> William James Kendrick Atari Classics Cyberden: San Rafael, CA
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

3335. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 18:18:38 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.747425918@pv0a27.vincent.iastate.edu>
Source record: 105147

In <26igv1INNi14@flipper.pvv.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

>In article <3cei0B1w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:

>[...]

> > Sounds like he needs an SIO2Amiga, huh folks?

>Yup, I've downloaded that... Would have been easier converting it to the
>Amiga if I'd had the source, but I'll try :)

well, I may be able to help you out. A while back, I contacted the
author of AFS, which is an MSDOS program for the sio2pc. It does
basically the same thing as the software that comes with the sio2pc.
Anyway, I got the source from him, and have modified it a bit to
improve the timing & allow sio2pc image files to be used.

So I have C++ source (+ a little assembly) for the drive emulator.
There's still a few bugs, and I haven't had much time lately to
mess with it. I have the original author's permission to distribute
my version, and I'd be willing to help anyone out who'd like to
port it to another machine. In order to avoid a nightmare of
different versions floating around, I won't put the source on the
archive until its more stable. But feel free to email me if you
can't wait.

Todd

--
Todd Greenfield
tgreen@iastate.edu
--
Todd Greenfield
tgreen@iastate.edu

3336. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 18:30:28 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <26ik04$gsk@nz12.rz.uni-karlsruhe.de>
Source record: 105146

Hi, there! Well i got this problem, too. I sold al my XL hardware
some years ago and now I bought a really cheap 800XL without
cassette or diskdrive... *shame* Wouldn't it be possible to
use my Atari ST as a server? Actually I think that the programs
would load faster from the server than from my old 1050.
Is it possible to use the joystick ports of both computers to
do this? I am not so good with soldering and electronics...

Hermann Samso

+---+ # # # Atari=A wise
| The SpaceWalker . * _@ . .| # # # Minority
|Walkin' thru Cyberspace..... . o . </_ o | ## # ## Motorola=How the
|..aahhh! at home at last!!! . ~\/\ ' o| ## # ##Future should be
|->s_samso@iravcl.ira.uka.de o . / . |Intel+IBM+Apple+Microsoft=
+---`----------+The Decadence of the World

3337. WANTED: SCSI drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 19:03:58 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep7.190358.12496@newshub.ists.ca>
Source record: 105148

Greetings, all. I am in the market for a 40-80MB imbedded SCSI hard drive.
If you have one or know of one for sale let me know. Many thanks.

- Mike Jewison
"The Fitting Room"
Atari Classics
mjewison@nereid.sal.ists.ca

3338. WANTED: Classic Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 19:58:47 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <26ip5nINN7ot@uwm.edu>
Source record: 105149
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit

I am looking for the following games for my Atari 8bit system. Please let me know if you can help out with any of them. I will buy or trade for these games. Thanks.

A.E.
Ace of Aces
Air Support
Ali Baba and the 40 Thieves
Attack on EP-CYG-4
Barnyard Blaster
Blade of Blackpool
Bounty Bob Strikes Back
Candy Factory
Captain Beeble
Chicken
Commando
Countdown
Crime Busters
Crisis Mountain
Crossbow
Crosscheck
Dallas Quest, The
Dark Chambers
Desert Falcon
Diggerbonk
Dodge Racer
Encounter
Excalibur
Floyd of the Jungle
Gato
Getaway
Ghost Encounters
Grog's Revenge
Gruds in Space
Guardian of the Gorn
Into the Eagles Nest
Jeepers Creepers
Kid Grid
Laser Gates
Load Runner's Rescue
Matchboxes
MidiMaze
Moon Shuttle

Phantasie
Phantasie II
Pie Man
Powerstar
Prisoner II
Puzzle Panic
Quasi-moto
Reptilian
Repton
Return of Heracles, The
Scraper Caper
Sea Chase
Serpentine
Skywriter
Slam Ball
Space Shuttle
Spare Change
Star Trek
Stone of Sisyphus
Sub Commander
Survivor
Threshold
Thunder Fox
Track and Field
Xenophobe
Wing War
Winter Games

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3339. Re: WANTED: Classic Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 20:37:36 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CD03yp.F0s@cs.uiuc.edu>
Source record: 105150
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
> I am looking for the following games for my Atari 8bit system. Please let me
> know if you can help out with any of them. I will buy or trade for these
> games. Thanks.

Me too!

I'll buy or trade for 8bit games. I'm looking for the following
games, and prefer cartridge, but will take disk. I'm too old to have
the patience for cassette....

```
-------------------------
Brian's Most Wanted Games
-------------------------

M.U.L.E. Frogger
Archon II: Adept Joust
Journey to the Planets A.E.
Ghost Encounters Ballblazer
Eastern Front Drol
Astro Chase Planetfall
Hitchhiker's Guide Drelbs
Return of Heracles Spare Change
Shamus SpinDizzy
Shamus II Infidel
```

```
--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave \_/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu
```

3340. Re: WANTED: Classic Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 21:00:31 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Sep7.210031.23338@exu.ericsson.se>
Source record: 105151

You need to get some catalogs--many of those games can still be purchased new. B&C Computervisions and AmericanTechnavision are good starting places. Some titles, like Bounty Bob Strikes Back, will takes lots of digging.

--
James Hague
exuhag@exu.ericsson.se

3341. Atari as file server

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-07 22:47:33 UTC
From: Hiram.Lester@launchpad.unc.edu
Message-ID: <26j325$k7a@samba.oit.unc.edu>
Source record: 105152

This is just something that I am surprised that no one has mentioned yet. If you don't have a drive for the Atari, how are you going to load the software on the Atari? You will need either a cartridge with the software in ROM, or a cassette.


```
+------------------------+----------------------+--------------------------+
| Hiram W. Lester, Jr. | School: | Home: |
| Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
| Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
| University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
+------------------------+----------------------+--------------------------+
```



```
--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80
```

3342. I want ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 01:07:35 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <26jb8nINNofv@flipper.pvv.unit.no>
Source record: 105153

What the subject says. I'm talking about the programming language by
OSS here, of course ;) So if anybody wants to sell theirs, mail me :)
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

3343. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 18:56:34 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Sep8.185634.19174@porthos.cc.bellcore.com>
Source record: 105205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Does the cyber series Cad3D 2.0, Cyber Sculpt, Cyber Paint, Texture
work with Gemulator?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

3344. Atari 8-bit "stuff" 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 20:22:36 UTC
From: jws@cup.hp.com
Message-ID: <CD1xxo.G4p@cup.hp.com>
Source record: 105206

To those of you who think you have seen this before, you may have. This is the "whats left" list from one I posted a month or so ago...

I have the following Atari 8-bit stuff for sale. Prices are negotiable. I'll pay postage on the software (and on books explicitly included with software in the software list), but on the books and magazines you'll have to pay postage and I haven't included postage in their prices.

--
John Stafford -- Hewlett Packard Computer Languages Operation
Internet: jws@cup.hp.com UUCP: hplabs!hpda!jws

SOFTWARE

DVC/65 $ 10.00
INTERLISP/65 $ 10.00
& Book: LISP by Winston
& Book: The Little Lisper by Friedman
RUBBER STAMP (XLEnt Software) $ 10.00
MEGAFONT II+ (XLEnt Software) $ 8.00
TYPESETTER (XLEnt Software) $ 8.00
PAGE DESIGNER (XLEnt Software) $ 10.00
PS INTERFACE (XLEnt Software) $ 8.00
The First XLEnt Word Processor v2.1 $ 10.00
DOS XL (OSS) $ 10.00
Awardware (HI TECH EXPRESSIONS) $ 5.00
Heartware (HI TECH EXPRESSIONS) $ 3.00
Atari DOS 3.0 $ 1.00
PD DOS 4.0 (Antic Disk PD0067) $ 1.00
Murder On The Zinderneuf $ 5.00
D-BUG (Childware Game) $ 3.00
Odin (Othello) $ 7.50
Genie $ 1.00
Timeworks Electronic Checkbook $ 3.00
Saragon II $ 5.00
Extended DDT (Antic Disk AP0171) $ 2.00
Sherlock 1050 ver 1.2 (Antic Disk AP0155) $ 2.00
Lister Plus v1.5 (Antic Disk AP0179b) $ 2.00
Picture Plus (Antic Disk AP0179a) $ 2.00
Enhanced Pokey Player (Antic Disk AP147) $ 2.00
RAMbrandt v2.0 (Antic Disks AP0157a/AP0157b) $ 2.00
PD Micropaint Artist (Antic Disk PD053) $ 2.00
NOVATARI Turbo BASIC $ 2.00
Print Shop & Companion & Many Picture/Utility Disks $ 25.00
Daisy Dot II (NOVATARI Disk 42) $ 2.00

Antic Monthly Disk 8/89 $ 2.00
Antic Monthly Disk 9/89 $ 2.00
Antic Monthly Disk 10/89 $ 2.00
Antic Monthly Disk 12/89-1/90 $ 2.00
Antic Monthly Disk 2/90-3/90 $ 2.00
Antic Monthly Disk 4/90-5/90 $ 2.00
Antic Monthly Disk 6/90-7/90 $ 2.00

BOOKS

Atari 400/800 Basic Reference Manual $ 2.50
Atari 400/800 Disk Operating System II Reference Manual $ 2.50
Computer Animation Primer (using the Atari) $ 8.00
Dr. C. Wacko's Miracle Guide to Designing and Programming
Your Own Atari Computer Arcade Games (with Disk) $ 8.00
Understanding Atari Graphics (Alfred Handy Guide) $ 1.00
Atari User's Guide (BASIC & Graphics) by Ellis $ 3.00
SAMS Programmer's Reference Guide for the Atari
400/800 Computers $ 5.00
Atari Color Graphics A Beginner's Workbook $ 4.00
Atari Sound and Graphics by Albrecht $ 3.00
Advanced Programming Techniques For You Atari
Including Graphics and Voice Programs $ 5.00
Electronic Computer Projects For Atari Computers $ 3.50
Speed Script (The Word Processor For Atari Computers) $ 3.50
The Koala Pad Book $ 2.00
Inside Atari Basic $ 2.00
Dr. C. Wacko Presents Atari BASIC & The Whiz-Bang
Miracle Machine $ 3.50
Advanced ATARI BASIC Tutorial $ 3.00
The Musical Atari $ 5.00
An Atari 8-bit Extra (ANALOG Computing) $ 3.00
Atari Roots (Guide to Atari Assembly Language) $ 5.00
Assembly Language Programming for the Atari Computers $ 5.50
COMPUTE!'s FIRST BOOK OF ATARI $ 3.50
COMPUTE!'s SECOND BOOK OF ATARI $ 3.50
COMPUTE!'s THIRD BOOK OF ATARI $ 3.50
COMPUTE!'s FIRST BOOK OF ATARI GRAPHICS $ 3.50
COMPUTE!'s SECOND BOOK OF ATARI GRAPHICS $ 3.50
COMPUTE!'s FIRST BOOK OF ATARI GAMES $ 3.50

NON-ATARI BOOKS

Basic and the Personal Computer $ 7.50

MAGAZINES

Analog ($.50 each)
1984 12
1985 1,2, 4,5,6,7,8,9,10,11,12
1986 1,2,3,4,5,6,7,8,9,10,11,12
1987 1,2,3,4,5,6,7/8,9,10

1988 4,5,6, 8,9,10,11,12
1989 1,2,3,4,5,6,7,8,9,10,11,12
Antic ($.50 each)
1985 1, 10
1986 1, 4, 10,11,12
1987 3, 5, 11,12
1988 4,5, 9, 11,12
1989 2, 4, 10/11
Compute ($.50 each or all for $24.00)
1983 9,10,11,12
1984 7,8,9, 11,12
1985 1,2,3,4,5,6,7,8,9,10,11,12
1986 1,2,3,4,5,6,7,8,9,10,11,12
1987 1,2,3,4,5,6,7,8,9,10,11,12
1988 1,2,3,4,5,6

3345. Re: WANTED: Classic Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 22:29:17 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <26lmbt$6em@ulowell.uml.edu>
Source record: 105211
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

Er...while I'm at it... I want to buy the Atari 800XL verison
of Star Raiders II... anyone have it? Oh yeah, and the original Star Raiders
cart for the 800.

--
----Ralph A. Barbagallo III---rbarbaga@cs.uml.edu---amiga Amiga AMIGA !!!!--
| _____ ^^^^^^^^^^^^^^^^^^ -=-=-=-=-=-=-=-=-=-=- |
| Down with the HORSEMEN! School Address... . . Amiga 4000/030!!!!! |

3346. <<<< Mint 65XE for SALE! >>>>

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 22:29:49 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CD23tq.Bt9@mentor.cc.purdue.edu>
Source record: 105208

Mint 65XE for Sale. Used < 4 hours. Works great obviously.

Orig Box, manual, ps, etc. all in great shape also.

$65 plus shipping

Jody Lenn

--

Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu

3347. What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 22:30:06 UTC
From: David Brady <Brady_David@Tandem.Com>
Message-ID: <CD23u7.D5x@tandem.com>
Source record: 105207

I pretty much stopped buying software for my 8-bit Atari around '86
or so. The Atari was used pretty extensively for word processing
until I graduated from college in '89, however.

I'm just wondering: did any really interesting must-have games come
out after that point? Care to list 5 or so?

Completely unrelated to the topic:
I created many programs with Action! but I always had problems accessing
the disk. The I/O libraries seemed to be a bit buggy and I could never
figure out what I was doing wrong. Are there any known problems with
the language? I'm thinking of resurrecting some of my projects...

3348. Re: The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 22:42:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Z9Xk0B5w165w@cyberden.sf.ca.us>
Source record: 105210

james.micallef@canrem.com (James Micallef) writes:

> Hey can u send up that mod player?!?!?

I got it on the ar<hives!!!

Marek uploaded it their and posted about it! Now go get it! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3349. SyQuest Drives On the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-08 22:55:52 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9309082159.AA18478@smithkline.com>
Source record: 105209

[For Richard Dell: I'm CC'ing this com to the newsgroup in case it may be of interest to anyone there.]

Hi Rich,

Thanks for caveats on using SyQuest drives as I described in my article in the August ATARI CLASSICS.

Several people- including Bob Puff- have warned me about using SyQuests. However, everyone who has cautioned me about SyQuests has based their warning on experience gained from using the older drives (5- or 10-meg) & carts. I have no experience whatever using those. And, apparently, folks who approach the SyQuests cautiously have little or no experience with the 44-meg SyQuests, which I gather includes you as well as Bob Puff.

My impressions are that indeed the older SyQuests were a tad touchy. I know for example you couldn't really do a whole lot of cartridge exchanging before you began to incur risk to the data and/or head crashes as you mentioned.

I'm here to tell yah the 44-meg units are VASTLY improved over the earlier models. You can swap them as often as you like, treat them like floppies etc. People who use them here at work- & who are constantly borrowing & swapping each others' carts, report no difficulties whatever. (And I can tell you, some of these people are real slobs, we're not talking about your fastidious types here!)

My own personal experience for the past 8 months of using SyQuests to maintain the precious data files of the AC subscriber list is that the performance is rock-solid. I'm now as confident with this media as I can be with *any* piece of computer hardware. (I always allow for some equivocation, since it is well known that all computer thingies do in fact harbor various devils & demons which are just waiting their chance to attack the innocent user.)

Such problems as I *have* experienced with the SyQuests were traced to things outside the system. For instance, I had a fancy gold-plated shielded expensive SCSI cable that WENT BAD ON ME (grrrrrr!!!), in fact this cable may have been responsible for the trashing of my Seagate drive. Also, I have a replacement IBM switching supply from Jameco that WILL NOT WORK with the SyQuest mechs but works fine with Seagates, go figure! The problem there I traced to the +12V bus which apparently wants to see an *inductive* load rather than a resistive one! Dumb! With resistive loads the voltage dropped to like 10V, & the SyQuest didn't like that. Even so, instead of crashing & wrecking my data cartridge, the SyQuest politely powered itself down & then flashed an error message with its little lites. This is a very civilized machine!

For good measure, I refuse to employ previously used cartridges as you warn about. Since they are only about $60 apiece, & the data they contain is

priceless, I feel it is worth the piece of mind to only use brand-new virgin cartridges. These I store in their special containers when not in use (although here at work people leave them lying on windowsills & every other gosh-darned thing). I do the low-level formatting, partitioning, & DOS formatting my own self. And I write out every detail of the partition map on the label of the cart, complete with start/stop sectors, sector counts, etc. I know the complete history of every cartridge I own & I treat them with lots of TLC. I'm probably pampering them too much as it is. I see these Philistines at work treating them terribly, & they still work fine.

Bottom line, I have yet to hear of any horror stories, or experince same myself, from the 44-meg SyQuests. At the risk of bringing on an attack of Murphy demons, I'll state for the record that this truly is a technology you can trust. And, apparently, you can even abuse it some, it will forgive you!

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

3350. For sale response

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 03:48:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep8.224832.5914@uoft02.utoledo.edu>
Source record: 105212

Having trouble getting through to Kamaro_Kid, so just need to post as
well as mail. Everyone else can just ignore this:

==========

mailed this darn thing everywhere, asked a few users, and have
heard nothing! Didn't know if you were still around the news-net.
You must've had a faulty router off your main net. Weird, NEVER
heard of any system losing so much mail. One for the record books.

You said:
>Most of that hardware is already gone. For detailed descriptions of each
>individual item, please refer to the Atari Classics Hardware Editor.

Ok, so what's left? I can remail all my old email to you, but you
probably have several copies sitting nearby :). I had about 6 specifics
on my list. You said the 1050, Syquest, 256k 800xl are gone. Ok,
everything else is still available? The question on the 1050 with
US Doubler, wellllll??? I'm not asking schematics here, just some idea
on what you're selling. ???

Also, where's this Atari Classics Hardware Editor? Is it posted to
the newsgroup? Is it a person? Too vague there... don't know what
you're talking about.

I AM interested in buying some of the list, otherwise I wouldn't have
mailed you 3 or 4 times and posted repeatedly to the net requesting
drives, etc. Once to you in the newsgroup too if I'm not mistaken.

Please respond within 2 weeks,
-Tim

PS: just in case you can't find my original mail to you, I'll
incorporate it below.

PPS: just in case your mail "DEMON" eats/loses the mail again, I'll
post to the newsgroup also.

- -

Tue, 31 Aug 1993 23:26:05 comp.sys.atari.8bit Thread 126 of 164
Lines 61 8-bit stuff reply 5 Responses
timuszyn@jupiter.cse.utoledo.edu Mr. Fixit

Hmm, since I've been unable to reach this Kamaro_kid by email, thought
a quick post was in order. (Mentioned it in my last msg to all on the
disk drive topic.)

- - - - - - - - = = = = = = = = - - - - - - - - - - = = = = = = = = - - - - - - - - -

Saw this a while ago and emailed, but still have heard nothing, just
checking back:

} From: KAMARO_KID@delphi.com
} Date: 26 Aug 1993 18:56:52 -0500
} Sender: daemon@cs.utexas.edu
} Organization: UTexas Mail-to-News Gateway
}
} I have the following Atari hard/soft/firm ware items for sale or trade:
}
} Hardware
} ##
}
} Atari 1050 w/US Doubler chips $60.00

Just have to ask... this is drive/chips (already installed) one piece?
Comes with the software for the "ULTRA SPEED" or whatever they call it?
(So you can engage it while running DOS... I think it's a DOS patch or
autorun.) I think it's only one disk, right?

} Atari 1050 (stock) $30.00

How "used"? Around the block a few times? years? Still in new wrap?

} Atari XEP80 w/software & original packaging $50.00

Is this the 80-column hardware attachment for the older systems? Do you
need a monitor for this? Does it come with any type of word processing
software or ANYTHING that's designed to use the 80-column mode?

} 1 x SyQuest 5meg removable drive w/3 5meg carts $60.00

Need some serious help here... no idea on this one. Does this "hook
right up" somehow (with minor wiring)? Do you need a special DOS? Special
box? (Black box card, ICD... etc.)

} 1 x 1020 printer/plotter w/3 rolls paper $20.00

How many pen sets left with it? One set? Any extra black/color pens?

}
}
} Firmware
} ##
}
} AtariWriter w/manual $10.00

I would be VERY interested in this one if it's the original CARTRIDGE!
I get tired of loading this silly thing from disk all the time, the cart
would help quite a bit!

Thanks again,
-Tim

3351. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 03:59:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep8.225928.5915@uoft02.utoledo.edu>
Source record: 105213

I for one would be quite interested. How much are we talking about investing? I'd love to buy a few "extras" of some of the old ICD products and see if I can improve on 'em. For the most part, they had some good ideas, but the implementations were a little off. They came out with the highly incompatible MIO box, didn't they? It only worked with a few DOS's and a couple applications, but I'd still love to get a hold of one!

-Tim

BTW: anyone feel up to burning MYDOS on an EPROM for me? It would make a great boot DOS!

3352. Re: The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 04:14:22 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep8.231422.5916@uoft02.utoledo.edu>
Source record: 105214

phbill@cyberden.sf.ca.us wrote:
: Strings. Pain in the rear, but still fun.

nah, easy to work with on the Atari at least. A pain on most other systems!

: Same with variables.

nah again, Atari's strongest point besides graphics and sound capabilities!

: Everything anyone ever wanted in a program.

What is it? What is it?

Anyhow, I could get something about page 6 out of your msg. I for one wish most @$#%(^!*$#$! programs wouldn't use page 6! It's a real pain when you're looking for some quick swap space and EVERY "TSR-like" program out there seems to use it! I like to use it when I can, but have to have the system nearly bone dry of extra routines to play with it. Too bad the programmers never just used a small block after lomem... then reset it. I like using page 6 for EXPERIMENTING while creating a program, but avoid it in the final product! This way, if someone wants to load up some other user-hostile "neat" application that uses page 6 (@@#$*%*!@#$*), they can load all they want, but they have to blame all their lockups and incompatibilities on the other programs! My advice, avoid it! If anything, use the "cartridge space" semi-reserved in memory (that is, if your final product isn't running with basic or some other language). You've got a full 8 or 16K to play in there!

-me

3353. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 04:57:19 UTC
From: ab588@yfn.ysu.edu
Message-ID: <26md3f$f3v@news.ysu.edu>
Source record: 105215

What do you mean by "highly incompatible MIO box"???? You trying
to connect it to an ST or something? The only thing that was
incompatible with IT was the T-816.
--
Joe Sabatino -->ab588@yfn.ysu.edu

3354. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 06:24:49 UTC
From: mark@legend.akron.oh.us
Message-ID: <mark.10lv@legend.akron.oh.us>
Source record: 105230

Eyvind Bernhardsen (eyvind@Lise.Unit.NO) wrote:
: Amiga as a fileserver for the Atari using the I/O port on the XE/serial
: or parallel port on the Amy... I could probably manage to write the

I wanted to get a null-modem hook up for my 8-bit and my Amiga. To make it easy to transfer files and stuff like that. Also to use the 8-bit as a terminal for my BBS for testing purposes. So I bought and over priced cable from Radio Shack which needed a gender changer to give it 9-pin Male for the P:R: Connection. It was just a serial cable so I had to buy a null-modem adapter, plus a gender changer because the Amiga serial port is male.. So after all this connecting I couldn't get the null modem adapter into the Amiga's port even though the genders were right.

My question: Can anyone give me part numbers etc to order a null-cable that would work? As I said I have a P:R: Connection and the Amiga's serial port is Male (DB-25).

3355. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 07:46:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yFNL0B1w165w@cyberden.sf.ca.us>
Source record: 105222

David Brady <Brady_David@Tandem.Com> writes:

> I pretty much stopped buying software for my 8-bit Atari around '86
> or so. The Atari was used pretty extensively for word processing
> until I graduated from college in '89, however.
>
> I'm just wondering: did any really interesting must-have games come
> out after that point? Care to list 5 or so?
>
> Completely unrelated to the topic:
> I created many programs with Action! but I always had problems accessing
> the disk. The I/O libraries seemed to be a bit buggy and I could never
> figure out what I was doing wrong. Are there any known problems with
> the language? I'm thinking of resurrecting some of my projects...

The only probs ive had with A@TION! with disk I/O is finding somewhere to
put the damned data! :) (I still need to majorly play with ALLO@ATE.A@T)

As for good games

try mirax for@e (i get sik of it) '88
zybex (ive beaten it twi@e) '88
dra@onus (TOUGH and awesome) '88

all are very good games

i seem to have pirate versions! (I downloaded them from pla@es like
AtariBASE! yikes!)

Not sure exa@tly where you @an get them. Hopefully from no BBSes!

PS- anyone looking to sell a 256k or more 800xl for @heap?
I may (if im good and luky) be getting a BLA@KBOX!!! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3356. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 10:27:44 UTC
From: winston@merk.com
Message-ID: <CD3129.B05@merk.com>
Source record: 105221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tuesday, August 31, 1993 at 01:24:12 GMT (6:24am EDT)
darekm@microsoft.com (Darek Mihocka) writes:

DM> Once again we have some naive idiot running around pretending to know
DM> something....

Yes, I am also a naive idiot and I also run around pretending to know
something:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
""""""""""""""""""""

Xref: comp.sys.atari.st:64050
comp.sys.atari.8bit:12915
""""""""""""""""""""

...to wit, I pretend to know the difference between the ATARI ST
NewsGroup and the ATARI 8-BIT classics NewsGroup.

DM> Yes, he knows that a 68030 is better than a 68000....

...and both are better than a 6502, but what does this have to do
with the ATARI 8-BIT discussion?

DM> Everyone keeps telling him that....

...and I keep telling 68000 AMIGA and ST people from R.I.T. and
AT&T to stop crossposting in the COMP.SYS.ATARI.8BIT NewsGroup. It keeps
going... and going... and going... and going... ".EDU" sites, well sure...
but ".COM" sites ?!??

DM> But he doesn't say why it's better because he doesn't really know.
DM> True that in the rights hands, like Apple or Amiga, the 68030 can
DM> do some amazing things compared to the 68000. In the hands of Atari,
DM> the 68030 is just used as a fast 68000. So whether you have a 16 Mhz
DM> 68000 or a 16 Mhz 68030, it doesn't really make that much difference.

...and it doesn't make that much difference when someone is
moving up from a 6502, either. Both emulations would be an improvement, so
why is this debate important to a 6502 owner? I own neither an ST, nor a
TT, nor a Falcon. None of these machines are discussed in
COMP.SYS.ATARI.8BIT.

DM> You're confusing the issue of speed with the issue of processor.

...Uh, yes! I guess I am as well. I don't understand the
relevance that this discussion has with my processor, namely the 6502 ?

???
(If this discussion has anything to do with the 6502 8-bit ATARI
computer, then I apologize in advance.)

3357. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 11:47:00 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Sep9.114700.27885@iplmail.orl.mmc.com>
Source record: 105216

In article <CD23u7.D5x@tandem.com>, David Brady <Brady_David@Tandem.Com> writes:
|>
|> I created many programs with Action! but I always had problems accessing
|> the disk. The I/O libraries seemed to be a bit buggy and I could never
|> figure out what I was doing wrong. Are there any known problems with
|> the language? I'm thinking of resurrecting some of my projects...

I use ACTION!'s disk I/O lib functions quite a bit and haven't found
any bugs that I could attribute to them. Maybe in an older version of
ACTION! there were some problems. What problems did you have in
particular?

Larry Richardson
richards@foghorn.orl.mmc.com

3358. Re: What good games came out after '86? and a Ac

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 13:40:35 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Sep9.134035.8349@exu.ericsson.se>
Source record: 105217

In article D5x@tandem.com, David Brady <Brady_David@Tandem.Com> () writes:
>
>I'm just wondering: did any really interesting must-have games come
>out after that point? Care to list 5 or so?

I think Trail Blazer came out after '86, which was a nifty little game.
Maybe I'm wrong on the year, but I remember it as one of the last big
Atari 8-bit games.

--
James Hague
exuhag@exu.ericsson.se

3359. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 13:58:29 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Sep9.135829.29872@iplmail.orl.mmc.com>
Source record: 105228

In article <yFNL0B1w165w@cyberden.sf.ca.us>, phbill@cyberden.sf.ca.us writes:
|>
|> The only probs ive had with A@TION! with disk I/O is finding somewhere to
|> put the damned data! :) (I still need to majorly play with ALLO@ATE.A@T)
|>
|> As for good games
|>
|> try mirax for@e (i get sik of it) '88
|> zybex (ive beaten it twi@e) '88
|> dra@onus (TOUGH and awesome) '88
^^^^^^^^^
|>
|> all are very good games
|>
|> i seem to have pirate versions! (I downloaded them from pla@es like
|> AtariBASE! yikes!)
|>
|> Not sure exa@tly where you @an get them. Hopefully from no BBSes!
|>
|> PS- anyone looking to sell a 256k or more 800xl for @heap?
|> I may (if im good and luky) be getting a BLA@KBOX!!! :)
|>
|> PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
|> William James Kendrick Atari Classics Cyberden: San Rafael, CA

I haven't seen this one. What is it about and does anyone have an extra
that I could buy?

Larry Richardson
richards@foghorn.orl.mmc.com

3360. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 15:42:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <26nitv$e0n@usenet.INS.CWRU.Edu>
Source record: 105229

In a previous article, phbill@cyberden.sf.ca.us () says:

>As for good games
>
> try mirax for@e (i get sik of it) '88
> zybex (ive beaten it twi@e) '88
> dra@onus (TOUGH and awesome) '88
>
>all are very good games
>
>i seem to have pirate versions! (I downloaded them from pla@es like
>AtariBASE! yikes!)
>
>Not sure exa@tly where you @an get them. Hopefully from no BBSes!

B&C ComputerVisions sells both Zybex and Dracunus, just look at the inside front cover of their catalog. See the Vendor/Developer list for contact information for B&C.

I just bought Zybex from them. It really is a great game!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3361. Re: What good games came out after '86? and a Ac

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 15:49:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <26nja6$egi@usenet.INS.CWRU.Edu>
Source record: 105218

In a previous article, exuhag@exu.ericsson.se (James Hague) says:

>In article D5x@tandem.com, David Brady <Brady_David@Tandem.Com> () writes:
>>
>>I'm just wondering: did any really interesting must-have games come
>>out after that point? Care to list 5 or so?
>
>I think Trail Blazer came out after '86, which was a nifty little game.
>Maybe I'm wrong on the year, but I remember it as one of the last big
>Atari 8-bit games.

I agree, TrailBlazer is another good one. Unlike most arcade style games,
I don't think I ever mastered it!

Another great game that was relatively recent is Infiltrator: a heliocopter
flight simulator, and two different scales of graphic adventures all in the
same game!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3362. Program Available

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 15:49:36 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <26njag$7j8@newscast.West.Sun.COM>
Source record: 105219

Plunging into the deep dank depths of my closet, I came up with some copies of a Astronomy/Farmer's Almanac program I wrote about 8 years ago.

It plots the postition of the sun and moon, the moon's phase, and graphically displays them on the screen. Subsequent screens tell you what is best to be doing in you garden on particular days.

If any of you are interested please mail me back. I would be happy to part with these real cheap. (Does $4.00 sound cheap enough?)

```
~~~~~~~~~~
( ( ) )
Jeff Popp - Last Seattle FSE ~~~~~~~~~~~~~~~~~~
Sun Seattle -(Contradiction in terms!) ( ( ) ) )
jeff.popp@West.Sun.COM ~~~~~~~~~~~~~~~~~~
//////////////////
//////////////////
//////////////////
//////////////////
```

** Ask not for whom the bells tolls, it tolls for FSE!! **

3363. 'Drol' little known facts

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 16:41:11 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <26nmb7$j8n@usenet.INS.CWRU.Edu>
Source record: 105220

Somebody was talking about 'Drol' by Broderbund a little while back. I borrowed a copy and ran it on 800, 1200xl, 800xl, 800xl with osnxl and a 130xe. The colors are different on just about each machine, which represents differences in the OSes, I guess. The color of the turtle, which should be green was red on the 800 and 1200xl, blue on the 800xl and osnxl and green on the 130xe. The game must have been written on a 130xe.

3364. Re: 'Drol' little known facts

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 18:07:15 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Sep9.180715.14835@exu.ericsson.se>
Source record: 105224

James R. Gilbert writes:
>
>The game must have been written on a 130xe.

Except that the game predates the XE line.

--
James Hague
exuhag@exu.ericsson.se

3365. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 18:09:34 UTC
From: David Brady <Brady_David@Tandem.Com>
Message-ID: <CD3MG2.5s2@tandem.com>
Source record: 105223

In article <1993Sep9.114700.27885@iplmail.orl.mmc.com> Larry Richardson, richards@elmer.orl.mmc.com writes:
>
>I use ACTION!'s disk I/O lib functions quite a bit and haven't found
>any bugs that I could attribute to them. Maybe in an older version of
>ACTION! there were some problems. What problems did you have in
>particular?
>

I do believe I own one of the very first versions of Action!. Bought it at the OSS booth at a computer fair in San Francisco. (Back when you could get Atari stuff at a general interest computer fair...)

I'll try to pull out the code and see what exactly went wrong. I'll post a more detailed question when I get the time.

Thanks.

3366. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 18:36:39 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CD3np7.Bzy@cbnewsc.cb.att.com>
Source record: 105225

From article <CD3129.B05@merk.com>, by (Winston Smith):
>
> ...and it doesn't make that much difference when someone is
> moving up from a 6502, either. Both emulations would be an improvement, so
> why is this debate important to a 6502 owner? I own neither an ST, nor a
> TT, nor a Falcon. None of these machines are discussed in
> COMP.SYS.ATARI.8BIT.
>
> DM> You're confusing the issue of speed with the issue of processor.
>
> ...Uh, yes! I guess I am as well. I don't understand the
> relevance that this discussion has with my processor, namely the 6502 ?
> ???
> (If this discussion has anything to do with the 6502 8-bit ATARI
> computer, then I apologize in advance.)

But the whole reason that the 8bit newsgroup was added to the discussion
of the Gemulator was because version 3.0 was the first version that added
support for 8bit software. Be forewarned, though, that not all 8bit
software will work. I don't have the description of the GEMulator 3.0
but I think it does not support sprites, so most games are out. I hope
I'm not spreading false information.

So now, if you have a high end MS-DOS machine, you will be able to run some
Atari 8 and ST software as well as ms-dos software. Not a perfect solution
but better than trying to set up 3 computers in a couple square feet.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

Tuesday, August 29th -- The day the running stopped. -- "The Fugitive"

3367. Re: 'Drol' little known facts

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 19:54:38 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <90080@cup.portal.com>
Source record: 105226

> Somebody was talking about 'Drol' by Broderbund a little while
> back. I borrowed a copy and ran it on 800, 1200xl, 800xl,
> 800xl with osnxl and a 130xe. The colors are different on just
> about each machine, which represents differences in the OSes,
> I guess. The color of the turtle, which should be green was
> red on the 800 and 1200xl, blue on the 800xl and osnxl and
> green on the 130xe. The game must have been written on a
> 130xe.

It has something to do with the video circuitry of the different
models. Drol was an Apple II port, which had a 280x192 pixel
screen... So they used the 320x192 Atari mode and made colors
by dithering.

I'd say the "turtle" was meant to be red. XL/XE models reversed
the "red" and "blue" dithering. That 130XE must have the tint
off a little.

Other Apple II ports which show the same effect: A.E., Hard Hat Mack,
Choplifter and more...

Jeff_M_Lodoen@cup.portal.com

3368. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 20:22:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <2Fmm0B1w165w@cyberden.sf.ca.us>
Source record: 105237

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>
> BTW: anyone feel up to burning MYDOS on an EPROM for me? It would make a
> great boot DOS!

Hey! yeah! that'd be spiffy! Heheh! I wonder if you @ould get any
autorunning .ARx's on the @art as well, hehe! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3369. Re: The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 20:24:43 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wJmm0B2w165w@cyberden.sf.ca.us>
Source record: 105238

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> phbill@cyberden.sf.ca.us wrote:
> : Strings. Pain in the rear, but still fun.
>
> nah, easy to work with on the Atari at least. A pain on most other systems!
>
> : Same with variables.
>
> nah again, Atari's strongest point besides graphics and sound capabilities!
>
> : Everything anyone ever wanted in a program.
>
> What is it? What is it?
>
>
> Anyhow, I could get something about page 6 out of your msg. I for one wish
> most @$#%(^!*$#$! programs wouldn't use page 6! It's a real pain when you're
> looking for some quick swap space and EVERY "TSR-like" program out there
>
> -me
>

Well... hehe... no.. I know strings are easy- in BASI@. In A<tion!
they're a little tougher. When you're trying to do them YOURSELF they
are a pain in the butt!

As for page 6... Well, either page 6, reset lomem (ugh), or use
virtualRAM off a Ramdisk or HD ehhehe! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3370. @@65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 20:28:42 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <Jqmm0B4w165w@cyberden.sf.ca.us>
Source record: 105239

Just FET@H'd (I love that program) @@65... ALL of it. All 500 or so Kb!

:)

I love it when I dont have to worry about anything. I FET@H'd the entire
@@65 dir. as a bat<h, and transfered it via FILE-EX@HANGE to an IBM
floppy and am going to have a friend UL it to me tonight! :)

WHEE!

Anyone got any good tips/suggestions/@omments on and about
@@65? Is there any other pla<e I should look for supporting
files other than the @@65 dir. in the ATARI.AR@HIVEs???

THANX!
-bill

>>> anyone@cyberden.sf.ca.us <<<

3371. sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 21:17:30 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CD3v57.J7w@mentor.cc.purdue.edu>
Source record: 105227

I was just thinking, has anyone ever tried to put, say, a 130xe into the case of an Apple IIe computer??? What i was thinking was, If i was able to do that then i could put a Multi I/O, a hard drive and a lot of the upgrades because there would be plenty of space.

what was ever found out about increasing the speed of the 8bits??? There was a long discussion about it over the summer but i was not able to read the end of it.

Just as a little project, wouldn't it be 'nice' (for a lack of a better word) to redesign the atari so that we could fit everything we wanted and also make it look good? You could always throw in a R-time 8 cart internally so that you don't have to worry about carts hang out. Add in the expansion memory, video upgrades, etc. There are so many things that could be done.

Has anyone tried to do anything of this sort?

Just a few thoughts...

Mike
'

3372. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 22:13:34 UTC
From: wrc10@cd.amdahl.com
Message-ID: <99jc02634fkF01@JUTS.ccc.amdahl.com>
Source record: 105057

I have a lot of Atari 8-bit stuff for sale. I am not really sure
what it is all worth so please be reasonable with any offers. I
will gladly sell individual pieces or groups of stuff.

Please E-mail me if you are interested in any of this. I can be reached
at wrc10@cd.amdahl.com.

Hardware
600XL computer (No power supply)
810 Disk Drive (doesn't work)
825 printer (don't know if it works, I never tried)
1010 cassette (doesn't work and is missing pieces)
800 computer (with power supply-works great)
Touch Tablet (with docs and Atariartist Cart)

Software (most of the software comes with the documentation)

Astro Chase Cart
Donkey Kong Cart (2)
KickBack Cart
Basic Cart
Chicken Cart
Pac-Man Cart
Gorf Cart
Assembler Editor Cart
Shamus Cart
Super Breakout Cart
Atariartist Cart (see Touch Tablet above)
Ms. Pac-Man Cart
K-razy Kritters Cart
Qbert Cart
Jungle Hunt Cart
Hardball Cart
Centipede Cart
Donkey Kong Junior Cart
K-razy Shoot-out Cart
Basketball Cart
Mario Bros. Cart
Pole Position Cart
Crystal Castles Cart
Did Dug Cart
Qix Cart
K-razy Antiks Cart
Millipede Cart
Food Fight Cart

Jumbo Jet Pilot Cart
Protector II Cart
Star Raiders Cart
Mountain King Cart
Track & Field Cart (with special controller)
Tennis Cart
Return of the Jedi Cart
Claim Jumper Cart
Joust Cart
Frogger Cart
Slime Cart

Disks (as with the Carts, I have most of the documentation to these)
PrintShop (brand new in the box with everything)
Phantasie II (2 double sided disks)
Adventure disk
Essex book adventure (with book and 2 double sided disks)
Alien Egg disk
Computer Quarterback disk
Leader Board Golf Disk (2 sided disk)
Computer Baseball disk
Solo Flight disk
Trains disk
Pushky disk
Temple of Apshai disk
Snooper Troops Disappearing Dolphin disk
The Quest adventure disk
Galahad and the Holy Grail disk
Spider-Man disk
Murder on the Zinderneuf disk
Sorcerer of Claymorge Castle disk
Lunar Leeper disk
Summer Games disk
Caverns of Mars disk (2 availible)
Snake Byte disk
Bandits disk
Dimension X disk
Fort Apocalypse disk
Cohen's Towers disk
Domination disk
Space Trek disk
4 Strategy simulations disk
Clear for Action disk
Battalion Commander disk
Timewise disk
Cut and Paste word processor 2 disk set
Micropainter disk
Music Painter disk
Music Construction set disk
Ghostbusters disk

Gauntlet disk
Proofreader disk
Proofreader dictionary disk
Kindercomp disk
Story Machine disk
Word Flyer disk
My first Alphabet disk
Toddle Type disk
Video Title Shop disk (2 disk set)
Home Inventory 1.2 disk

Atari Word Processor (3 disks + cassette)

Conversational German (5 cassettes)

13 Antic magazine disks
1 Analog magazine disk

6502 assembly manuel

Lots of Antic magazines (If interested, I can list the months)

Lots of Public Domain stuff
PD Adventure-AFB disk
PD Soft Porn disk
PD Fidget disk
PD SuperFrogs disk
PD Pacman disk
PD Force4 disk
PD Spyplane disk
PD 5 games disk
PD 9 games disk
PD 4 games disk
PD 4 games disk
PD 4 games disk
PD 2 games disk
PD Checkers disk
PD 9 games disk
PD 3 games disk
PD 8 games disk
PD 4 games disk
PD 6 games disk
PD wheel of Fortune disk
PD 4 games disk
PD 7 games disk
PD Bobterm 1.1 disk (2 disks)
PD Labelmaker disk
PD Amodem disk
PD Grafterm disk
PD 12 disks of pictures and viewers

3373. Re: 'Drol' little known facts

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-09 22:19:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep9.171925.5928@uoft02.utoledo.edu>
Source record: 105231

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: Somebody was talking about 'Drol' by Broderbund a little while
: back. I borrowed a copy and ran it on 800, 1200xl, 800xl, 800xl
: with osnxl and a 130xe. The colors are different on just about
: each machine, which represents differences in the OSes, I guess.
: The color of the turtle, which should be green was red on the
: 800 and 1200xl, blue on the 800xl and osnxl and green on the
: 130xe. The game must have been written on a 130xe.

Quite incorrecto'...

Old 800 game... pre-xl even! It's an oldie but a goodie!
You have to adjust your color and contrast to change the colors
correctly.

What's kind of neat is some Origin games (well, at least
Ultima IV) actually prompted you for the "correct color" 800/xl/xe
when you first booted the game!

-Tim

actually prompted

3374. Re: 'Drol' little known facts

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 00:16:34 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <26oh12$6f5@usenet.INS.CWRU.Edu>
Source record: 105232

Jeff Lodoen states that my 130xe must be off and that the
turtle in 'Drol' is probably supposed to be red.
I don't think so Jeff. The colors just look all around better
on the 130xe. The bird's beak is orange. The girl's hair is
orange instead of blue or green.

3375. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 00:18:51 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <26oh5b$6nm@usenet.INS.CWRU.Edu>
Source record: 105233

Mike suggests putting a 130xe, mio, r-time8 in a Apple IIe
case.
Somebody fairly famous with AC, one of the contributors, has his
8-bit in a metal IBM clone case, with a transkey IBM keyboard.
It must look like an IBM until he boots it up.

3376. JEFF M@WILLIAMS: AT80 AUX.MENU!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 00:21:07 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wHXm0B1w165w@cyberden.sf.ca.us>
Source record: 105240

Hey Jeff and all... ya know how it was pointed out in _A@_ that the Aux Menu for AT80 loads other programs and modules just fine when using SpartaDOS(disk) or MyDOS be<ause it uses XIO 40? Well... I'm not too sure if this is <orre<t, but I THINK AtariDOS uses XIO 39! I know that MyDOS allows it, and lets you use 40 to be <ompatible with SpartaDOS!

I think I'll look for an old 2.5 disk and boot it and try it out :) but I have no time at this moment. I think, though, that that MAY be the only problem!

@ool! I almost want to go out and get an XEP80 and AW80! haha!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3377. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 00:39:41 UTC
From: gt6373b@prism.gatech.EDU
Message-ID: <111874@hydra.gatech.EDU>
Source record: 105234

In article <26oh5b$6nm@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>Somebody fairly famous with AC, one of the contributors, has his
>8-bit in a metal IBM clone case, with a transkey IBM keyboard.
>It must look like an IBM until he boots it up.

Does anybody know if there are plans, etc. for interfacing an IBM type keyboard to an Atari, and/or any other Atari-in-an-IBM-case type plans, and where they can be found (FTP?) ?

--- WARNING! ---------- WARNING! ---------- WARNING! ---------- WARNING! ---

Computer Engineering Major: Keep in cool, dry place. Do not expose to direct sunlight or other humans, except during quarter breaks.

---------- Nelse C. Hansen ------------- gt6373b@prism.gatech.edu ----------

3378. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 03:29:00 UTC
From: james.alexander@canrem.com
Message-ID: <60.8478.4513.0N183775@canrem.com>
Source record: 105059

I don't know if this will get out to ya but I think there is no stock
left at ICD. I sent a damaged (brain dead) PR connection there about a
year or so ago and they sent it back untouched because the have no
parts. Damaged equipment was exchanged for another unit, but all they
had left were scant few damaged units. The best we can do is go and buy
a new Black Box at CSS so Bob keeps supporting us.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3379. Answering Machine for BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 04:45:08 UTC
From: medaniel@news.delphi.com
Message-ID: <26p0ok$edc@news.delphi.com>
Source record: 105235

```
Is there a program available on the archive that would answer the
phone and ask the user if they wanted to leave a message and
save the message in a disk file
```

3380. Re: AN FAQ sue me

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 04:49:25 UTC
From: medaniel@news.delphi.com
Message-ID: <26p10l$eet@news.delphi.com>
Source record: 105236

Thanks to everyone who responded to my query.

3381. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 12:52:41 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep10.125241.25248@newshub.ists.ca>
Source record: 105241

In article 6nm@usenet.INS.CWRU.Edu, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>In article J7w@mentor.cc.purdue.edu, talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>
>>I was just thinking, has anyone ever tried to put, say, a 130xe into the case
>>of an Apple IIe computer??? What i was thinking was, If i was able to do that
>>then i could put a Multi I/O, a hard drive and a lot of the upgrades because
>>there would be plenty of space. .
>>
>>Just as a little project, wouldn't it be 'nice' (for a lack of a better word)
>>to redesign the atari so that we could fit everything we wanted and also make
>>it look good? You could always throw in a R-time 8 cart internally so that you
>>don't have to worry about carts hang out. Add in the expansion memory, video
>>upgrades, etc. There are so many things that could be done.
>>
>>Has anyone tried to do anything of this sort?
>
>Somebody fairly famous with AC, one of the contributors, has his
>8-bit in a metal IBM clone case, with a transkey IBM keyboard.
>It must look like an IBM until he boots it up.

I don't know about the *FAIRLY* famous bit, but that would be me. :-)

I've got an 800XL motherboard, 256k memory upgrade, TransKey, Black Box/Floppy Board, US+ replacement OS, and two 5.25" floppy drives (one 360k, one 1.2M) all stuffed inside an old IBM AT-style case. I've currently got a 101-key PC keyboard connected to the TransKey so, yes, you're right, it looks like an IBM until I boot it up. I've managed to bring the joystick ports, video and RF output, and the TransKey jack to the outside of the case so that I don't have to open the PC case to plug/unplug the joysticks or monitor. All this stuff (except for the BB, but this will change) is powered by the PC power supply. Over the next little while I hope to add a 3.5" floppy and a small hard drive to the system.

There are several things I just haven't had the time to do yet - in particular bring the cartridge port out. I'm planning on mounting both my R-Time 8 and SDX cart inside the case so that they're always accessible (again, without having to open and fiddle around inside the case) and stick a cart port on the exterior of the case to easily plug in things like my Basic-XE cart.

As Mike said in his original post, there's so many things you can do with a setup like this without having all sorts of carts (and a myriad of cables) hangin' out and spread all over the place. Those of you who are loyal Atari Classics readers have been following my exploits for almost a year now. Those of you who aren't really should be (not that I'm prejudiced or anything :-).

In the now-in-production October issue I outline how I almost blew up my setup.
Literally.

- Mike Jewison
"The Fitting Room"
Atari Classics

3382. The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 13:19:57 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19930910132235.6.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 105242

Date: Mon, 6 Sep 1993 04:18 EDT
From: spool.mu.edu!nigel.msen.com!well!moon!cyberden!phbill@uunet.uu.net

[...]
OK ATTENTION - MY POINT ARISES:

WHO OUT THERE USES LOTS OF PAGE-6
BASED ROUTINES (other than in
BASI@ or in their own programs).
AN EXAMPLE IS THAT HAPPY@UR.@OM
PROGRAM- it uses page 6 as a data
area. (My question should be more
"Who out there runs programs that
use page 6 a lot")

As I recall, K65 uses part of page 6 as a scratch area.

3383. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 15:17:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <26q5q7$7f4@usenet.INS.CWRU.Edu>
Source record: 105243

In a previous article, gt6373b@prism.gatech.EDU (Nelse C. Hansen) says:

>Does anybody know if there are plans, etc. for interfacing an IBM type
^^^^^^^^^^^^^^^^^^^^^^^^
>keyboard to an Atari, and/or any other Atari-in-an-IBM-case type plans,
^^^^^^^^^^^^^^^^^^^^^^
>and where they can be found (FTP?) ?

Sounds like you should check out the Transkey from DataQue.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3384. sick 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 17:01:40 UTC
From: k_bouchard@csc32.enet.dec.com
Message-ID: <9309101701.AA00808@enet-gw.pa.dec.com>
Source record: 105244

I've got a sick 810 disk drive. Symptoms:motor runs all the time with "busy" led on (even without a floppy in the drive) Yes,I've re-seated everything including all chips. I need:
1) some repair outfit around Colo. Springs or
2) a working drive at a reasonable price or
3) a schematic for the drive

Any help?

Ken

3385. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 17:40:09 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.747682809@pv0a27.vincent.iastate.edu>
Source record: 105245

In <26q5q7$7f4@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>In a previous article, gt6373b@prism.gatech.EDU (Nelse C. Hansen) says:

>>Does anybody know if there are plans, etc. for interfacing an IBM type
> ^^^^^^^^^^^^^^^^^^^^^^^^
>>keyboard to an Atari, and/or any other Atari-in-an-IBM-case type plans,
> ^^^^^^^^^^^^^^^^^^^^
>>and where they can be found (FTP?) ?

>Sounds like you should check out the Transkey from DataQue.

the transkey sounds neat, but isn't there any do-it-yourself
version of it, or something similar? I vaguely recall that
the transkey was originally done by some usergroup?

Todd
--
Todd Greenfield
tgreen@iastate.edu
--
Todd Greenfield
tgreen@iastate.edu

3386. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 18:07:06 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Juao0B2w165w@cyberden.sf.ca.us>
Source record: 105247

Well, Dra<onus is a game where you walk around in different s<reens (all 4 dire<tions), jump, du<k, and swat at enemies and breath fire on then: you're a dragon-man, that's why :) .. You get these different weapons (after hours and games of play, you'll HOPEfully find the best route and whi<h order to get them - without losing any extra lifes (sa<rafi<es, I suppose)).. you @an also turn into a newt (Monty Python anyone!?) and swim around to get to different parts of this big game. As I dont have instru<tions, I dont have the "story" behind it. It's not a s<roller, but has wonderful 16-@olor (yes!) low-res (not 80 x 192, but 160 x 96) graphix (they dont bother me! I happen to love these graphix!) along with Player Missle gfx for you.

As for Zybex, it's a 1 or 2-player side s<rolling a<tion shoot-em-up with WONDERful Animation (oops... dra<onus has really good animation too!), and is in a very similar graphix "mode" (only 4 @olors I guess... in Dra<onus the enemies and ba<kground sort of blend. In Zybex the enemies just get priority and get "drawn over"(?) the ba<kground)... anyways.. it has a LARGE assortment of enemies and enemy patterns and an array of fun-filled weapons to get and use. (My favorite is R-gun, of @ourse!)

Anyways... both of these games were written and produ<ed by the same folks and are available from Zeppelin games (!?!?!) in England (!!!??)

somebody remind me where to get these games so I @an buy them :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3387. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 19:48:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930910144821MIS0160@MVS.UDEL.EDU>
Source record: 105246

In article <tgreen.747682809@pv0a27.vincent.iastate.edu>,
tgreen@iastate.edu (Todd Greenfield) writes:

>In <26q5q7$7f4@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>>In a previous article, gt6373b@prism.gatech.EDU (Nelse C. Hansen) says:
>
>>>Does anybody know if there are plans, etc. for interfacing an IBM type
>> ^^^^^^^^^^^^^^^^^^^^^^^
>>>keyboard to an Atari, and/or any other Atari-in-an-IBM-case type plans,
>> ^^^^^^^^^^^^^^^^^^^
>>>and where they can be found (FTP?) ?
>
If you wanted to mount an Atari-in-an-IBM-case, couldn't you adapt
the XEGS to an IBM case? It already has a separate keyboard and you
wouldn't have to worry about the keyboard differences. Of course,
I'm not a hardware-type so I really don't know if it would work.

3388. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 20:45:20 UTC
From: Hiram.Lester@launchpad.unc.edu
Message-ID: <26qp10$r29@samba.oit.unc.edu>
Source record: 105248

>Sounds like you should check out the Transkey from DataQue.

Hmm, so DataQue picked up the Transkey? Cool. I heard when the guy who
invented it dropped it, but I never heard that they picked it up.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

3389. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 20:59:49 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep10.155949.5939@uoft02.utoledo.edu>
Source record: 105252

phbill@cyberden.sf.ca.us wrote:
: timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

: >
: > BTW: anyone feel up to burning MYDOS on an EPROM for me? It would make a
: > great boot DOS!

: Hey! yeah! that'd be spiffy! Heheh! I wonder if you @ould get any
: autorunning .ARx's on the @art as well, hehe! :)

All right! A followup! Thanks for the interest! Does that mean we may
actually have some others interested in getting MYDOS burned into a cart?!?!?

Only hoping,
-me-

3390. Re: The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 21:01:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep10.160147.5940@uoft02.utoledo.edu>
Source record: 105253

phbill@cyberden.sf.ca.us wrote:

: Well... hehe... no.. I know strings are easy- in BASI@. In A<tion!
: they're a little tougher. When you're trying to do them YOURSELF they
: are a pain in the butt!

All right! Another ACTION programmer! BTW: doesn't it remind you a bit
of ADA and C mixed? (I've only TINKERED with it... never had the time, but
I've seen some great programs come out of ACTION! Keep up the good work!)

-who else?

3391. Re: sick 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-10 22:24:39 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Sep10.222439.23046@mnemosyne.cs.du.edu>
Source record: 105249

In article <9309101701.AA00808@enet-gw.pa.dec.com> k_bouchard@csc32.enet.
ec.com writes:
>I've got a sick 810 disk drive. Symptoms:motor runs all the time with "b
sy"
>led on (even without a floppy in the drive) Yes,I've re-seated everythin

>including all chips. I need:
>1) some repair outfit around Colo. Springs or
>2) a working drive at a reasonable price or
>3) a schematic for the drive
>
>Any help?
>
>Ken

You can save yourself a lot of money by doing the repairs
yourself.
Check with B&C Computervision and see if they still sell the
810 drive boards complete with chips. A couple years ago, my
drive went kaplooey, so I purchased a complete set of boards
for $40.00 dollars. It's simple to do.
I don't have their address handy right now, but I'm sure
someone here can fill you in on that and perhaps even tell me
if my suggestion no longer applies. (B&C may not have the stuff
anymore for all I know.)

Uncle Fester

--
: "I'm as blank as a fart." :
: -The Great Went- :
: :
: *thester@nyx.cs.du.edu* :

3392. Battery powered Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 02:58:50 UTC
From: winters@access.digex.net
Message-ID: <26reta$712@access.digex.net>
Source record: 105250

I remember a while back that someone mentioned that it would be neat to hook a battery up to an Atari. I discussed this with my roomate and he said it would actually be relatively inexpensive, but it would take some electronics knowledge.... Has anyone ever done this?

--- Mike

3393. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 04:18:10 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <26rji2$imu@terminator.rs.itd.umich.edu>
Source record: 105251
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 36761 Sep 9 10:49 ./8bit/Sound/bashdrum.arc
-rw-r--r-- lenn 20219 Sep 9 10:45 ./8bit/Spartados/dirt.arc
-rw-r--r-- lenn 62339 Sep 9 10:45 ./8bit/Spartados/wedge.arc
-rw-r--r-- lenn 7643 Sep 9 10:46 ./8bit/Spartados/move.arc
-rw-r--r-- lenn 13184 Sep 9 10:51 ./8bit/Games/agad.arc
-rw-r--r-- lenn 58641 Sep 10 10:11 ./8bit/Djg/issue13.arc
-rw-r--r-- lenn 102 Sep 10 10:11 ./8bit/Djg/issue13.txt
-rw-r--r-- lenn 40129 Sep 10 10:13 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3394. Re: Answering Machine for BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 09:03:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <0BgP0B1w165w@cyberden.sf.ca.us>
Source record: 105254

medaniel@news.delphi.com (MEDANIEL@DELPHI.COM) writes:

> Is there a program available on the archive that would answer the
> phone and ask the user if they wanted to leave a message and
> save the message in a disk file

I'm not sure, but I could probably write one! Want me to? I can do
BASIC or Action! :) As long as you provice an R: handler and know the
correct baud code (10 = 1200 baud, for example, on the 850/compatible
(most/all!?) R: Handlers).

It'd be groovy. :) (btw folks, I've started/killed MANY BBS projects)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3395. CC65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 09:05:11 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cFgP0B2w165w@cyberden.sf.ca.us>
Source record: 105055

Well, I finally got CC65 over from my friend's IBM (from Mac from FTP site wuarchive mirrored from atari.archive.umich.edu... <gasp> <whew!>)

Anyways... CC65.COM just jumps back to DOS when loaded under MyDOS. No errors are returned. The other files run fine. Ie, I go to [L]oad "LINK65.COM" and it says "LINK65>" as a prompt. (It's a Sparta'able program).

Then I tried it all under SpartaDOS. CC65 worked ok, but LINK65 (when I eventually got that far.. I'm trying to compile HELLO.C as the example in INTRO.DOC explained..) returned some error about "[garbage!] is not an object or library file" and returned to SpartaDOS.

I've got another complaint about SpartaDOS (I'm using disk-based, I set up a 192k D8: RAMdisk). EVEN THOUGH MY CURRENT (WORKING) DIRECTORY IS "D8:", WHENEVER I CALL "D:" IT LOOKS AT DRIVE 1!!! NOT DRIVE 8!!! WHY!?

A simple "DIR" command gives me a dir. of "D8:*.*"
A "DIR D1:*.*" gives me a "D1:*.*" directory, of course. BUT.....
A "DIR D:*.*" gives me a "D1:*.*" as WELL, no matter if I'm "IN" D1: or D8: or D8:GAMES> or wherEVER!!!!

Well.. anyways. I'm doing this, just as INTRO.DOC says:

CC65.COM
load under MyDOS - nothing happens

CC65 -V HELLO.C spartaDOS 3.2 here
RA65 HELLO.M65
LINK65 -O HELLO.COM RUNTIME.OBJ HELLO.C C.OLB
(adding D8:'s when I tried to
do it from RAMdisk)

Again, LINK65 says that some file (it displays garbage) is not a library or object file!!!

Other complaints:
1) Sparta thinks D: is D1: (I thought it was CC65's files)
Already noted :)

2) CC65 doesn't load under MyDOS !? Already noted too :)

3) LINK65 gives a fouled-up error Already NOTED!

4) CC65, when the file is not found, just says: "No errors" and dies. I have to [RESET] back to the SpartaDOS "D1:" prompt.

5) The other CC65 programs (LINK65, RA65) don't close some chan-
nel when they can't find the file or complete their duties,
and THEN, when I do something like "DIR" from SpartaDOS, I get
an Error - 129 (open channel!!!)
That's CC65's files' faults for not closing the channel before
exiting

AS WELL AS

SpartaDOS'S fault for not closing before doing ANYTHING!

I make it a point to always do this in any language (except BASIC,
because a "RUN" or "END" (or just end of program) ALWAYS closes all
channels (well, 1-5 I guess :))

```
Proc Dir(Char Array Mask)
Close(1) ; SEE!?
Open(1,Mask,6,0)
Do
InputSD(1,Mask)
PrintE(Mask)
Until EOF(1) Od
Close(1) ; SEE!?
Return
```

..

```
Proc Main()
Close(1)
..
..
Close(1)
Return
```

That's not TOO good of an example, but say some error gets trapped with
ERROR=procedurename and the channel never gets closed! (see the second
Close(1) with the "SEE!?" after it).

Also, I trust nothing to Close for me before I run, so I have that
Close(1) right at the beginning of the Main()..

But.. SpartaDOS is screwy (TOTALLY!) and I need a hard disk.
(WHERE'S THAT DUDE WITH THE $40 FOR 3 MFM-SCSI/SASI CONVERTERS!?)
(ANYONE SELLING A USED BLACKBOX? ANYONE SELLING A USED 800XL
WITH 256 OR MORE K RAM!?)

Thanx for listening to me bitch :)
oh 99 lines! whee!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3396. NEEDED BADLY!!! PLEASE! :)

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 09:17:24 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PZgP0B3w165w@cyberden.sf.ca.us>
Source record: 105056

That guy selling the 3 MFM->SCSI etc converters for $40.. please
contact me!

Anyone selling a used Black Box interface please contact me!

Anyone selling a used 800xl with expanded (256k or more) RAM please
contact me!

I'm looking to converting from:
256k 1200xl w/ 800xl OS & no PBI
to 256k 800xl w/ 800xl OS & pbi
or 256k anything w/ 800xl OS & pbi, I guess! :)

Then I'd like to add a Black Box + MFM to SCSI + MFM drive.

(I've been offered a free 20meg MFM drive, so the MFM -> SCSI would come
in VERY handy, since Black Boxes do SCSI! My problem: no PBI or ECI
ports to connect the Black Box to, and no MFM -> SCSI adapter yet. The
price was $40 for all three, so $15-20 isn't bad for just one!!!)

-- Wise Man Say: Man Who Climb On Toilet Gets High On Pot!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3397. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 14:32:37 UTC
From: bmarcum@delphi.com
Message-ID: <26sni5$ar7@news.delphi.com>
Source record: 105058

MIS0160@MVS.UDEL.EDU (Roger Cole) writes:

>In article <tgreen.747682809@pv0a27.vincent.iastate.edu>,
>tgreen@iastate.edu (Todd Greenfield) writes:

>>
>If you wanted to mount an Atari-in-an-IBM-case, couldn't you adapt
>the XEGS to an IBM case? It already has a separate keyboard and you
>wouldn't have to worry about the keyboard differences. Of course,
>I'm not a hardware-type so I really don't know if it would work.

I suppose you could, but, other than the separate keyboard, the XEGS is probably the least expandable Atari model. There's no PBI bus, all the chips are soldered, and it used those 64K*4 ram chips instead of 64K*1. I think Innovative Concepts made a ram expansion kit for the GS, but I hear they're out of business.

Bill Marcum bmarcum@delphi.com

3398. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 15:12:10 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CD73KB.5D@mentor.cc.purdue.edu>
Source record: 105060

In article <60.8478.4513.0N183775@canrem.com> james.alexander@canrem.com (James Alexander) writes:
>I don't know if this will get out to ya but I think there is no stock
>left at ICD. I sent a damaged (brain dead) PR connection there about a
>year or so ago and they sent it back untouched because the have no
>parts. Damaged equipment was exchanged for another unit, but all they
>had left were scant few damaged units. The best we can do is go and buy
>a new Black Box at CSS so Bob keeps supporting us.
>---
> ~ RoseMail 2.10a: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

Back in June Ben P. left a message to this group stating that ICD wants to get rid of all their 8-bit stock, so yes the do have parts which could be put together as workable units. Ben??

Mike

3399. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 17:56:31 UTC
From: Hiram.Lester@launchpad.unc.edu
Message-ID: <26t3gf$1ab@samba.oit.unc.edu>
Source record: 105061

>I've got another complaint about SpartaDOS (I'm using disk-based, I set
>up a 192k D8: RAMdisk). EVEN THOUGH MY CURRENT (WORKING) DIRECTORY IS
>"D8:", WHENEVER I CALL "D:" IT LOOKS AT DRIVE 1!!! NOT DRIVE 8!!! WHY!?

The current working directory and the default directory are two different
things. D: always calls the DEFAULT directory. This is NOT what your
Sparta prompt reads. The only DOS I know of (my memory may be faulty here)
that allows you to change the default drive is SpartaDos X. SDX works like
what you are expecting the disk-based Sparta to do. D: represents the
drive represented by your current prompt. For all other DOS's, D: is
always D1:

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

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The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

3400. Voicemaster

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-11 19:43:58 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep11.194358.4991@austin.onu.edu>
Source record: 105062

[No readable article body recovered]

3401. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 00:56:41 UTC
From: aramos@cgrg.ohio-state.edu
Message-ID: <1993Sep12.005641.11124@cgrg.ohio-state.edu>
Source record: 105063

In article <26nitv$e0n@usenet.INS.CWRU.Edu> you write:
>
>In a previous article, phbill@cyberden.sf.ca.us () says:
>
>>As for good games
>>
>> try mirax for@e (i get sik of it) '88
>> zybex (ive beaten it twi@e) '88
>> dra@onus (TOUGH and awesome) '88
>>
>>all are very good games
>>
>>i seem to have pirate versions! (I downloaded them from pla@es like
>>AtariBASE! yikes!)
>>
>>Not sure exa@tly where you @an get them. Hopefully from no BBSes!
>
>B&C ComputerVisions sells both Zybex and Dracunus, just look at the inside
>front cover of their catalog. See the Vendor/Developer list for contact
>information for B&C.
>
>I just bought Zybex from them. It really is a great game!
>--
>Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

Atari coded some all-new games for the release of its XEGS in 1988. Airball, a hit on the ST, was one as well as a completely rewritten Mario Bros. I have this one; It's the best arcade conversion I've seen on the Atari 8-bit, and the best version of Mario Bros. I've seen on _any_ platform. It even has the intermediate screens which introduce the various enemies.

These are in cartridge form only, as far as I know. Is Atari still selling them?

P.S. Even though I work with Sun and SGI workstations for my college study, I'm writing an Atari 8-bit shareware program at home. It's good to see people still supporting the 8-bit by purchasing new software.

Tony R.

--

Anthony D. Ramos
aramos@cgrg.ohio-state.edu "Oh ho! Ah ha! Dodge! Parry! Thrust! Spin!"
(614)292-3416

--

Anthony D. Ramos
aramos@cgrg.ohio-state.edu "Oh ho! Ah ha! Dodge! Parry! Thrust! Spin!"
(614)292-3416

3402. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 03:57:06 UTC
From: rcs79343@tuck.cs.fit.edu
Message-ID: <CD82z6.4CB@zeno.fit.edu>
Source record: 105064

I have an 800, 810, 850 INterface, and a Hybrid Arts MIDI
TrackII for sale... If your interested email your bids.

--
Thanks,
Take Care,

D. Carreira | Less is more, more or less.
rcs79343@tuck.cs.fit.edu |
(407) 725-0251 |

3403. Wanted: 8bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 05:28:54 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep12.052854.20207@apgea.army.mil>
Source record: 105065

hello there gang..
I know that most (not all but most) of this stuff belongs of rec.videogames.
classics but alas, I don't have access to this group. If you wish, feel free
to post the message there for me with a message asking for email only.

ok first off..

I. I NEED!!!!!!!!!!!!
A TV adapter for the odessey 2. I bought an odessey 2 at yard sale but I
can't plug it into the TV because that part was lost. If you have one, or
know where I can get one, LET ME KNOW!!

II. I want..
I want to get games that I don't have. I perfer atari 8 bit and atari
7800 carts, but I will trade/buy Intellivision, atari 2600 and who knows,
maybe others, just try me. I am still looking for Emerson 2001, Bally's
Arcade and Ventrex systems.
For Atari 8 bit computer, I prefer adventure games.
For Atari 7800, I prefer the last releases, since those are the only ones
I don't have

III. I have to trade:
a. Atari 8 bit computer
1. Millipeade
2. (I don't have these, but I know of a store that has several copies
of these and might get them if you want them)
Gorf, F15 strike egale and some crystal game
b. Atari 7800
1. Xevious
2. Ace of Aces
3. Hat Trick
4. Super Skate boardin'
5. Joust
6. Galga
7. (at the same store as above and I might beable to get them)
Food fight, Karatica, Pole Postion 2
c. For the Intellivision
1. Astrosmash
2. NFL Football
3. Carnival
4. Autoracing
5. Donkey Kong
6. Poker and Blackjack
7. Basketball
8. Skiing

9. Burger time

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3404. Re: The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 10:24:35 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <oReR0B1w165w@cyberden.sf.ca.us>
Source record: 105066

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>
> All right! Another ACTION programmer! BTW: doesn't it remind you a bit
> of ADA and C mixed? (I've only TINKERED with it... never had the time, but
> I've seen some great programs come out of ACTION! Keep up the good work!)

Speaking of A<tion!, just tonight in the past... oh god, how many hours!?
:(made a simple (not finished, but almost!!!) "Answering Ma<hine BBS"

you @all, it lets you sele<t AS@II, AtAS@II or ANSI (last two for
highlighting), then enter your name (just whatever you want...for now),
then it gives you a menu with these @ommands:

email the sysop
upload a file (I need that Xmodem xfer A<tion!
download a file library file thingy from the ar<hives!)
post a publi< mesg.
read publi< mesgs.

Messages are stored as "D:POST.###" and "D:MAIL.###", and it has one
supporting file: "MESGSERV.DAT" whi<h holds the "high message" numbers
for those two sets of files. ie- 0 would mean no messages, et<.

Messages @ontain: name (author) / subje<t / reply-to (it THREADs, folks)
and # of lines (just for fun)

It pauses every 20 lines of a message read with a [@]ont. / [Q]uit
prompt, lets you Jump, thread, Xit thread, Quit, Reply while reading, and
reads either short or long (ie, read the post data only then have the
ability to read the text, or read it all without asking you first).

The Email will be handled by the sysop from the Waiting For @all s<reen,
and it has a nifty editor (with word wrap.. yes folks, I wrote this.. all
tonight! hahah!) .. editor @ommands in<lude0

save
abort
delete line(s)
edit line
bakup (edit last line.. you get it redisplayed with the @ursor at
the end.. like hitting Delete at the left of a line in a
word pro<essor or on T.A.G. bbses (only good thing ABOUT
T.A.G. bbses! heheh!)
list

it lets you rename the subje<t of a post or just hit [ret] to use the old one when replying (or "NONE" when posting)... umm..what else. I guess sysop's email will have to reply onto the publi< area? I dunno.. Email vs Post is annoying me.. I might just add a user list/password with the ability to make messages "private" (like Mi<hTron - there IS no Email)

It's very very very @ool.. It's not upgradable via support files. To make it better, you'll need to hak the A<tion! @ode (and it's ugly and un@ommented, but I @an @hange it if anyone REALLY @ares).

As for size, it gives you a 40 x 99 (app 4000 bytes) buffer for messages (aka 50 lines of 80@ol stuff but only 1/2 way a<ross the s<reen). It doesnt @ompile in A<tion! when 100% of the sour<e is in the editor, so I @ut out a bun<h of "perfe<ted" stuff and have it In<luded.

Why am I telling you all this @rap anyways?

well, it IS 3:35am and I AM tired! :)

Whoever it was who wanted this, you've almost got it! :) :) :)
l

Oh yeah.. as to A<tion! being ADA and @ mixed.. well, never seen ADA (that I know of), but it DOES seem WAY easier to use than @... at least 8bit @'s... very very ni<e... @artridge based makes it all the more fun/easy to use! :)

(tHANKS BOB WOOLLEY FOR GIVING ME MY @OPY!!!! :) :) :) 9

S@ot@hDUp is in the works, too... the MyDOS dUP repla<ement

beta releases will be out within a month.....

its gonna take forever for a good version to @ome out tho! :) :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3405. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 10:37:41 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <iDFR0B2w165w@cyberden.sf.ca.us>
Source record: 105067

Hiram.Lester@launchpad.unc.edu (Hiram Lester, Jr.) writes:

> >I've got another complaint about SpartaDOS (I'm using disk-based, I set
> >up a 192k D8: RAMdisk). EVEN THOUGH MY CURRENT (WORKING) DIRECTORY IS
> >"D8:", WHENEVER I CALL "D:" IT LOOKS AT DRIVE 1!!! NOT DRIVE 8!!! WHY!?
>
> The current working directory and the default directory are two different
> things. D: always calls the DEFAULT directory. This is NOT what your
> Sparta prompt reads. The only DOS I know of (my memory may be faulty here)
> that allows you to change the default drive is SpartaDos X. SDX works like
> what you are expecting the disk-based Sparta to do. D: represents the
> drive represented by your current prompt. For all other DOS's, D: is
> always D1:
>

EWww! gross! And wrong.. MyDOS makes "D:" be anything from "D1:"
(default, and like how most other DOSes assume "D:" to be) to
"D9:GAMES:ADVEN:ZORK:"!!!!

All "D:" a<<esses will "point" to that dire<tory way in your RAM drive.

It @an alSO be as simple as "D2:" even, so you @an swap whi<h drive is
the "default" drive whenever you want...

Sheesh... yuk.. Sparta is ReALLY wors that I thot! >:^)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3406. Re: Voicemaster

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 14:34:40 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep12.143440.82149@austin.onu.edu>
Source record: 105068

It appears that my first message was deleted so I will repeat it.

I was wondering, how many of you bought a Voicemaster from Covox, Inc.
I purchased one of these units for about $90 and wasn't very impressed
with it. I really do like the voice recognition ability of the unit
(although it is pretty limited), but voice and audio playback really sucks.
I just wondered what type of things other people did with theirs.
I have several BASIC routines that do neat things (all voice controlled ,of
course) and could possibly be persuaded to provide copies to interested parties

I have always believed that my unit was defective because of the poor sampling
and/or playback quality. I even experimented with feeding a compact disk
signal into the input, with disappointing results.

Any type of discussion here would be appreciated. Please let me know what
kind of results you had.

l-murdock@onu.edu
Lance "Ate_bit" Murdock

3407. Re: ICD, etc...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 14:42:01 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep12.144201.82074@austin.onu.edu>
Source record: 105069

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: phbill@cyberden.sf.ca.us wrote:
: : timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

: : >
: : > BTW: anyone feel up to burning MYDOS on an EPROM for me? It would make a
: : > great boot DOS!

: : Hey! yeah! that'd be spiffy! Heheh! I wonder if you @ould get any
: : autorunning .ARx's on the @art as well, hehe! :)

: All right! A followup! Thanks for the interest! Does that mean we may
: actually have some others interested in getting MYDOS burned into a cart?!?!?

: Only hoping,
: -me-

That would be awesome, especially if it did have of the goodies built into it.
I would be willing to support something like this. I always wanted an Eprom
burner for my 8-bit, but was always too broke. There is always hope, though.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

3408. Re: @@65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 15:03:49 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep12.150349.94978@austin.onu.edu>
Source record: 105070

anyone@cyberden.sf.ca.us wrote:
: Just FET@H'd (I love that program) @@65... ALL of it. All 500 or so Kb!

: :)

: I love it when I dont have to worry about anything. I FET@H'd the entire
: @@65 dir. as a bat<h, and transfered it via FILE-EX@HANGE to an IBM
: floppy and am going to have a friend UL it to me tonight! :)

: WHEE!

: Anyone got any good tips/suggestions/@omments on and about
: @@65? Is there any other pla<e I should look for supporting
: files other than the @@65 dir. in the ATARI.AR@HIVEs???

: THANX!
: -bill

: >>> anyone@cyberden.sf.ca.us <<<

I downloaded CC65 last spring. I have a few questions. Does this work with Mydos version 4.50? For some reason, I have never been able to get CC65 to work. I can get RA65 and Link65 to work, but not CC65. When I load it, I never get the prompt (CC65>), it just dies.
I learned how to program in C last school year, and wanted to continue on my 8-bit. I re-downloaded CC65 several times because I figured I had a bad transfer. Anyone have any ideas? Thanx in advance.

Lance "Ate_bit" Murdock
l-murdock@onu.edu

3409. Re: Battery powered Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 15:27:08 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep12.152708.26774@austin.onu.edu>
Source record: 105071

Michael Winters (winters@access.digex.net) wrote:
: I remember a while back that someone mentioned that it would be neat
: to hook a battery up to an Atari. I discussed this with my roomate and
: he said it would actually be relatively inexpensive, but it would take
: some electronics knowledge.... Has anyone ever done this?

: --- Mike

I have thought about that exact same thing all summer. I also believe that it would be fairly inexpensive. Powering the CPU is simple. Powering the disk drives is another matter, however. Here is my idea. I want to make a portable 8-bit that will fit into a briefcase or similar. I believe that an inverter will be needed to power the disk drive since its current power supply is AC (somebody please correct me if I am wrong). The only reason that I can think of the Disk Drive using AC would be for timing purposes. I have never really studied a schematic or anything though.

A power inverter is becoming fairly common, and the plans could probably be easily obtained. Powering the CPU could be done with a high power 6-volt battery connected to a 7805 voltage regulator. I am pretty sure the DD requires 9V AC so a 12 volt battery would be recommended there. I think it would be a very interesting project and have even done some planning on the construction of a battery that will occupy the entire surface of the inside of a briefcase, yet still be light enough to carry.
Ideas abound in my head. I would really like to have an 8-bit that I could take with me (wouldn't it be great?).

BTW: The only problem I haven't conquered is connecting a LCD screen to it. Any ideas?

Lance "Ate_bit" Murodck
l-murdock@onu.edu

3410. Atari or sale....

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 18:36:39 UTC
From: madhatter@pembvax1.pembroke.edu
Message-ID: <1993Sep12.143639.1@pembvax1.pembroke.edu>
Source record: 105072

```
For Sale:

Atari 1050 Drive (works, but no cables)

Atari 130XE computer (dead, no cables)

For offers or questions --- MadHatter@pembvax1.pembroke.edu
```

3411. atari 800 printer working with the pc?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 19:55:27 UTC
From: cho@uimrl7.mrl.uiuc.edu
Message-ID: <26vurf$6vn@vixen.cso.uiuc.edu>
Source record: 105073

Can someone tell me how to make the atari 800 printer work with the ibm-pc clone?

Any info would be greatly appreciated.

Thanks in advance.

3412. Re: atari 800 printer working with the pc?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 20:23:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2700gj$bg@usenet.INS.CWRU.Edu>
Source record: 105074

In a previous article, cho@uimrl7.mrl.uiuc.edu () says:

>Can someone tell me how to make the atari 800 printer work with the
>ibm-pc clone?

Since the 800 is one of the computer models, not one of the printer models,
you're not likely to get much help until you can tell us which Atari model
printer you have.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3413. Re: The @oolest

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 21:37:00 UTC
From: james.micallef@canrem.com
Message-ID: <60.8505.4513.0N183976@canrem.com>
Source record: 105090

I've got it!!!!
Its amazin!!!
But just like you stated there are a few bugs!!I7ve tryed about 20 mods
and 2 of them didnt work!
Thanx again!

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3414. Re: atari 800 printer working with the pc?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 22:18:37 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <27077t$cge@usenet.INS.CWRU.Edu>
Source record: 105075

Cho wants to know how to hook his 800 printer up to ibm.
M. Current says the 800 is a computer.
I say it don't matter what Atari printer he has, it isn't gonna work
on the ibm.

3415. 800XL PROB

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 23:08:27 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep12.230827.54638@austin.onu.edu>
Source record: 105076

I posted this question this summer, but for some reason my newsreader decided
to kill everything related to it before I got to it. So if you don't feel
like seeing it again, mark it as read and move on.
I bought a 256K 800XL this summer, but its memory is configured in
such a way that it isn't compatable with anything (including MyDOS). I
was wondering if some of you with upgraded XL's could tell me what the
upgrades physically look like. This upgrade replaces the 64x8 chips with
256x8 chips. In addition, there is another IC which appears to control
access. I will verify the part number and the rest of the configuration
and report it later. I am curious what the Newell upgrades look like.
Let me say some more things about the upgrade. It is not XE
compatable. In MyDOS, seleceting XE compatable causes the screen to go crazy
and a crash. It doesn't do that if I select Axlon compatable, but none
of the ordinary page sequences work. Bank-switching is obviously not
being done. The original owner wrote an assembly program which created
a single density ramdisk out of some of the memory. But I would much
rather have a 192K ramdisk than a 90K one. The only problem is that it
only works with Dos 2.5 (not MyDOS). Does anyone have any ideas about
this? It is possible that this is a homemade upgrade, because the
previous owner was one of the early Atari gurus. Is it possible to convert
this (simply) to an XE compatable? I really need this to work with MyDOS.
I may have to eventually buy a Newell if I can't convert it.
I would appreciate any and all help. I have been fiddling with this all
summer and still can't get it to behave like I want. Thanks in advance.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3416. 810 & 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 23:34:03 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep12.233403.72620@austin.onu.edu>
Source record: 105077

I also bought an 810 drive this summer, and was giving it some maintainence when I realized that most of the IC's in the 810 were the same as in a 1050. What are the hardware differences between an 810 and 1050 other than the mechanism? I have a busted 1050 that I really wanted to work, and I hoped that I could swap the necesary components out of the 810 into the 1050. Unfortunately, I think I blew out the track zero sensor the last time I worked on it (whoops...). Thanks.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3417. questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-12 23:50:02 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CD9M7G.5Ft@mentor.cc.purdue.edu>
Source record: 105078

Hello!

I just have a bunch of random questions....

Jeff, Have you gotten anywhere on the 16-bit slave processor??? It sounded really interesting. If you haven't how far did you get??

Has anyone tried adding a second GITA chip? I heard about this somewhere but i don't remember. If you do know what was the advantage of doing so.

I am going to put my 800xl inside a IBM case. The question is, what are some good upgrades that i could do while i am at it. I only know of two memory upgrades, Novell and Rambo XL, which would be better. Can you even get a Rambo XL upgrade anymore? are there any video upgrades? I know there are for ther 1200xl but i wasn't sure about the 800xl.

Mike Jewison, what kind of disk drives did you put into your IBM case?

Ben, how about posting the table of contents to the Atari Classics here? Just to give everyone an idea what is comming up? Just a thought.

Last question (I think) Where can you get the removable drives for the SyQuest HD? I found the HD for sale but they didn't have any carts. for it.

Thanks for any help that you guys can offer...

Mike

3418. Data acquisition from thermocouple

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 00:12:51 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <270du3$s7k@charm.magnus.acs.ohio-state.edu>
Source record: 105079

I'd like to use an 8-bit to record temperature data, say from 0 to 300 deg C. First, what is required to interface a standard type K thermocouple? Second, what is the range on the Atarilab temperature sensor, and is it very accurate? How thin is the thermocouple? Has anyone built anything for data acquisition?

3419. 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 00:42:40 UTC
From: mary@wam.umd.edu
Message-ID: <270fm0$jsv@cville-srv.wam.umd.edu>
Source record: 105080

I just got a 130XE....and the F keys are dead. Is this a common problem (ala the PS on the ColecoVision) or... Anyone have any ideas??? The start key is needed for moore than a few games and.....thanks!!!

I'll open it back up and look around too....when I did that at first, it seemed like one of the traces on that plugging thing was gone (an edge one)..but I dunno if it's supposed to be like that so...

3420. Re: 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 02:22:09 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep13.022209.73620@austin.onu.edu>
Source record: 105081

Mary Louise Cassidy (mary@wam.umd.edu) wrote:

: I just got a 130XE....and the F keys are dead. Is this a common problem
: (ala the PS on the ColecoVision) or... Anyone have any ideas??? The
: start key is needed for moore than a few games and.....thanks!!!

: I'll open it back up and look around too....when I did that at first, it
: seemed like one of the traces on that plugging thing was gone (an edge
: one)..but I dunno if it's supposed to be like that so...

about two weeks, maybe three, my keyboard on my 130XE did the exact same
thing. All of the special functions are dead except RESET. I have done
extension examining of the keyboard membrane and that is not the problem.
I have exhausted my guesses on what it is. It is very disturbing
because I need the option key for tons of things. I have had to resort
to using my less reliable 256k 800XL. I don't think that I have offered
much help here.

I would like to know what you find out.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3421. Atari 65XE and ACTION! for SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 02:49:37 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CD9uIq.GM9@mentor.cc.purdue.edu>
Source record: 105082

Atari 65XE 64K 800XL Compatible computer. Used < 4 hours. Great shape.
Original Box, manuals, power supply, etc.

$60 plus shipping

Action! Cartridge by OSS with Manual. Great programming language.

$28 shipping included

Jody Lenn

Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
GEnie: j.lenn1@genie.geis.com

--

Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
GEnie: j.lenn1@genie.geis.com

3422. Parker Bros.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 02:55:48 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep13.025548.15088@apgea.army.mil>
Source record: 105083

I have a stock 800 xl. Resently I gort a bunch of atari 8 bit carts at
a thirty shop (about 25 for $1) and I can not get any parker bros games
to work at all. any ideas?
Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3423. Message Server

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 03:56:39 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5gRs0B2w165w@cyberden.sf.ca.us>
Source record: 105093

Would anyone care for a beta copy of Message Server, my super-simply BBS program written in Action!?

I'm only going to supply Action! source, as I can't test very easily. (Constantly have to compile off of floppy when testing it with the modem!)

So far it's, oh, uhh, approximately 17k as source. The source is ugly, so I may end up un-streamlining it (I stuck lines together here and there to give the compiler some breathing room.. rather than having tons of [SPACE]-indents all over...) as well as commenting it.

Don't expect something for at least another few days from the time of this post (Sunday), but it's working very nicely (with local-logon at least) and has a pretty good 4000byte buffered editor :)

Any takers? Only Action! programmers with plenty of RAM (RAMDISK!) or a Hard Drive should be interested at the moment.

Thanx!

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3424. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 06:15:25 UTC
From: jharris@cup.portal.com
Message-ID: <90385@cup.portal.com>
Source record: 105084

I'm sure there's been plenty of Sparta vs MYDOS wars, but I haven't been in this group long enough to see any. My apologies if I rehash anything.

>EWww! gross! And wrong.. MyDOS makes "D:" be anything from "D1:"
>(default, and like how most other DOSes assume "D:" to be) to
>"D9:GAMES:ADVEN:ZORK:"!!!!
>
>All "D:" a<<esses will "point" to that dire<tory way in your RAM drive.

If SD is logged into D9:GAMES>ADVEN>ZORK, then all D9: accesses will point to that directory. All the drives from 1 through 9 can be logged into directories like this, all at the same time, and Sparta keeps working directories for all of them.

My programs prepend a Dn:, n being the default drive, anytime someone types a filespec with no ':'. Thus, with Sparta, I don't even have to type the 'D:' to get access to my current working path.

>Sheesh... yuk.. Sparta is ReALLY wors that I thot! >:^)

Well, there are so many things that make Sparta better than MyDOS IMO, I don't think that's a fair statement to make, or a good enough reason to say that.

John Harris - jharris@cup.portal.com

3425. Re: 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 08:44:15 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <CDAAxs.8nI@bfsec.bt.co.uk>
Source record: 105085

I used to have this problem with my 130XE several years ago. As I recall it was a very common problem, and the solution is to replace a resistor somewhere in the computer. I have the details at home in a magazine, so I'll dig them out & let you know.

The problem was (as far as I can remember) that there was too much voltage or current getting to the keyboard membrane and it was oxidising (or something like that)

Cheers
Geoff

3426. Re: 800XL PROB

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 11:19:04 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <271kv8$q7q@usenet.INS.CWRU.Edu>
Source record: 105086

Lance says he doesn't know what 256k upgrade he has in his 800xl.
The Newell 256k upgrade has a 3"x1 1/4" pc board with 6 little
ics in a row and one ic on the side. It has a 16 wire ribbon that
plugs into u20 socket(buffer). It has a 14 wire ribbon that comes
off the side which is wired to various places, like pins on Antic
and PIA. The stock 8x64k drams are replaced with 8x256k drams.
Yep, I would guess you might wanna invest in the Newell or CSS
256k upgrade.

3427. Re: 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 11:22:32 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <271l5o$qli@usenet.INS.CWRU.Edu>
Source record: 105087

```
Says function keys on 130xe don't work.
You probably need a new keyboard. You can get them from Amer.
Technavision. (See vendor list).
```

3428. Re: 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 11:49:44 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <271moo$5o@usenet.INS.CWRU.Edu>
Source record: 105088

(Russ, talking to Russ, says people need a new keyboard for 130xe)
Try this. I just did and it worked. With the mother board on the
table, jumper a small wire from two contacts on the keyboard
connector. These two contacts are the START key and you will hear
the 'beep' of a cassette boot.
The contacts are # 4 counting from the right and #3 counting
from the left. The motherboard on table like normal, the power
plug far from you, the keyboard connector near you.
Becareful not to mash the contacts.

3429. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 13:12:44 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep13.131244.1099@newshub.ists.ca>
Source record: 105089

In article 5Ft@mentor.cc.purdue.edu, talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>
>Hello!
>
> I just have a bunch of random questions....
>
> [stuff deleted]
>
>I am going to put my 800xl inside a IBM case.

There is a file located at the atari.archive anonftp site which is what got me started on my current hacking project. This file was written by Michael St. Pierre, the guy who developed the TransKey, and it gives very basic instructions on installing a Classic motherboard in a PC case. I can never connect to atari.archive because access is severely limited during the day, but you can retreive the file from the wuarchive.wustl.edu mirror site in directory /mirrors/archive.umich.edu/atari/8bit. The file is called (I think) transkey.arc.

> The question is, what are some
>good upgrades that i could do while i am at it. I only know of two memory
>upgrades, Novell and Rambo XL, which would be better. Can you even get a
>Rambo XL upgrade anymore?

Rambos are extremely hard to come by these days. Another 256k upgrade for the 800XL is the Wizztronics, currently sold by Best electronics. I talked about this in great detail in a previous column in Atari Classics. I don't know what the current prices are, but I paid $11 for the board, $14 for the 8 memory chips, and another couple of dollars for several other (cheap) components - total cost for the upgrade to 256k was just slightly over $25, plus shipping. The Wizzy appears to be fully Rambo-compatible and from what I've seen it's the cheapest 256k upgrade available for the 800XL. If you do decide to go with this be warned - unless Best has upgraded their docs on the Wizzy, the installation instructions are a little muddled. Either check your back issues of AC or else ask me for more details.

>Mike Jewison, what kind of disk drives did you put into your IBM case?

Both the 360k and 1.2M floppies connected to my Black Box/Floppy Board combo are Toshiba and they work just fine. I very recently (like last week) picked up a 3.5" 1.44M floppy for my PC. Before I install it in the PC I want to check it with the BB/FB and see how well it works. If it does (and I have do doubt but that it will) I'll probably pick up a second one for the XL.

> [more stuff deleted]
>
>Thanks for any help that you guys can offer...

Speaking for the others, our pleasure.

>Mike
>

Me too.

- Mike Jewison
"The Fitting Room"
Atari Classics
mjewison@nereid.sal.ists.ca

3430. CC65

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 14:02:17 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19930913140508.2.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 105091

Date: Sat, 11 Sep 1993 05:05 EDT
From: yeshua.marcam.com!news.kei.com!sol.ctr.columbia.edu!spool.mu.edu!nigel.msen.com!well
!moon!cyberden!phbill@uunet.uu.net

Well, I finally got CC65 over from my friend's IBM (from Mac from FTP
site wuarchive mirrored from atari.archive.umich.edu... <gasp> <whew!>)

Anyways... CC65.COM just jumps back to DOS when loaded under MyDOS. No
errors are returned. The other files run fine.

CC65 is truly gigantic. Probably what's happening is that it's
colliding with some memory limit in mydos, and losing immediately.

Ie, I go to [L]oad
"LINK65.COM" and it says "LINK65>" as a prompt. (It's a Sparta'able
program).

Also DOS2 etc. All the CC65 executables try to intuit what sort of OS
they're running under, and do the right thing about expecting command
line arguments. Given the wide variety of OS'es out there, and the
limited number of them that I had available to test with, it may not get
it right sometimes.

Then I tried it all under SpartaDOS. CC65 worked ok, but LINK65 (when I
eventually got that far.. I'm trying to compile HELLO.C as the example in
INTRO.DOC explained..) returned some error about "[garbage!] is not an
object or library file" and returned to SpartaDOS.

See below.
[...]
Well.. anyways. I'm doing this, just as INTRO.DOC says:

CC65.COM
load under MyDOS - nothing happens

CC65 -V HELLO.C spartaDOS 3.2 here
RA65 HELLO.M65
LINK65 -O HELLO.COM RUNTIME.OBJ HELLO.C C.OLB
(adding D8:'s when I tried to
do it from RAMdisk)

I didn't go back and extract the doc to make sure, but it's supposed to
say HELLO.OBJ in the above command, not HELLO.C. Think about it for a
minute. The point of a linker is to link *object* files together, not
source files. If you could link the source, you wouldn't have needed to
do the first two steps.

Again, LINK65 says that some file (it displays garbage) is not a library
or object file!!!

And it's quite correct. HELLO.C is not a library or an object file.

3431. Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 14:31:16 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep13.143116.27534@apgea.army.mil>
Source record: 105092

I resently started using my 800xl alot.
This is mainly due to 7 cities of gold. If anyone would like to see how
surperior the Atari was to the IBM XT, compare this game on both systems.
(thank you goes out to the person on the net that I bough this game from)

Anyways, the system itself is a bit unsightly. (according to my wife) I
was wondering if there was anything like a holding case for it, its power
supplies and diskdrives to make it easy to tuck away and to pull out without
taking the whole thing apart each evening.

Adaping it to a PC case seems interesting but I don't think I want to put
that much work or money into it. Any suggestions?

Also, what RPGs were made for the atari?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3432. Re: Battery powered Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 15:51:53 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDAuqI.A3u@cbfsb.cb.att.com>
Source record: 105097

In article <1993Sep12.152708.26774@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>Michael Winters (winters@access.digex.net) wrote:
>: I remember a while back that someone mentioned that it would be neat
>: to hook a battery up to an Atari. I discussed this with my roomate and
>: he said it would actually be relatively inexpensive, but it would take
>: some electronics knowledge.... Has anyone ever done this?
>
>: --- Mike
>
>I have thought about that exact same thing all summer. I also believe that
>it would be fairly inexpensive. Powering the CPU is simple. Powering the
>disk drives is another matter, however. Here is my idea. I want to make
>a portable 8-bit that will fit into a briefcase or similar. I believe that
>an inverter will be needed to power the disk drive since its current power
>supply is AC (somebody please correct me if I am wrong). The only reason
>that I can think of the Disk Drive using AC would be for timing purposes.
>I have never really studied a schematic or anything though.
>
>A power inverter is becoming fairly common, and the plans could probably be

Probably not necessary, see disk drive reference below.

>easily obtained. Powering the CPU could be done with a high power 6-volt
>battery connected to a 7805 voltage regulator. I am pretty sure the DD

A 7805 regulator has a minimum drop across it of around 2 volts, and so would require an input voltage of more than 7 volts for 5 volts output. There is a low drop out voltage device, the LM2940CT-5.0 which would be suitable for a 6 volts battery, I believe the minimum drop across it is .7 volts.

>requires 9V AC so a 12 volt battery would be recommended there. I think

The 9 volts AC for the disk drive is just for simplicity. The disk drive requires +12 volts DC and +5 volts DC, and the rectifiers and such are internal to the drive case. The supply components could have been put in the transformer case, but weren't.

I have not opened a drive case as yet (dern curiosity, maybe I'll open one tonight and look inside) but if they uses a straightforward fullwave bridge rectifier, and then regulate the +12 and +5 from the same filter caps, the whole drive could be run from a 12 volt battery with replacement of the approriate regulator with a low drop out version (I think the LM2940-12). Somewhat greater efficiency could be drived if both a 6 volt battery and a 12 volt battery are being supplied by splitting the regulators

in the disk drive, providing low drop out regulators for both, and driving the diskm drive 5 volt regulator from the 6 volt battery.

>it would be a very interesting project and have even done some planning
>on the construction of a battery that will occupy the entire surface of
>the inside of a briefcase, yet still be light enough to carry.
>Ideas abound in my head. I would really like to have an 8-bit that I could
>take with me (wouldn't it be great?).
>
>BTW: The only problem I haven't conquered is connecting a LCD screen to it.
> Any ideas?
>

A protable TV with LCD display?

--
Richard Dell

3433. Atari 800 hardware & software for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 16:23:40 UTC
From: benk@next17pg2.wam.umd.edu
Message-ID: <2726qc$2nh@cville-srv.wam.umd.edu>
Source record: 105096

Complete Atari 800 system, including:

Hardware
Atari 800 Computer with 48k RAM
Atari 810 Disk Drive
Atari 850 Interface Module
Hayes Smartmodem (300 Baud)
Epson MX-80 Dot Matrix Printer (Friction/Traction Feed)
Two (2) Atari joysticks
All associated power cables and interface cables

ROM Cartridges
Atari Basic
Monkey Wrench Debugger (with manuals)

Manuals
Atari Personal Computer System Operating System User's Manual
& Hardware Manual (November 1980 version)
810 Disk Drive Operator's Manual
Disk Operating System Reference Manual & DOS II Reference Manual
De Re Atari: A Guide to Effective Programming
850 Interface Module Operator's Manual
BASIC Reference Manual
Atari Word Processor (with Software)

And a lot of software of single-sided 5.25" Floppies

PLUS a second Atari 800 computer module (48K) with a
suspected faulty power supply - an ideal parts source!

ALL THIS FOR $200 or best reasonable offer!

3434. Re: Data acquisition from thermocouple

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 16:30:55 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDAwJK.Ds4@cbfsb.cb.att.com>
Source record: 105099

In article <270du3$s7k@charm.magnus.acs.ohio-state.edu> fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
> I'd like to use an 8-bit to record temperature data, say from 0 to
>300 deg C. First, what is required to interface a standard type K
>thermocouple?

Thermocouple interfacing can be very complex. The signal from a type K thermocouple is of the order of 40 micro volts per degree C, so a swing of about 12 millivolts over the temperature range. This would need to be amplified with careful attention paid to offset voltage adjustments and drifts with ambient temperatures. Also, the _cold junction_ temperature would have to be compensated for.

And all that will give you a voltage output of some kind. The Atari input (analog) is designed for a resistive tranducer such as a paddle pot, although I have to take a look at the hardware reference manual to see if the actual input is voltage or current based. If current based, as in the IBM PC's, a voltage to current conversion would be necessary as well.

And finally, the Atari operating system reads the values as 8 bit values, hence 256 steps possible. Over the 0-300 degree C span, that would be a maximum sensitivity of 1.25 degrees C per step, or or 2.25 degrees F per step.

--
Richard Dell

3435. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 17:11:29 UTC
From: steibel@cs.umbc.edu
Message-ID: <2729k1INNem0@topdog.cs.umbc.edu>
Source record: 105094

I managed to do something similar, but not as elaborately. Basically,
I found one of the old hinged plastic computer cases and placed most
of my atari stuff inside it in such a way that only the cables were
hanging out. Actually, my 800xl keyboard simply hangs out of the
case, with a MIO in the case itself along with the power supplies and
other misc. atari stuff (this contraption is located elsewhere
presently).

There are ALOT of power cables hanging everywhere and the thing has
its own power controller. Looks ugly but is ALOT easier to move
around and setup, as well as being a little better ventilated than I
would imagine a closed case would be, unless you have a fan or
something.

On a related note, I was thinking that a REALLY cool method for
improving a atari 8bit system would be to buy one of those SCSI
floptical drive which hold 21megs or so. I would like to do so myself
eventually since I would imagine that ALL of my old 8bit stuff would
fit on 5 floptical disks or so...

--
Internet: steibel@cs.umbc.edu <==> David Steibel <==> Bitnet: davids@umbc
Consultant Manager of SGI Labs, contacted through phone mail at 410-455-8025.
Snail mail to Dave Steibel, Academic Computing Services, ECS room 125,
5401 Wilken's Ave. UMBC, Baltimore, MD, 21228-5398, USA.

Author and maintainer of Demacs Frequently Asked Question List (Demacs FAQL)
located at anonymous@ftp.umbc.edu:/pub/demacs/demacs.faq . Moderator of
mailing list demacs@cs.umbc.edu. Finger demacs@cs.umbc.edu for more info.

Standard Disclaimer: The "opinions" expressed above are mine, and do not
necessarily reflect the opinion of any organization to which I belong.

Quote: The greatness of a nation and its moral progress can be measured
by the way in which its animals are treated. - Mahatma Gandhi.
--

3436. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 17:37:50 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <272b5e$4hu@usenet.INS.CWRU.Edu>
Source record: 105095

(Fellow says his 8-bit stuff will fit on 5 21meg flopticals.)
You got 100 meg of Atari 8-bit stuff? I didn't think there was
100 meg of Atari 8-bit stuff.

3437. For Sale Again!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 19:01:50 UTC
From: gah@ccd.harris.com
Message-ID: <1993Sep13.190150.12578@ccd.harris.com>
Source record: 105102

For Sale:

800XL Computer
1050 Disk Drive
1027 Printer
1030 Modem
1010 Cassette
Koala Pad w/software(Micro illustrator and a game)
lots of software (games,finance,terminal,etc.)
lots of disks, cartridges, cassettes.
Almost everything is in the original box (except the disk drive)
most of the original documentation.

All for 125.00 or best offer

Make me an offer.

Thanks

3438. How about a PC 360K floppy drive with an Atari: would it work?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 20:17:09 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Sep13.201709.19734@acs.ucalgary.ca>
Source record: 105098

Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
even theoretically possible?
--
dbstrutt@acs.ucalgary.ca
And now the number one name Canadians use for Americans...
Upper Mexicans!!! (D.L.)

3439. Re: sort of inventing a new 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 21:12:09 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep13.161209.5980@uoft02.utoledo.edu>
Source record: 105011

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Fellow says his 8-bit stuff will fit on 5 21meg flopticals.)
: You got 100 meg of Atari 8-bit stuff? I didn't think there was
: 100 meg of Atari 8-bit stuff.

Let me figure my little collection on-line here...
120*180K+50*180K+600*180K...hmm...got to be more... only 1.38M so far...
If I think of some more boxes stashed somewhere.......

l8r,
overloaded,
-me

3440. Re: Data acquisition from thermocouple

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 21:16:53 UTC
From: jim@skipjack
Message-ID: <1993Sep13.211653.18943@jpl-devvax.jpl.nasa.gov>
Source record: 105100

In article <270du3$s7k@charm.magnus.acs.ohio-state.edu> fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:
> I'd like to use an 8-bit to record temperature data, say from 0 to
>300 deg C. First, what is required to interface a standard type K
>thermocouple? Second, what is the range on the Atarilab temperature
>sensor, and is it very accurate? How thin is the thermocouple? Has
>anyone built anything for data acquisition?
>
I think the Atarilab temperature sensor covers at least 0-100 C. I would doubt that it is very accurate, though. If you want to try interfacing something else, you should look for some article that tells how to program the joystick ports to use analog mode, and shows the pinouts. I think they are 0-5 VDC, but it's been a long time since I looked.

3441. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 21:23:26 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep13.162326.5981@uoft02.utoledo.edu>
Source record: 105012

Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:

: Also, what RPGs were made for the atari?

Ahh... thought no one would ever ask... hmm, need to check on a few,
it's been a while:

Alternate Reality: The City
Alternate Reality: The Dungeon
Gemstone Warrior
Temple of Aphsai, Gateway, etc.
Warriors of Rai (4 part'r)
Eternal Dagger
Ultima I, II, III, & IV

ummm... drawing a big blank, used to be into those darn things... ugh.

Sorry guys, HELP!

-me

3442. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 21:42:53 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <272pguINN43o@uwm.edu>
Source record: 105101

In article <1993Sep12.005641.11124@cgrg.ohio-state.edu> aramos@cgrg.ohio-state.edu (Tony Ramos) writes:
>Atari coded some all-new games for the release of its XEGS in 1988. Airball,
>a hit on the ST, was one as well as a completely rewritten Mario Bros. I have
>this one; It's the best arcade conversion I've seen on the Atari 8-bit, and
>the best version of Mario Bros. I've seen on _any_ platform. It even has the
>intermediate screens which introduce the various enemies.

Atari released the following cartridges in 1988 and 1989:

RX8099 Atari 1988 Ace of Aces (by Accolade)
RX8101 Atari Dark Chambers (2600 Adventure style game)
RX8102 Atari Crystal Castle
RX8103 Atari Mario Brothers ((c) 1983 Nintendo)
RX8104 Atari Crime Busters (Lightgun game)
RX8108 Atari Necromancer (by Synapse)
RX8109 Atari Airball (Marble Madness style game)
RX8111 Atari Tower Toppler
RX8113 Atari Thunder Fox
RX8114 Atari Into the Eagles Nest (by Pandora Software)
RX8118 Atari 1989? Xenophobe
RX8120 Atari Super Football
RX8124 Atari MidiMaze

I could have sworn I played Mario Bros. at a friend's house long before 1988 (like say 84 or 85). When you say "rewritten", did there exist a different Mario Bros. for the Atari before this one? I was not all that impressed with the version I played. It was OK gameplay wise, but the graphics were pretty much 4-color. I would not call it arcade quality at all.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3443. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-13 23:42:24 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93256.194224IO20816@MAINE.MAINE.EDU>
Source record: 105103

In article <1993Sep13.143116.27534@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) says:
>
>I resently started using my 800xl alot.
>This is mainly due to 7 cities of gold. If anyone would like to see how
>surperior the Atari was to the IBM XT, compare this game on both systems.
>(thank you goes out to the person on the net that I bough this game from)

Are you comparing the original EA IBM PC release of 'Seven Cities of Gold' or the new Commerative Edition which came out last month and has VGA graphics, etc.? If the Atari still beats the New version, [which I haven't seen] that would be impressive - tho with the game play on the Atari maybe not that hard to believe.

-Kevin
(io20816@maine.maine.edU)

3444. Re: Flicker Term

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 00:54:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep13.195432.5987@uoft02.utoledo.edu>
Source record: 105014

anyone@cyberden.sf.ca.us wrote:
: There's supposedly a new Terminal program being written for our little
: Classics called "FlickerTerm". Does anyone have any info on it?

: Would anyone LIKE any info on it? (I'll be checking out about it again
: soon I hope - been reading tidbits about it on the BBS Express! nets, but
: I dont call the BBSEx! boards I do too often cuz I'm not "college-boy"
: and cant spend $$:))

Well, since no one else posted, guess I should:

YES! I'd be quite interested in it! VT-100 emulation???

-me

3445. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 00:59:44 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep13.195945.5989@uoft02.utoledo.edu>
Source record: 105015

Andrew H Krieg (ultron@csd4.csd.uwm.edu) wrote:
: Atari released the following cartridges in 1988 and 1989:

: RX8118 Atari 1989? Xenophobe
: RX8120 Atari Super Football
: RX8124 Atari MidiMaze

Xenophobe? Really? How was it?
Midimaze? I take it was based on the 8-bit midi optional expansion?

: I could have sworn I played Mario Bros. at a friend's house long before 1988
: (like say 84 or 85). When you say "rewritten", did there exist a different
: Mario Bros. for the Atari before this one? I was not all that impressed with
: the version I played. It was OK gameplay wise, but the graphics were pretty
: much 4-color. I would not call it arcade quality at all.

Yeah, I found the old version years back also... probably 1985/86 or so.
It was pretty bad. One of the few games for the old 6502 monster that did the
"Nintendo effect"... you know, once a few too many things appeared on the
screen, the e n t i r e g a m e s l o w e d
d o w n. CONSIDERABLY!
(Nintendo's famous for it... surprised so many people bought that piece of sh*t)

If they did redo it, I might just have to check into getting it... hmmm....

-me

3446. Re: For Sale Again!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 01:02:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep13.200230.5990@uoft02.utoledo.edu>
Source record: 105016

George A. Hebert (gah@ccd.harris.com) wrote:

: For Sale:

: 800XL Computer
: 1050 Disk Drive
: 1027 Printer
: 1030 Modem
: 1010 Cassette
: Koala Pad w/software(Micro illustrator and a game)
: lots of software (games,finance,terminal,etc.)
: lots of disks, cartridges, cassettes.
: Almost everything is in the original box (except the disk drive)
: most of the original documentation.

: All for 125.00 or best offer

: Make me an offer.

: Thanks

What cartridges? Just curious, no replies yet...

-me

3447. B&C odd...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 01:09:01 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep13.200902.5992@uoft02.utoledo.edu>
Source record: 105017

Well, just wanted to get some info on what B&C Computervisions carries... not much luck getting a hold of them. Thought they were out of business, then suddenly, wham! Someone picked up! I was hoping for some general info on what they carry... but the guy (stoned would be the proper word I think) droned "mail me $1.00 in stamps and I'll send you a catalog..." or something to that effect. O-K.

I don't think I'd trust this guy further than I could throw him (which actually would be quite far)... anyone know what all they DO carry? I really don't feel like waiting a couple weeks for them to get my mail and reply... then waiting a couple weeks for their mailing to reach me... I'd just like a quick summary of what they carry! Anything short and simple!?!

Comparatively, is American Techna-Vision any better? I have a catalog from them circa, oh, about May 1993. They seem a little steep on some stuff, CHEAP on others. Unless B&C is much better, I think I might take my chances with ATV.
(They don't carry any used/rebuilt drives and things tho!)

-me

3448. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 01:38:08 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <2737a0INNqi9@flipper.pvv.unit.no>
Source record: 105104

In article <93256.194224IO20816@MAINE.MAINE.EDU>, Kevin Foss <IO20816@MAINE.MAINE.EDU>
writes:
> In article <1993Sep13.143116.27534@apgea.army.mil>, rcmerrit@apgea.army.mil
> (Robert C. Merritt <rcmerrit>) says:

> >I resently started using my 800xl alot.
> >This is mainly due to 7 cities of gold. If anyone would like to see how
> >surperior the Atari was to the IBM XT, compare this game on both systems.
> >(thank you goes out to the person on the net that I bough this game from)
>
> Are you comparing the original EA IBM PC release of 'Seven Cities of Gold'
> or the new Commerative Edition which came out last month and has VGA
> graphics, etc.? If the Atari still beats the New version, [which I haven't
> seen] that would be impressive - tho with the game play on the Atari maybe
> not that hard to believe.

I'm still wondering what Seven Cities of Gold is... Is it that game where
you control a little stick-man in an isometric 3D world, with optional
two player mode? If not, what's THAT game? ;) I remember sitting playing
that on an old 64 (of all things) on a bw TV and loving it...

Oh yeah, new releases of old, great games are NEVER any good. I think
there's a law somewhere. Look at LSL 1, look at Elite (16-bit vs. original
BBC)...

> -Kevin
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

3449. Re: 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 02:09:22 UTC
From: petebre@elof.acc.iit.edu
Message-ID: <1993Sep14.020922.9368@iitmax.iit.edu>
Source record: 105005

In article <270fm0$jsv@cville-srv.wam.umd.edu> mary@wam.umd.edu (Mary Louise Cassidy) writes:
>
>I just got a 130XE....and the F keys are dead. Is this a common problem
>(ala the PS on the ColecoVision) or... Anyone have any ideas??? The
>start key is needed for moore than a few games and.....thanks!!!
>
>I'll open it back up and look around too....when I did that at first, it
>seemed like one of the traces on that plugging thing was gone (an edge
>one)..but I dunno if it's supposed to be like that so...
>

My 130XE has been acting up lately with the fuction keys going out,
I found that it occured because the membrane had simply come loose in its
connection to the board. I pulled it out and set firmly into the connection
and all worked fine. Its happened a couple times since but the same cure has
worked each time.

-Bp

3450. Auxiliary Menu for ATW80 in archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 04:48:32 UTC
From: ab588@yfn.ysu.edu
Message-ID: <273if0$aqq@news.ysu.edu>
Source record: 105006

I posted the ATW80 Auxiliary Menu by Jeff McWilliams in the
umich archive this evening named am.arc. I don't know what subdirectory
Jody will put it in yet.
--
Joe Sabatino -->ab588@yfn.ysu.edu

3451. Re: Voicemaster

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 05:38:45 UTC
From: bmarcum@delphi.com
Message-ID: <273ld5$1tn@news.delphi.com>
Source record: 105007

lmurdock@austin.onu.edu (Lance Murdock) writes:
>

Did you have a question, a Voicemaster for sale, or do you just like to
type the word "Voicemaster"?

Bill Marcum bmarcum@delphi.com

3452. Re: atari 800 printer working with the pc?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 05:51:33 UTC
From: bmarcum@news.delphi.com
Message-ID: <273m55$26d@news.delphi.com>
Source record: 105008

cho@uimrl7.mrl.uiuc.edu () writes:

>Can someone tell me how to make the atari 800 printer work with the
>ibm-pc clone?

>Any info would be greatly appreciated.

It depends. There was one very early model Atari printer (815? 825?) that
was connected through the 850 interface. Some of the later X??- model
printer also had a Centronics parallel interface. If your printer just
has the Atari 13-pin interface, the only way to connect it to an IBM is
with an Atari computer and a null-modem cable.

Bill Marcum bmarcum@delphi.com

3453. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 07:46:40 UTC
From: winston@merk.com
Message-ID: <CDC2xu.5Ho@merk.com>
Source record: 105009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tuesday, August 31, 1993 at 06:04:59 GMT (11:04am EDT)
cmedley@wam.umd.edu ('Flip' Medley) writes:

In article <1993Aug31.012412.22120@microsoft.com>,
Darek Mihocka <darekm@microsoft.com> wrote:
DM>
DM> Once again we have some naive idiot running around pretending to...
FM> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
FM>
FM> Darek, you sure know how to make a sale.
FM>
FM> I give you a coherent set of arguments, rationally, for why your
FM> product is maybe not quite as peachy keen as you make it out to be,
FM> and blam! I'm an idiot.

Well, to cite an example:

Article 12917 of comp.sys.atari.8bit:
Xref: comp.sys.atari.st:64056 comp.sys.atari.8bit:12917
"""""""""""""""""""""
Path: merk!spdcc!think.com!yale.edu!newsserver.jvnc.net!howland.reston.ans.net!europa.eng.
gtefsd.com!uunet!haven.umd.edu!cville-srv.wam.umd.edu!cmedley
From: cmedley@wam.umd.edu ('Flip' Medley)
Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
"""""""""""""""""""""
Subject: Re: Gemulator 3.0!
Date: 31 Aug 1993 06:04:59 GMT
Organization: University of Maryland, College Park
Lines: 151
Message-ID: <25upmb$cdi@cville-srv.wam.umd.edu>
References: <1993Aug21.002245.21642@microsoft.com> <XRDV9B2w165w@cyberden.sf.ca.us>
<25j4of$foh@cville-srv.wam.umd.edu> <1993Aug31.012412.22120@microsoft.com>
NNTP-Posting-Host: rac3.wam.umd.edu

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
"""""""""""""""""""""
Xref: comp.sys.atari.st:64056
comp.sys.atari.8bit:12917
"""""""""""""""""""""

...your article may have had more creedence had you actually bothered
to look where you were posting it before sending it off. What does
emulating a 68030 have to do with the 6502 ?

FM> Well, is it? We all know the Falcon has a '030 attached via a 16-bit
FM> bus to the memory. Unless we use a 3rd party board, we can't use
FM> FastRAM to get 32-bit access via the CPU.

The speed of the Falcon 16-bit bus is immaterial to the 6502 owner.
You ask if maybe it is just you. Well, is it? In COMP.SYS.ATARI.8BIT ?

FM> You're full of it if you think that we're all supposed to believe it
FM> is going to perform as well as a Falcon.

Well, if you can all believe that 16-bit and 32-bit machines are
actually, in reality, 8-bit machines, then anything is possible!

FM> My point, Darek, if you would pay attention, which apparently
FM> is not your strong suit as you think you know it all...

Darek is not the only poster around here who could use a course in how
to pay attention, but apparently it is not a strong suit.... A little
attention paid to NewsGroup headers would greatly be appreciated by one and
all, as well !

FM> I am not suggesting in any way, shape, or form that you need to make
FM> a 68030 emulator. What I am saying is that if a user wants raw speed,
FM> they would need a high-end PC (486/50 or better) to equal a lowly Mega
FM> STe or slightly better.

Why would I want to emulate a Jackintosh? As a 6502 user I have no
need for a GUI.

3454. Re: Help a new user?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 08:40:01 UTC
From: winston@merk.com
Message-ID: <CDC5Es.65C@merk.com>
Source record: 105010

On Friday, September 3, 1993 at 17:50:53 GMT (12:50pm EDT ?)
staffan@ca.serum.kodak.com (Kenneth Staffan (15140) writes:

KS> I recently acquired an Atari 800, a 1010 program recorder,
KS> a Microbits Peripheral Products MPP-1000c modem (no 850 interface
KS> needed) and assorted cartridges, including the Basic Language.
KS> I'm fairly UNIX and Internet literate, but fairly DOS
KS> (and completely Atari) illiterate....

KS> I could snag software from the FTP sites, and bring it onto my Sun,
KS> but what's the best way to get it to the Atari? ... Can
KS> I get started with what I have, or do I need a few more things first
KS> (e.g. a disk drive?, DOS?). If I need additional start-up software,
KS> what's the best way to get that -- have somebody put together a
KS> cassette for me?

KS> I think the novice nature of my questions is probably clear.
KS> If anyone is willing to offer a little assistance, I'd sure
KS> appreciate it!

With an 800 and a program recorder and BASIC (but no disk drive) in
your configuration, your best strategy would probably be to locate an ATARI
BASIC program called "AMODEM 7.2" whose source code is written in ATARI
BASIC with some string definitions of inline Assembler code converted into
high extended ASCII (i.e. greater than 127 DECIMAL) string routines. If
you can get a cassette of this program, or a hard copy printout of the
program, you can use it to "jumpstart" your downloading from your SUN to
your ATARI without requiring a disk drive. As the program is written
mostly in ATARI BASIC the only problem you would have would be with the
Assembly Language string loaded code segments. You could type in the BASIC
statements, provided that your program source code is in what is called
source --LISTED-- format, a program that usually ends with an ".LST" file
extension. The embedded string litterals would be a problem, but you could
get a HEX DUMP of the code segments off of the SUN. The string litteral
Assembly modules are very brief, as most of the code for "AMODEM 7.2" is
written in ATARI BASIC. You could rebuild the string litterals by hand, a
byte at a time. I'm afraid that you are in the traditional "CATCH-22"
situation, namely, "How do you download your first terminal program without
using a terminal program?"

AMODEM 7.2 will give you Ward Christensen XMODEM. You can then use it
to download BOBTERM 1.22, which contains XMODEM, XMODEM-1K, XMODEM-4K
(FMODEM), YMODEM BATCH and some CompuServe protocol as well as 40 column
VT-52 emulation.

Good Luck!

3455. Re: Voicemaster

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 09:36:39 UTC
From: slackey@acheron.bbn.com
Message-ID: <SLACKEY.93Sep14093639@acheron.bbn.com>
Source record: 105018

I have no experience with the Covox, but there is a common problem
with the use of this type of device. The device samples at some rate.
If the input has frequency components above half that rate, information
at those frequencies gets played back at different frequencies. The
result can be pretty garbled.

The Covox may have a lowpass filter (ie bandwidth limit) on its input,
but then again maybe not. I would suggest finding out its sample rate
and putting a lowpass filter on its input. A simple RC would work
if you aren't too fussy. Y'know maybe a preamp with the treble turned
all the way down might be good enough to just try & see if it helps.

-Stan

3456. MyDOS on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 09:57:51 UTC
From: slackey@acheron.bbn.com
Message-ID: <SLACKEY.93Sep14095751@acheron.bbn.com>
Source record: 105020

I noticed some mention of MyDOS on cartridge go by, and it reminded me of when I thought about it back when I hacked on MyDOS. I made a version of the DUP that a) ran from RAM under ROM and b) had a small command line interpreter. It had some problems, such as using page 6 and some folks didn't like it using the RAM under ROM.

Well anyway the current discussion go me thinking about putting MyDOS on a flash ROM in a cartridge that acts like a very fast disk. It would be write-once, so a user could add the utilities he uses, then thereafter get very fast access.

Does anyone know current pricing on flash ROMs? Or if 256Kx8 or 1Mx8 are available?

-Stan

3457. Re: 800XL PROB

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 11:36:53 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep14.113653.84357@austin.onu.edu>
Source record: 105013

Lance Murdock (lmurdock@austin.onu.edu) wrote:
: I posted this question this summer, but for some reason my newsreader decided
: to kill everything related to it before I got to it. So if you don't feel
: like seeing it again, mark it as read and move on.
: I bought a 256K 800XL this summer, but its memory is configured in
: such a way that it isn't compatable with anything (including MyDOS). I
: was wondering if some of you with upgraded XL's could tell me what the
: upgrades physically look like. This upgrade replaces the 64x8 chips with
: 256x8 chips. In addition, there is another IC which appears to control
: access. I will verify the part number and the rest of the configuration
: and report it later. I am curious what the Newell upgrades look like.
: Let me say some more things about the upgrade. It is not XE
: compatable. In MyDOS, seleceting XE compatable causes the screen to go crazy
: and a crash. It doesn't do that if I select Axlon compatable, but none
: of the ordinary page sequences work. Bank-switching is obviously not
: being done. The original owner wrote an assembly program which created
: a single density ramdisk out of some of the memory. But I would much
: rather have a 192K ramdisk than a 90K one. The only problem is that it
: only works with Dos 2.5 (not MyDOS). Does anyone have any ideas about
: this? It is possible that this is a homemade upgrade, because the
: previous owner was one of the early Atari gurus. Is it possible to convert
: this (simply) to an XE compatable? I really need this to work with MyDOS.
: I may have to eventually buy a Newell if I can't convert it.
: I would appreciate any and all help. I have been fiddling with this all
: summer and still can't get it to behave like I want. Thanks in advance.

: Lance "Ate_bit" Murdock
: l-murdock@onu.edu
: Senior Electrical Engineering Student
: Ohio Northern University

And here is the followup I mentioned. Examination of the upgrade really got
me nowhere. But here is the configuration. There are of course 8-256k
drams replacing the 8-64k originals. The resistor which connects these to
the power supply is cut, and the free terminal is then jumpered to power
another IC. This IC is a 74LS153. I don't have my Digi-Key Catalog, so I
don't know what it is. Three wires leave the chip and find their new
home in pins 14,15,16 of the PIA. There are also three wires that
end up at pins 8,9,10 (I think, if it is a 14 pin IC) of a 74LS158.
The 74LS153 is located directly next to the memeory DRAMS and is the top
one of the two. There are a few other miscellaneous connection that I
either haven't or can`t explain. Can anyone tell me what the 74LS153 is,
and what it might be doing? Oh, one thing I forgot to mention, The three
pins which go to the 74158 REPLACE these pins, not connect to them. The
original pins have been pulled out of the socket. The pins which go to

the PIA connect to them, not replace them.
I am going to make some guesses here, and hopefully someone can
enlighten me if I am wrong. I believe that the 74158 is some sort of
buffer. It would probably have to be this or some type of memory controller.
(I guess a buffer though) I really have no clue what a 74153 is, though.
I don't think that there is anything that I cannot correct (or repair) if I
need to change the upgrade to make it XE compatible. So I guess it is about
time to invest in a Newell board. I hope someone can decipher this upgrade.
This could be an impressive upgrade, but if it only works on DOS 2.5, what
good is that? Thanks for everyones help.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3458. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 12:19:54 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep14.121954.10394@apgea.army.mil>
Source record: 105034

In article <93256.194224IO20816@MAINE.MAINE.EDU> Kevin Foss <IO20816@MAINE.MAINE.EDU>
writes:
>In article <1993Sep13.143116.27534@apgea.army.mil>, rcmerrit@apgea.army.mil
>(Robert C. Merritt <rcmerrit>) says:
>>
>>I resently started using my 800xl alot.
>>This is mainly due to 7 cities of gold. If anyone would like to see how
>>surperior the Atari was to the IBM XT, compare this game on both systems.
>>(thank you goes out to the person on the net that I bough this game from)
>
>Are you comparing the original EA IBM PC release of 'Seven Cities of Gold'
>or the new Commerative Edition which came out last month and has VGA
>graphics, etc.? If the Atari still beats the New version, [which I haven't
>seen] that would be impressive - tho with the game play on the Atari maybe
>not that hard to believe.
>
>-Kevin
>(io20816@maine.maine.edU)

Well if you look at my orginal message I said compared to the version put
out for the IBM XT. I assume the new version will require a 386 or better.
But in either case, I heard the new verson was delayed permentantly, (sort
of like champions), so when did it come out? Are you sure your not thinking
of pirate's gold?

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3459. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 12:23:30 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep14.122330.11228@apgea.army.mil>
Source record: 105035

>
>I'm still wondering what Seven Cities of Gold is... Is it that game where
>you control a little stick-man in an isometric 3D world, with optional
>two player mode? If not, what's THAT game? ;) I remember sitting playing
>that on an old 64 (of all things) on a bw TV and loving it...

7 Cities of Gold is where you have to explore the new world, trade (or go to
war) for gold and food and try to stay in favor of the king.

>
>Oh yeah, new releases of old, great games are NEVER any good. I think
>there's a law somewhere. Look at LSL 1, look at Elite (16-bit vs. original
>BBC)...

Yes,. that is certainly true.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3460. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 13:15:56 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep14.131556.21573@apgea.army.mil>
Source record: 105036

In article <1993Sep13.162326.5981@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:
>
>: Also, what RPGs were made for the atari?
>
>
> Ahh... thought no one would ever ask... hmm, need to check on a few,
>it's been a while:
>
>
> Alternate Reality: The City
> Alternate Reality: The Dungeon
> Gemstone Warrior
> Temple of Aphsai, Gateway, etc.
> Warriors of Rai (4 part'r)
> Eternal Dagger
> Ultima I, II, III, & IV
>
> ummm... drawing a big blank, used to be into those darn things... ugh.
> -me
>

Well, I'm more into the D&D and Gamma World type rpgs. Utima series doesn't interest me that much. Besides that, do you have any recommendations, and are any still available? (as in someone like toad has them in stock or someone is interested in trading/selling them too me..

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3461. atari 2600 carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 13:39:45 UTC
From: tom@sun-ra.rsip.lsu.edu
Message-ID: <274hj1$29f@monk.rsip.lsu.edu>
Source record: 105019

Wanted desperately, Atari 2600 cartridge 'Warlords'!!!!!!☐

If you want to sell one or know where I might look, let me know please.

tom@bit.csc.lsu.edu

3462. Re: 800XL PROB

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 14:25:07 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDCLDw.795@cbfsb.cb.att.com>
Source record: 105025

In article <1993Sep14.113653.84357@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>Lance Murdock (lmurdock@austin.onu.edu) wrote:
>: I posted this question this summer, but for some reason my newsreader decided
>: to kill everything related to it before I got to it. So if you don't feel
>: like seeing it again, mark it as read and move on.
>: I bought a 256K 800XL this summer, but its memory is configured in
>: such a way that it isn't compatable with anything (including MyDOS). I
>: was wondering if some of you with upgraded XL's could tell me what the
>: upgrades physically look like. This upgrade replaces the 64x8 chips with
>: 256x8 chips. In addition, there is another IC which appears to control
>: access. I will verify the part number and the rest of the configuration
>: and report it later. I am curious what the Newell upgrades look like.
>: Let me say some more things about the upgrade. It is not XE
>: compatable. In MyDOS, seleceting XE compatable causes the screen to go crazy
>: and a crash. It doesn't do that if I select Axlon compatable, but none
>: of the ordinary page sequences work. Bank-switching is obviously not
>: being done. The original owner wrote an assembly program which created
>: a single density ramdisk out of some of the memory. But I would much
>: rather have a 192K ramdisk than a 90K one. The only problem is that it
>: only works with Dos 2.5 (not MyDOS). Does anyone have any ideas about
>: this? It is possible that this is a homemade upgrade, because the
>: previous owner was one of the early Atari gurus. Is it possible to convert
>: this (simply) to an XE compatable? I really need this to work with MyDOS.
>: I may have to eventually buy a Newell if I can't convert it.
>: I would appreciate any and all help. I have been fiddling with this all
>: summer and still can't get it to behave like I want. Thanks in advance.
>
>
>And here is the followup I mentioned. Examination of the upgrade really got
>me nowhere. But here is the configuration. There are of course 8-256k
>drams replacing the 8-64k originals. The resistor which connects these to
>the power supply is cut, and the free terminal is then jumpered to power
>another IC. This IC is a 74LS153. I don't have my Digi-Key Catalog, so I
>don't know what it is. Three wires leave the chip and find their new
>home in pins 14,15,16 of the PIA. There are also three wires that
>end up at pins 8,9,10 (I think, if it is a 14 pin IC) of a 74LS158.
>The 74LS153 is located directly next to the memeory DRAMS and is the top
>one of the two. There are a few other miscellaneous connection that I
>either haven't or can`t explain. Can anyone tell me what the 74LS153 is,
>and what it might be doing? Oh, one thing I forgot to mention, The three
>pins which go to the 74158 REPLACE these pins, not connect to them. The
>original pins have been pulled out of the socket. The pins which go to
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> I am going to make some guesses here, and hopefully someone can
>enlighten me if I am wrong. I believe that the 74158 is some sort of
>buffer. It would probably have to be this or some type of memory controller.
>(I guess a buffer though) I really have no clue what a 74153 is, though.
>I don't think that there is anything that I cannot correct (or repair) if I
>need to change the upgrade to make it XE compatible. So I guess it is about
>time to invest in a Newell board. I hope someone can decipher this upgrade.
>This could be an impressive upgrade, but if it only works on DOS 2.5, what
>good is that? Thanks for everyones help.
>

74153 -- dual 4 line to 1 line data selector/multiplexer

pinouts:
gnd on 8 vcc on 16 (0f course)
two halves, low number half and high number half
strobe 1 15
b select 2 (for both halves)
a select 14 (for both halves)
data in 3 3 13
data in 2 4 12
data in 1 5 11
data in 0 6 10
output 7 9

74158 -- quad 2 line to 1 line data selector/multiplexer

pinouts:
gnd on pin 8 vcc on 16 (of course)
select 1
strobe 15
input a 2 5 14 11
input b 3 6 13 10
output 4 7 12 9

PIA pin 14 -- Port B bit 4 (bits start at 0)
PIA pin 15 -- Port B bit 5
PIA pin 16 -- Port B bit 6

--
Richard Dell

3463. Re: How about a PC 360K floppy drive with an Atari: would it work?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 15:07:22 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <274mna$6lf@usenet.INS.CWRU.Edu>
Source record: 105021

In a previous article, dbstrutt@acs.ucalgary.ca (David Bryan Strutt) says:

>Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
>even theoretically possible?

You mean other than through the Floppy Board from Computer Software
Services?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3464. Re: How about a PC 360K floppy drive with an Atari: would it work?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 15:31:02 UTC
From: jim@skipjack
Message-ID: <1993Sep14.153102.4221@jpl-devvax.jpl.nasa.gov>
Source record: 105026

In article <Sep13.201709.19734@acs.ucalgary.ca> dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
>Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
>even theoretically possible?
>--

Certainly possible. I do it using an ATR-8000 (you may not be able to find one of those any more, but it is a Z-80 box which interfaces the Atari serial port to standard serial, parallel, and floppies. I have two AT-style half-height DS/DD 360K drives on it and they work fine, using MyDOS. They can also be used with regular Atari DOS 2 in SS/SD mode, so you can use all your other disks. I think with newer versions of MyDOS you can also use 1.2M drives. There are other interface boxes available with similar functions. Watch the "for sale" postings.

3465. Re: atari 800 printer working with the pc?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 15:32:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <274o6a$96l@usenet.INS.CWRU.Edu>
Source record: 105022

In a previous article, bmarcum@news.delphi.com (BMARCUM@DELPHI.COM) says:

>cho@uimrl7.mrl.uiuc.edu () writes:
>
>>Can someone tell me how to make the atari 800 printer work with the
>>ibm-pc clone?
>
>>Any info would be greatly appreciated.
>
>It depends. There was one very early model Atari printer (815? 825?) that
>was connected through the 850 interface. Some of the later X??- model
>printer also had a Centronics parallel interface. If your printer just
>has the Atari 13-pin interface, the only way to connect it to an IBM is
>with an Atari computer and a null-modem cable.

Okay, let's get this right. From the FAQ List, here are all the Atari
printers meant for the 8-bits:

820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)

You are correct that the 825 uses the Centronics parallel port of the 850.
Other than that, all of the printers here use the 8-bit's custom SIO port.

The "ST version" of the XMM801, the SMM804, does use a standard Centronics
parallel interface.

I'd be happy to be told otherwise, but I don't think the XMM801 or XDM121
have Centronics parallel ports.

Does that cover everything?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3466. Re: B&C odd...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 16:01:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <274prs$c1m@usenet.INS.CWRU.Edu>
Source record: 105023

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

> I don't think I'd trust this guy further than I could throw
>him (which actually would be quite far)... anyone know what
>all they DO carry? I really don't feel like waiting a couple
>weeks for them to get my mail and reply... then waiting a
>couple weeks for their mailing to reach me... I'd just like a
>quick summary of what they carry! Anything short and simple!?!

Go ahead and get their catalog, you can afford the dollar. I consider what B&C carries to be "anything and everything you can get in new shrink wrap anywhere, plus used hardware, parts, and a PD/shareware selection." The catalog is quite big. It's too bad they don't seem too interested in making phone sales, but I did place an order by mail recently and the delivery was timely enough.

> Comparatively, is American Techna-Vision any better? I have
>a catalog from them circa, oh, about May 1993. They seem a
>little steep on some stuff, CHEAP on others. Unless B&C is
>much better, I think I might take my chances with ATV.
>(They don't carry any used/rebuilt drives and things tho!)

My summary of American T-V would be something like "one truly classy mail-order dealer, with an 800 number, that sells nothing but new, commercial software and hardware (mostly parts)." Whenever I look to buy 8-bit stuff, I consider American T-V first.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3467. Re: How about a PC 360K floppy drive with an Atari: would it work?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 16:03:04 UTC
From: dillera@wam.umd.edu
Message-ID: <274pvp$koi@cville-srv.wam.umd.edu>
Source record: 105024

David Bryan Strutt (dbstrutt@acs.ucalgary.ca) wrote:
: Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
: even theoretically possible?
: --

Its real easy- just pick up a PERCOM disk drive for the atari.
Percom made the bright choice of just building an interface for the Atari
Serial I/O and a standard IBM dd. If you find one, you can use the
5 1/4 DS/DD drives for 367k, or go nuts and use some 3.5" for 720k.

Most Percoms will handle 4 slave drives per controller- but they came
with one big full size drive. Just toss it and slap in new drives.

Use My-Dos to get the DS/DD capacity.

-
|---
/	_	_	_ Andrew Diller
	_		_ --------------- Amiga 3000UX
/	_		_ dillera@wam.umd.edu --------
	_	_	_
/ / / / dillera@anywhere.umd.edu Running SVR4
| beats a rac anyday |
|---

3468. Re: How about a PC 360K floppy drive with an Atari: would it work?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 16:11:54 UTC
From: potter@sunny60.DAB.GE.COM
Message-ID: <CDCqBu.A56@sunblossom.ge.com>
Source record: 105028

In article <Sep13.201709.19734@acs.ucalgary.ca>, dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
|> Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
|> even theoretically possible?

Not only possible, but an available product! Check out the XF Single Drive Upgrade (with or without drive mech) from Computer Software Services. It lets you convert an XF551 to use a PC DSDD floppy (360K 5.25" or 720K 3.5"). It also fixes some bugs in the XF551 operating system. You can also read IBM DSDD disks with this setup (but not execute software for an IBM).

Don't have an XF551? Look into CSS's Black Box with Floppy Board. It lets you use up to 4 "standard" floppy disk drives (up to 1.44MB). Access to the drives is at parallel bus speeds (close to the speed of a hard drive). You can both read and write IBM and ST disks with this setup.

Give them a call at (716)429-5639 (they're in Rochester, NY).

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3469. Atari Classes

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 17:30:47 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep14.173047.11064@apgea.army.mil>
Source record: 105040

I want to buy all the back issues of atari classics but i'm not sure how many there were thus not sure how much money to send. I subscrided at issue 3 vol 2

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3470. Re: Auxiliary Menu for ATW80 in archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 17:46:50 UTC
From: lenn@terminator.rs.itd.umich.edu
Message-ID: <27502a$dj5@terminator.rs.itd.umich.edu>
Source record: 105029

I placed it in /8bit and named it auxmaw80.arc

--

_____
Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
_____

3471. Re: How about a PC 360K floppy drive with an Atari: would it work?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 18:05:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930914130532MIS0160@MVS.UDEL.EDU>
Source record: 105027

In article <274pvp$koi@cville-srv.wam.umd.edu>,
dillera@wam.umd.edu (CryptoGaGa) writes:

>David Bryan Strutt (dbstrutt@acs.ucalgary.ca) wrote:
>: Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
>: even theoretically possible?
>: --
>
I believe the Atari XF551 disk drive uses industry standard drive
mechanisms and is capable of 360K. I have a catalog from CSS and
they have upgrades for the XF551 that will allow a 720K 3.5" drive
to replace the standard one. They alwo have a Dual Drive conversion
that will allow both a 360K 5.25 floppy and a 720K 3.5 floppy.

3472. Classic Atari Cartridge List

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 18:45:59 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2753h7INNka4@uwm.edu>
Source record: 105030
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

Here is a list of all the known cartridges for the Classic Atari family of computers, as maintained by Kevin Chase. Please help out in filling in the holes! There has been a lot of talk about cartridges of late, and lots of lists of cartridges for sale, so I know some of you out there could help! If you own any of these cartridges, or know of some others, please take the time to inspect them and send any new information to Kevin or myself.

Thanks!

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 2.5

Some of the list has been distilled from old magazine ads and reviews, and may be subject to error. Entries with question marks after them may not exist in cartridge form, or worse, may not have been released at all.

I'd would like help completing this list. Comments, additions, and words of encouragement are all appreciated, and will be noted in the contribrutors list at the end of this post.

Kevin Chase <chase@physics.rutgers.edu>

NR = Never Released
(???) = Was it a cartridge?
?xx = year not known for certain
n/a = catalog number not applicable, no number assigned by vendor

```
Company Catalog # Yr Title
------------ --------- -- --------------------------------------------------
Activision CZ-001-04 83 River Raid
Activision CZ-002-04 83 Kaboom!
Activision CZ-003-04 83 Mega Mania
Activision CZ-004-04 84 Pitfall
Activision CZ-007-04 84 H.E.R.O.
Activision CA-011-04 84 Pitfall II
Activision CA-012-04 83 Space Shuttle
Activision CC-101-04 84 Zone Ranger
Activision 84 Keystone Kapers
Activision 84 Zenji
Activision Beamrider
Activision Decathlon
Activision Designer's Pencil, The
Activision Dreadnought Factor, The
Activision Pastfinder
AdventIntl Rally Speedway
Atari CXL4001 79 Educational System Master Cartridge
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Atari CXL4002 79 BASIC Computing Language (version A)
Atari CXL4002C? ?83 BASIC Computing Language (version C)
Atari CXL4003 79 Assembler Editor Computing Language
Atari CXL4004 79 Basketball
Atari CXL4005 ?79 Video Easel
Atari CXL4006 79 Super Breakout
Atari CXL4007 79 Music Composer
Atari CXL4008 81 Space Invaders
Atari CXL4009 79 Computer Chess
Atari CXL4010 ?79 3-D Tic-Tac-Toe
Atari CXL4011 79 Star Raiders
Atari CXL4012 81 Missile Command
Atari CXL4013 81 Asteroids
Atari CXL4014 Mailing List
Atari CXL4015 80 Telelink I
Atari CXL4016 Telelink II
Atari CXL4018 80 Pilot Computing Language
Atari CXL4019 Store Demo
Atari CXL4020 82 Centipede
Atari CXL4022 82 Pac Man
Atari CXL4024 82 Galaxian
Atari CXL4025 82 Defender
Atari CXL4027 82 Qix
Atari RX8021 82 Caverns of Mars (by APX)
Atari RX8026 83 Dig Dug
Atari RX8028 ?83 Real Sports Soccer (never released???)
Atari RX8029 83 Real Sports Football
Atari RX8030 ?83 E.T. Phone Home
Atari RX8031 83 Donkey Kong
Atari RX8032 83 LOGO Computing Language
Atari RX8033 83 Robotron:2084
Atari RX8034 83 Pole Position
Atari RX8035 ?83 Microsoft BASIC II Computing Language (w/ Disk)
Atari RX8036 82 AtariWriter
Atari RX8037 NR Star Trux
Atari RX8039 83 Eastern Front (from APX)
Atari RX8040 83 Donkey Kong Jr.
Atari RX8042 83 Real Sports Tennis
Atari RX8043 83 Ms. Pac Man
Atari RX8044 83 Joust
Atari RX8045 Pengo
Atari RX8048 Millipede
Atari RX8049 Jungle Hunt
Atari RX8052 85 Moon Patrol
Atari RX8053 83 Atari Artist (packaged with CX77 Touch Tablet)
Atari RX8054 Atari Graphics (packaged with CX75 Light Pen)
Atari RX8057 Typo Attack (from APX)
Atari RX8059 Skywriter (Educational cartridge)
Atari RX8063 Rescue on Fractalus (by Lucasfilm, from Epyx)
Atari RX8064 Ball Blazer (by Lucasfilm, from Epyx)

Atari RX8067 Final Legacy
Atari RX8069 Track and Field
Atari RX8077 Battlezone
Atari RX8078 Star Raiders II
Atari RX8079 87 Food Fight
Atari RX8080 85 PLATO Learning Phone
Atari RX8081 ?87 Blue Max (by Synapse)
Atari RX8082 87 Lode Runner (by Broderbund)
Atari RX8083 87 David's Midnight Magic (by Broderbund)
Atari RX8084 87 Hardball (by Accolade)
Atari RX8085 ?87 Fight Night (by Accolade)
Atari RX8086 ?87 Barnyard Blaster (Lightgun game)
Atari RX8087 87 Bug Hunt (Lightgun game)
Atari RX8088 Crossbow (Lightgun game)
Atari RX8089 Desert Falcon
Atari RX8090 Gato
Atari RX8091 Flight Simulator II (by subLogic)
Atari RX8092 Archon (by Electronic Arts)
Atari RX8093 One-on-One Basketball (by Electronic Arts)
Atari RX8094 Commando
Atari RX8095 Karateka (by Broderbund)
Atari RX8096 Choplifter (by Broderbund)
Atari RX8098 Summer Games (by Epyx)
Atari RX8099 88 Ace of Aces (by Accolade)
Atari RX8101 ?88 Dark Chambers
Atari RX8102 ?88 Crystal Castles
Atari RX8103 88 Mario Brothers
Atari RX8104 Crime Busters (Lightgun game)
Atari RX8108 Necromancer (by Synapse)
Atari RX8109 Airball
Atari RX8111 Tower Toppler
Atari RX8113 Thunder Fox
Atari RX8114 Into the Eagles Nest (by Pandora Software)
Atari RX8118 ?89 Xenophobe
Atari RX8120 Super Football
Atari RX8124 MidiMaze
Atari RX8??? Deflektor
Atari RX8??? AtariLab: Light Module
Atari RX8??? AtariLab: Temperature Module
Atari NR SuperPILOT
Atari CB101931 NR Super Pac-Man (prototype)
Atari CA400201 NR XE Demo Cartridge (four games, prototype)
Atari ?NR Blast 'Em (??? possibly included with XEGS)
Atari ?NR Superman III (???)
Atari ?NR Kangaroo (???)
Atari ?NR Macro Assembler (???)
Beaumont PUP (Primary Utility Pack)
Big Five n/a 83 Miner 2049er
Big Five n/a NR Scraper Caper
Big Five n/a ?85 Bounty Bob Strikes Back

Broderbund Choplifter!
Broderbund Sea Fox
Broderbund Serpentine
CBS Soft 22100 82 K-razy Shoot-Out
CBS Soft 22103 82 K-razy Antiks
CBS Soft M8788 82 K-razy Kritters
CBS Soft M8790 82 K-star Patrol
CBS Soft 4L2541 83 Mountain King
CBS Soft Boulders & Bombs
CBS Soft 75010 84 Math Mileage
CBS Soft 75350 84 Sesame Street Astro-Grover
CBS Soft 75370 84 Sesame Street Letter-Go-Round (w/ keyboard overlay)
CBS Soft Big Bird's Funhouse
CBS Soft Big Bird's Special Delivery
CBS Soft Big Bird's Egg Catch
CBS Soft Ernie's Magic Shapes
CBS Soft Webster Word Game
CBS Soft Sesame
CBS Soft Duck's Ahoy!
CBS Soft Movie Musical Madness
CBS Soft Halftime Battlin' Bands
CBS Soft Timebound
CBS Soft Time Trials
CBS Soft Co-Co Notes
CBS Soft Seahorse Hide-n-Seek
CBS Soft Solar Fox
CBS Soft Blue Print
CBS Soft Wings
CBS Soft Omega Race
CBS Soft Domino Man
CBS Soft Satan's Hollow
CBS Soft Madden's Football
Dana Alien Ambush
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 83 Monkey Wrench II (right slot only cart)
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
Epyx n/a 83 Jumpman Jr.
Epyx n/a 83 Gateway to Apshai
Epyx n/a 83 Pitstop
Epyx n/a Lunar Outpost
Epyx n/a Swat Rescue
Epyx n/a Silicon Warrior
Epyx n/a Fun with Music
Epyx n/a Fun with Art
Epyx n/a Monster Maze
Epyx n/a Alien Garden

Epyx n/a Platter Mania
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star ?NR Boulder Dash
First Star ?NR Flip and Flop
First Star ?NR Bristles
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
GeminiSoft Magic Dump (right slot only cart)
HES 83 Gridrunner
ICD SpartaDOS X
ICD R-Time 8
Imagic 720125-1A 83 Atlantis
Imagic 720149-1A 82 Demon Attack
InHome Baseball
IDSI 81 Pool 400
IDSI Speedway Blast
IDSI Survival of the Fittest
Koala AT00315-1 83 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 85 Supercharger (BBS software)
OrionMicro Express!
O.S.S. n/a 84 Mac/65
O.S.S. n/a Basic XL
O.S.S. n/a 84 Action!
O.S.S. n/a 85 Basic XE
O.S.S. n/a The Writer's Tool
Pandora Powerstar
ParkerBros PB101689 83 Frogger
ParkerBros PB101303 Star Wars: Return of the Jedi: Death Star Battle
ParkerBros PB1280 84 Gyruss
ParkerBros Frogger II: Three Deep
ParkerBros Q*Bert
ParkerBros 83 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 84 Star Wars: The Arcade Game
ParkerBros 84 James Bond
ParkerBros Mr. Do's Castle (???)

ParkerBros Montezuma's Revenge (???)
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 83 Gorf
Roklan 81 Wizard of Wor
Roklan 83 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Ant Eater
Romox Attack at EP-CYG-4 (by BRAM)
Romox Flapper
Romox Fortune Hunter
Romox Princess and the Frog
Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Typo
Romox Whiz Kid
Scarborough MasterType
Sega 004-03 83 Star Trek
Sega 005-03 83 Buck Rogers: Planet of Zoom
Sega 006-03 83 Congo Bongo
Sega 008-03 84 Zaxxon
Sega Tac-Scan
Sega 83 Spy Hunter
Sega Tapper
Sega Up N Down
Sega Super Zaxxon
SierraOnLin 83 B.C.'s Quest for Tires
SierraOnLin 81 Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot
SierraOnLin 83 Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius Turmoil (by 20th Century Fox)
Sirius 82 Fantastic Voyage (by 20th Century Fox)
Sirius 83 Final Orbit
Sirius Squish 'Em
Sirius Capture the Flag
Softmark 86 ESP Mindlock BBS

SoftCountry Chessmaster 2000
Spinnaker 84 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color Caves
Synapse 82 Chicken
Synapse 82 Claim Jumper
Synapse Drelbs
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 82 Picnic Paranoia
Synapse 82 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse File Manager
Synapse Synassembler
Synapse ?NR Encounter (???)
Synapse ?NR Zeppelin (???)
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
TigerVision 83 Springer
TigerVision 84 MatterHorn
TG Software n/a 83 Abracadabra
TG Software n/a 83 Droids
TG Software n/a 83 Nightstrike
Thorn EMI THA12001 82 Submarine Commander
Thorn EMI THA12002 82 Jumbo Jet Pilot
Thorn EMI THB12003 82 Soccer
Thorn EMI THB12004 82 Kick Back
Thorn EMI THB12005 83 River Rescue
Thorn EMI THA12010 83 Computer War
Thorn EMI 83 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (???)
Thorn EMI 81 Darts (???)

Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. AProm XL
??? Bumper Bash
??? Math Encounter
??? Micro Maestro

Contributors: (Many thanks to each and every)
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--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3473. Re: How about a PC 360K floppy drive with

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 19:15:54 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep14.191554.20278@newshub.ists.ca>
Source record: 105031

In article <Sep13.201709.19734@acs.ucalgary.ca>, dbstrutt@acs.ucalgary.ca (David Bryan Strutt) writes:
|> Anyone ever tried interfacing a PC DD floppy with an Atari? Is it
|> even theoretically possible?

I know of a guy down in Virginia who bought up all the old Percom stuff when Percom abandoned us lo those many years ago. The last time I talked to him (which was probably over a year ago) he had a number of Percom AT(?) and RFD cards in various states of repair. I personally own a Percom RFD-44S1 (DS/DD) and I have added a basic 360kB drive mech to it. If you can pick up a Percom controller from him all you need is a drive, ribbon cable (between the board and the drive), an SIO cable, and some sort of power supply. He may even have some of these other items in stock, as well. Assuming, of course, he has any stock left at all.

If there's interest, I'll see if I can locate his name and phone number from where it's buried at home and post it here.

- Mike Jewison
"The Fitting Room"
Atari Classics
mjewison@nereid.sal.ists.ca

3474. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 20:01:09 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CDD0y8.DrM@cbnewsc.cb.att.com>
Source record: 105033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

From article <CDC2xu.5Ho@merk.com>, by winston@merk.com (Winston Smith):
>
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> """""""""""""""""""""
> Xref: comp.sys.atari.st:64056
> comp.sys.atari.8bit:12917
> """""""""""""""""""""
>
> ...your article may have had more creedence had you actually bothered
> to look where you were posting it before sending it off. What does
> emulating a 68030 have to do with the 6502 ?
>

Why is this question being asked again? I just answered it a week ago. It
must still be on most systems althought I know some systems with space
problems expire articles pretty fast. I did restrict my answer to the
8bit newsgroup because that is where it was relevent.

> Darek is not the only poster around here who could use a course in how
> to pay attention, but apparently it is not a strong suit.... A little
> attention paid to NewsGroup headers would greatly be appreciated by one and
> all, as well !

AMEN!

P.S. GEMulator 3.0 was the first version that supported the Atari version
of the 6502. It allows you to run SOME of your 8bit software.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

Tuesday, August 29th -- The day the running stopped. -- "The Fugitive"

3475. Re: Classic Atari Cartridge List

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 20:08:05 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <2758b5$c7t@unix1.cc.uop.edu>
Source record: 105032
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

Just for completeness sake. I could not tell you what number they were cause
I no longer have them but the AtariLab cartridges were NOT in the CXL/RX
series of cartridges. They were compeletely separate.
my $.02
-Norman
The Fuji is my deity of choice!

3476. Pinball Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 21:26:17 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <275ctp$bcf@usenet.INS.CWRU.Edu>
Source record: 105037

Well, i just saw a uuencoded version of Pinball Construction Set
posted on Cleveland Free Nets apple sig, along with a note
from the SigOp says Bill Budge and EA ahad released the
software to public domain! :) <cheers go here>

Anyone have a cracked copy they would like to post to the
archive?

--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vectrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

3477. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 21:33:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <s2yV0B3w165w@cyberden.sf.ca.us>
Source record: 105039

ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:

> In article <1993Sep12.005641.11124@cgrg.ohio-state.edu> aramos@cgrg.ohio-stat
> >Atari coded some all-new games for the release of its XEGS in 1988. Airball
> >a hit on the ST, was one as well as a completely rewritten Mario Bros. I ha
> >this one; It's the best arcade conversion I've seen on the Atari 8-bit, and
> >the best version of Mario Bros. I've seen on _any_ platform. It even has th
> >intermediate screens which introduce the various enemies.
>
> Atari released the following cartridges in 1988 and 1989:
>
> RX8099 Atari 1988 Ace of Aces (by Accolade)
> RX8101 Atari Dark Chambers (2600 Adventure style game)
> RX8102 Atari Crystal Castle
> RX8103 Atari Mario Brothers ((c) 1983 Nintendo)
> RX8104 Atari Crime Busters (Lightgun game)
> RX8108 Atari Necromancer (by Synapse)
> RX8109 Atari Airball (Marble Madness style game)
> RX8111 Atari Tower Toppler
> RX8113 Atari Thunder Fox
> RX8114 Atari Into the Eagles Nest (by Pandora Software)
> RX8118 Atari 1989? Xenophobe
> RX8120 Atari Super Football
> RX8124 Atari MidiMaze
>
> I could have sworn I played Mario Bros. at a friend's house long before 1988
> (like say 84 or 85). When you say "rewritten", did there exist a different
> Mario Bros. for the Atari before this one? I was not all that impressed with
> the version I played. It was OK gameplay wise, but the graphics were pretty
> much 4-color. I would not call it arcade quality at all.
> --
> = Andrew Krieg | =
> = krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
> = or | =
> = krieg@point.cs.uwm.edu| - Astoroth =

Mario Bros. @ame out in 1983 or whenever, and again when the XEGS @ame
out... it was totally different. I have the 1988 version, and have seen
the 1983 version. The 88 does do the ar<ade justi<e! :)

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3478. XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-14 21:46:14 UTC
From: tons@frosty.lerc.nasa.gov
Message-ID: <275e36$mkg@eagle.lerc.nasa.gov>
Source record: 105038

I'm looking for some info on the device that produces an 80 column display
for the 800XL. I think it was called an XEP80. I use my 800XL as a
terminal mostly and I would like to stop scrolling left and right. I
think my eyes are going to keep moving back and forth uncontrollably if
I don't get some relief.

I have a monitor capable of displaying 80 columns.

I would like to know if the device works well. Is it still available?
Where can I get one? How much are they? Any info would be appreciated.

Thanks.

--
==
= Mark G. Potapczuk tons@frosty.lerc.nasa.gov =
= NASA Lewis Research Center =
= 21000 Brookpark Rd., MS 77-10 216-433-3919 (Voice) =
= Cleveland, OH 44135 216-433-3954 (FAX) =
= =
= "I try to think but nuttin happens!" - Curly =
==

3479. Re: Pinball Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 00:48:57 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <a58V0B4w165w@cybernet.cse.fau.edu>
Source record: 105041

dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:

>
> Well, i just saw a uuencoded version of Pinball Construction Set
> posted on Cleveland Free Nets apple sig, along with a note
> from the SigOp says Bill Budge and EA ahad released the
> software to public domain! :) <cheers go here>
>
> Anyone have a cracked copy they would like to post to the
> archive?
>
> --
> Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
> >> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
> >> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally
> >> SMS - GameGear - TG16 - Vectrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <

I want it too!!!
Grin...

3480. Help! FAQ2 needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 02:06:51 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <5PBw0B13w165w@cybernet.cse.fau.edu>
Source record: 105042

I thought there was a FAQ list appendage that dealt with vendors for
Atari classic stuff? Checked aaue, but to no avail. Then again, I dont
know how to use gopher, either.
Any help appreciated!

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

3481. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 04:29:34 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93258.002934IO20816@MAINE.MAINE.EDU>
Source record: 105044

In article <1993Sep14.121954.10394@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) says:
>Well if you look at my orginal message I said compared to the version put
>out for the IBM XT. I assume the new version will require a 386 or better.
Ah, I didn't think it was that *heavy* on resources...

>But in either case, I heard the new verson was delayed permentantly, (sort
>of like champions), so when did it come out? Are you sure your not thinking
>of pirate's gold?
No, I am thinking of "Seven Cities..." I had thought because it was reviewed so much [I've seen at least two..] that it was in fact out. I guess I jumped the gun... never actually checking to see if it was available publicly. whoops:)

-Kevin
(io20816@maine.maine.edu)

3482. Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 04:34:18 UTC
From: dragnet@crl.com
Message-ID: <27660a$afe@crl.crl.com>
Source record: 105043

Whatever happened to Happy Computer? Since I live so close to a lot of the 8-bit support places (and where Happy used to be), I should know, but alas, I don't.

I would like to get a Happy for my 1050, and I wonder if anyone still sells them, or if someone on the net would like to part with theirs.

I have my Happy apart, and if I can't buy one, I guess I'll just have to build another or something.

Too bad that the XF551 changed so much, or we could adapt the 1050 Happy to it.

What's a "Black Box" anyhow?

--dean

--
Dragon Technologies Ltd.
dragon@dragnet.com

3483. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 05:26:40 UTC
From: jharris@cup.portal.com
Message-ID: <90598@cup.portal.com>
Source record: 105045

>I'm looking for some info on the device that produces an 80 column display
>for the 800XL. I think it was called an XEP80. I use my 800XL as a
>terminal mostly and I would like to stop scrolling left and right...

The XEP80 is still available. It works with BobTerm, although I've never really tried this. Hopefully someone out there can comment on this, but I'm guessing that it would work fine at 2400 baud, but have trouble keeping up at 9600.

The device connects to either one of the joystick ports, and each character is sent out in serial. It's much slower than the standard 40 column screen, but it can certainly be better than not having the ability at all.

I'm a bit dissappointed at how large a display the XEP80 puts out. It would be readable on my 1702 monitor, but extends past the edges of the screen -- much larger than the standard display area of the 8 bit. It presents no problems with the monochrome monitor I have, but I sure would have liked the convenience of being able to display it on the same monitor with the flip of a switch.

Personally, the XEP80 has been driving me crazy because of all the problems with the E: driver. It seems like every time I use it, I find another way that it is incompatable. Someday I may rewrite this driver, but it's not going to be anytime soon. Here's my list so far:

E: GETs do not truncate trailing spaces.
The beginning line pointer for E: GETs is not updated when changing lines.
The driver does not respond correctly to ESCFLG or DSPFLG.
Setting a TAB is updated from COLCRS, whereas the standard E: handler uses LOGCOL.

Probably more that I forgot about. It's just sad, because all of these are simple software problems that could be solved if the driver had been more carefully written.

Of course, none of this may effect what you want to do with it, if you are going to do mostly terminal stuff.

John Harris - jharris@cup.portal.com

3484. ME WANT 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 08:19:57 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <yZsw0B3w165w@cyberden.sf.ca.us>
Source record: 105052

I WOULD KILL TO GET MY HANDS ON A @HEAP (working) 800xl

I'm willing to pay up to $50 for a 256k or more 800xl
or up to $25 for a stok (64k) 800xl

Any sellers???

- FIRE! FIRE! FIRE! FIRE! Beavis
>>> anyone@cyberden.sf.ca.us <<<

3485. Vtex 1.3 - Text viewing program

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 11:35:56 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep15.113556.28038@iplmail.orl.mmc.com>
Source record: 105053

I have uploaded Vtex version 1.3 to the Atari archive at archive.umich.edu.
It is now available for download. If you don't know, Vtex is a Text file
viewer that I wrote for the Atari 8-bit. It allows you to page forward
and backward through a file, search for strings, mark blocks for saving
elsewhere, translate CR/LF combinations to Atari CR's, and much more.
Download it and let me know what you think.

Larry Richardson
richards@foghorn.orl.mmc.com

3486. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 11:57:53 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <733w0B2w165w@cybernet.cse.fau.edu>
Source record: 105046

>
> The XEP80 is still available. It works with BobTerm, although I've never

Where is it available? Still looking for it...

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

3487. Re: How about a PC 360K floppy drive with

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 12:24:28 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDEAGs.EvH@cbfsb.cb.att.com>
Source record: 105047

In article <1993Sep14.191554.20278@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:
>
>I know of a guy down in Virginia who bought up all the old Percom
>stuff when Percom abandoned us lo those many years ago. The last

As a minor addition, Percom went out of business due to the death
of the founder and president. His widow knew little about computers,
and did not want to continue the business.

>time I talked to him (which was probably over a year ago) he had a
>number of Percom AT(?) and RFD cards in various states of repair.
>I personally own a Percom RFD-44S1 (DS/DD) and I have added a basic
>360kB drive mech to it. If you can pick up a Percom controller from
>him all you need is a drive, ribbon cable (between the board and the
>drive), an SIO cable, and some sort of power supply. He may even
>have some of these other items in stock, as well. Assuming, of
>course, he has any stock left at all.
>
>If there's interest, I'll see if I can locate his name and phone
>number from where it's buried at home and post it here.
>

I would be very interested in getting in touch with him!

--
Richard Dell

3488. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 12:40:11 UTC
From: slackey@acheron.bbn.com
Message-ID: <SLACKEY.93Sep15124011@acheron.bbn.com>
Source record: 105051

I also had a problem with the XEP80 under MyDOS. I had to hack MyDOS to fix it. The problem is that whenever DUP reloads, it resets the E: driver to 40 column (ie restores the E: entry in HATABS back to its normal values). The comment on that piece of code was something to the effect, this fixes a problem of interaction between BASIC and some other thing. Anyway I commented it out, reassembled and it's fine.

BTW I have an editor I wrote for the XEP80 with a user interface modelled after emacs, because a) I was going nutty using emacs at work and something else at home, and b) this XEP80 showed up and I wanted to get the most out of it. I actually went to quite a bit of effort to make incremental screen updates to minimize the effect of the slow port to the computer.

-Stan

3489. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 12:50:44 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep15.125044.2602@apgea.army.mil>
Source record: 105054

In article <93258.002934IO20816@MAINE.MAINE.EDU> Kevin Foss <IO20816@MAINE.MAINE.EDU>
writes:
>In article <1993Sep14.121954.10394@apgea.army.mil>, rcmerrit@apgea.army.mil
>(Robert C. Merritt <rcmerrit>) says:
>>Well if you look at my orginal message I said compared to the version put
>>out for the IBM XT. I assume the new version will require a 386 or better.
>Ah, I didn't think it was that *heavy* on resources...

It doesn't matter.. i think its a federal law that all games must be 10+ megs
and require a minimum of a 386 dx 40...

Not to beat an old drum but why is everyone so happy to spend $2000+ dollars

to play a game such as wing commander which is pratically nothing more that
Star Radiers with fancier graphics. (ok, the story is an improvement)

>
>>But in either case, I heard the new verson was delayed permentantly, (sort
>>of like champions), so when did it come out? Are you sure your not thinking
>>of pirate's gold?
>No, I am thinking of "Seven Cities..." I had thought because it was reviewed
>so much [I've seen at least two..] that it was in fact out. I guess I
>jumped the gun... never actually checking to see if it was available publicly.
>whoops:)

Well, Its due at any time soon. After I posted to you, I called up my
local babbeges and contrary to my belief, it is due out. I might get it.
But only if it have more features..

>
>-Kevin
>(io20816@maine.maine.edu)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3490. Re: What good games came out after '86? and a Action! question.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 13:15:22 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <90626@cup.portal.com>
Source record: 104959

Do I understand the preceding portion of this thread to say that a Tower Toppler cart came out for the Atari XEGS? If so, I've GOT to have one! I further presume that it will run on the 800XL.

If I haven't TOTALLY MISUNDERSTOOD this thread, that is.

(BTW, on an unrelated subject, I appear to have missed an interesting pointer to a "MOD player" for the 8bit! Where/what is it???)

Chris
Chris_F_Chiesa@cup.portal.com

3491. Mario Bros. (Was Re: What good games came out after '86?)

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 13:54:35 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2776qrINN31t@uwm.edu>
Source record: 105049

In article <s2yV0B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>> I could have sworn I played Mario Bros. at a friend's house long before 1988
>> (like say 84 or 85). When you say "rewritten", did there exist a different
>> Mario Bros. for the Atari before this one? I was not all that impressed with
>> the version I played. It was OK gameplay wise, but the graphics were pretty
>> much 4-color. I would not call it arcade quality at all.
>
>Mario Bros. @ame out in 1983 or whenever, and again when the XEGS @ame
>out... it was totally different. I have the 1988 version, and have seen
>the 1983 version. The 88 does do the ar<ade justi<e! :)

Was the 1983 version also a cartridge, or was it a disk game?

Were any of the other cartridge versions of games released for the XEGS
different than their older disk counterparts (Rescue on Fractalus, Ball
Blazer, Blue Max, Lode Runner, David's Midnight Magic, Hardball, Flight
Simulator II, Archon, One-on-One Basketball, Karateka, Choplifter, Summer
Games, Ace of Aces, Necromancer)?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3492. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 14:15:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930915091523MIS0160@MVS.UDEL.EDU>
Source record: 105048

In article <733w0B2w165w@cybernet.cse.fau.edu>,
maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:

>>
>> The XEP80 is still available. It works with BobTerm, although I've never
>
>Where is it available? Still looking for it...
>
>--
>Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
>--
>Locked, loaded, and ready to go.
>--
B&C Computervisions lists it (Stock #ACA061) for $79.95. Some people
have complained about their attitude, but I've never had any problem
with them. Their phone # is (408) 986-9960.

Roger Cole

3493. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 14:46:39 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H2Z19OFU8I91WPTS@carleton.edu>
Source record: 105050

Atari Archive: 8bit/faq2.arc

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the 8-bit Atari FAQ List

Updated 30-Aug-93

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.arc.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA

U.S.A. 94579-2016
tel: 1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ANG (A New Generation Software)
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
Vendor: Polish Software, Mega-Magazine, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???software

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335

Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, LabelMaster, Multi-Column Lister

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg0@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327

Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Software
27 Stiles St.
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Roy Goldman
2440 South Jasmine
Denver, CO

U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843

Shareware developer: SIO2PC

KE-SOFT Kemal Ezcan
Frankenstr. 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain Software
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

Mars Merchandising
1041 E. St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road

Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
c/o Rick Detlefsen
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware/software
Developer: various utilities, hardware projects

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, SBM, SBM 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Tampa Computer Orphans
3519 Del Lago Circle #182
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear,

Programmer's Workshop Volumes 1-4, Boing II

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (908) 928-9371
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

3494. Re: Parker Bros.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 17:07:11 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <oeHX0B1w165w@cybernet.cse.fau.edu>
Source record: 104957

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

> I have a stock 800 xl. Resently I gort a bunch of atari 8 bit carts at
> a thirty shop (about 25 for $1) and I can not get any parker bros games
> to work at all. any ideas?
> Rob Merritt
> email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
> Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
> (410)391-6291, Running Renegade **and family, and not of a co-worker.
> "Nostalgia isn't what it used to be" -unknown

The Parker Bros. cartridges have a cart. design that doesn't
conform well to the newer XL cases/housings for the cart. slot. You need to
take off the rear screw of the cart. and insert it carefully into the slot
without the casing. (Be sure to de-stat yourself by touching something well
grounded) Also, you can try cleaning the contacts with an ordinary eraser
(An artists number 2 pencil is less abrasive though) And the last solution
(which I've tried) is brute force physicality with cart. by shoving it
in. (Just try getting it back out though)

Jerolim Supe'
jsupe@cybernet.cse.fau.edu
CS&E Major
Florida Atlantic University
Boca Raton, Florida

ps. This problem is mainly caused by the larger triangulated sides which
keep the contacts from making a complete connection on boot-up of the
cart. (Replacing the casing with a standard atari housing from a junked
cart. would permamnently solve your problem though)

3495. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 17:09:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <277i8j$3kg@usenet.INS.CWRU.Edu>
Source record: 104955

In a previous article, jharris@cup.portal.com (John D Harris) says:

>The XEP80 is still available. It works with BobTerm, although I've never
>really tried this. Hopefully someone out there can comment on this, but
>I'm guessing that it would work fine at 2400 baud, but have trouble keeping
>up at 9600.

I've run BobTerm on the XEP80, it works pretty well. I only have a 1200
bps SX212, but the claim is that BobTerm on the XEP80 can keep up at 9600.

>The device connects to either one of the joystick ports, and each character
>is sent out in serial. It's much slower than the standard 40 column
>screen, but it can certainly be better than not having the ability at all.

I still can't figure out why people say it's slow. When you do stuff like
scroll through a text file, or even scroll down a file in AtariWriter 80 it
seems exceptionally fast to me.

>I'm a bit dissappointed at how large a display the XEP80 puts out. It
>would be readable on my 1702 monitor, but extends past the edges of the
>screen -- much larger than the standard display area of the 8 bit. It
>presents no problems with the monochrome monitor I have, but I sure would
>have liked the convenience of being able to display it on the same monitor
>with the flip of a switch.

That's exactly what I do, on my monochrome monitor. I do have to set the
size smaller to fit the XEP80 display on the screen, but it works.

>Personally, the XEP80 has been driving me crazy because of all the problems
>with the E: driver. It seems like every time I use it, I find another way
>that it is incompatable. Someday I may rewrite this driver, but it's not
>going to be anytime soon. Here's my list so far:

Here's hoping you give it a shot!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3496. Re: Atari Classes

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 17:15:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <277ik0$41d@usenet.INS.CWRU.Edu>
Source record: 104956

In a previous article, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) says:

>
>I want to buy all the back issues of atari classics but i'm not sure how
>many there were thus not sure how much money to send. I subscrided at
>issue 3 vol 2

There is:
Dec.92 vol.1 no.1
Feb.93 vol.2 no.1
Apr.93 vol.2 no.2
Jun.93 vol.2 no.3
Aug.93 vol.2 no.4
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3497. News-Disk 13

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 17:52:14 UTC
From: djg0@aber.ac.uk
Message-ID: <9309151752.AA18749@deca>
Source record: 104958

I have been informed that the News-Disk issue 13 has been uploaded to the archive on my behalf (as they will all be from now on). It should now be in the Djg directory, and called issue13.arc.

The News-Disk is now published and owned by DGS, which is my new company. The News-Disks are actually copyrighted material, but because I'm such an incredibly nice guy (!), I have always made them available for free on the archive. However, as from issue 13 the News-Disks must start to show some sort of profit (even a very modest one!). Because of this, the News-Disks now come in two forms: a subscription version (for subscribers), and a download version (for people getting it from the archive and other sources). You will all get the download version from the archive. You are asked to make a small payment to DGS for the disk. This isn't a vast amount. All we need is US$3 for each person who gets a copy of the News-Disk issue 13 and onwards. Sort of a shareware magazine system!! Just send US$3 in cash to us at:

DGS (NEWS-DISK)
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

If you have never sent letters abroad, then don't panic - it is not as hard as most people seem to think!! It costs 50cents to mail the letter to the UK from the US. However, nobody will send the firing squad around to your house if you decide to cheat and just stick 2 29cent stamps on!!! You just have to write "AIR MAIL" somewhere on the envelope (along with our address of course!)

Of course, there is no way we can make you pay your $3, but it would help us keep the News-Disk running. At the moment, DGS is supporting the News-Disk, but I want to try and make the News-Disk self-accountable soon. PLEASE send your $3 contribution. Thanks!

Why not subscribe?? A 4 issue subscription costs just $20 by airmail. Disk subscribers get their issues up to a month earlier than downloaders, and are also eligable for any special offers we run. To subscribe just send your US$20 in cash to the DGS address shown above.

Any questions?? Send email to: djg0@aber.ac.uk

Dean Garraghty.
Editor, Atari 8-bit News-Disk.
Proprietor: DGS (Software).

3498. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 18:19:21 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <90645@cup.portal.com>
Source record: 104960

> Whatever happened to Happy Computer? Since I live so close to
> a lot of the 8-bit support places (and where Happy used to
> be), I should know, but alas, I don't.

> I would like to get a Happy for my 1050, and I wonder if
> anyone still sells them, or if someone on the net would like
> to part with theirs.

B&C sells some of the Happy enhancements for the 810 and
1050. Here's the relevant information from their catalog.

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960

HDA018 Atari 810..... 120.00
HDA035 Atari 810 Super Special..... 80.00 (missing faceplate)
HDA028 Atari 810 Reconditioned..... 99.95
HDA007 Atari 1050 Reconditioned..... 135.00
HDA042 Atari XF551..... 199.00

ACA008 810 Happy Enhancement..... 79.95
ACA007 1050 Happy Enhancement..... 125.00
ACA047 1050 Happy Controller..... 29.95

SCAN-IT! ARCHIVER EDITOR:
ACA013 810 Archiver Chip w/Side PCB.... 39.95
ACA015 810 Happy Archiver..... 29.95 *
ACA014 1050 Happy Archiver..... 29.95 *
ACA016 Super Archiver Upgrade..... 29.95 **
ACA012 1050 Super Archiver Chip..... 69.95

* requires Happy installed
** requires ACA013, ACA014 or ACA015

3499. (price reduced!) Atari 65XE in mint cond. and Action! Cart. SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-15 22:16:20 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CDF1vE.8nE@mentor.cc.purdue.edu>
Source record: 104961

Excellent condition 65XE (64K, basically an 800XL but looks like 130XE)
used only 4 hours, have orig. box, power supply, owner's manual etc.

$50 plus shipping!

Action! by OSS Cartridge and Manual. Fast c-like programming langauage
for any Atari 8bit.

$25 plus shipping!

Jody Lenn

Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
GEnie: j.lenn1@genie.geis.com

--

Jody M. Lenn Umich Atari Posse
lenn@mentor.cc.purdue.edu lenn@atari.archive.umich.edu
GEnie: j.lenn1@genie.geis.com

3500. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 02:33:34 UTC
From: ab588@yfn.ysu.edu
Message-ID: <278j9u$5ga@news.ysu.edu>
Source record: 104962

Please John Harris....rewrite the handler....I do alot of tables
using aw80 and sometimes when editing in the Type-over mode the
doc gets all scrambled...expecially when I hit the esc key to
save the doc. It not only messes up the doc in memory but the
doc that's saved is scambled too.
--
Joe Sabatino -->ab588@yfn.ysu.edu

3501. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 03:32:43 UTC
From: ab588@yfn.ysu.edu
Message-ID: <278mor$6o8@news.ysu.edu>
Source record: 104963

Oh yes, I'm using the xep80 w/a green screen Magnavox and the quality
is excellent. I once had a Magnivox Display 80 RGB monitor that
worked well with it but it blew the fly-back transformer ($165!)
so I bought a new LXI color monitor but the display is off the
screen too so thats why I still use the green screen.
I use AtariWtr.80, Bobterm 1.22 w/2400 b. modem, and a few other
programs I wrote in BasicXE daily. The BXE programs and Bobterm
are excellent with the xep80 but the aw80 is sometimes terrible
(as I explained in the previous msg.)
--
Joe Sabatino -->ab588@yfn.ysu.edu

3502. 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 06:40:25 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <9309160640.AA05621@pooh.INS.CWRU.Edu>
Source record: 104964

Lance,

It sounds like you have the ORIGINAL Claus Bucholz upgrade which appeared in Byte magazine, like 1985 or somewhere in there. I mentioned it in the first or 2nd installment of my series on Memory Upgrades in Atari Classics.

It predated the 130XE, and used banks of 32K instead of 16K, thus the incompatibility problems. Go to the atari archive, and get addmemb.arc. In there is a file describing how to do the new version of the Claus Bucholz upgrade, which is what the Rambo XL and Wizztronics upgrades are cloned after. You got most of the chips, only need like one more, if your Antic chip is a newer one. You check the part number,,, it's in the docs.

Got your soldering iron ready?

Jeff

--
Jeff McWilliams -->"Moonlight Workshop" Atari Classics Magazine
cd827@cleveland.freenet.edu

3503. Re: questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 06:53:24 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2792h4$k0e@usenet.INS.CWRU.Edu>
Source record: 104965

In a previous article, talmage@mentor.cc.purdue.edu (Mike Clemmons) says:

>
>Hello!
>
> I just have a bunch of random questions....
>
>Jeff, Have you gotten anywhere on the 16-bit slave processor??? It sounded
>really interesting. If you haven't how far did you get??

No, I'm busy tracking down bugs in Turbofile, to make Ben's life a
little easier. The latest hardware hack I've done is a 2nd PIA in my
1200XLD. CUrrently I got it as a fast printer interface, with P: handler
sitting In Page 6. I've got to add a SRAM that will be switched into the
OS ROM address space, so that you can write to the OS ROM, without
affecting the DRAM under the OS ROM, thus allowing you to still use the
RAM under ROM programs like SpartaDOS 3.2d and TURBOBASIC XL.
THis is a big fault I found with the Babylon upgrade.

I've also got revisions to make to Auxiliary Menu, it might outgrow Mac/65
and get turned into Action as I add more features. ANybody else using it
out there besides Joe? I'd like to hear from them for suggestions as to
what else could be put into it.

68881 math coprocessors are now about $70.00... which is starting to get
affordable. I've got the databooks. I don't think the electrical
connections are a big deal, it's the communications protocol between the
68881 and the CPU that are gonna be a pain to program/debug. Could really
make some graphing/spreadsheet/CAD programs ZOOOOOMMMM along though.

A high speed 65816 is limited by DRAM access. This stuff is still somewhat
mysterious to me. Jeff Potter has REALLY helped me along with donating his
older DRAM databooks to me. (I still owe him postage too!)
The first thing I need to do is get a Turbo816 running in an 8bit,
and I don't have a computer that it will fit in at the moment.
THe 800XL has Transkey and Newell 1088K, the 1200XL has a internal
XF551/720K floppy, and 256K, and US+/Omnimon OS and 2nd PIA, and soon
SRAM OS replacing US+/Omnimon, but also has additional logic/buffer chips on
it. Which reminds me, has any other electronics folk out there wondered how
all these people just THROW extra components on the BUS without buffering
DATA/Address lines? I mean, add the GUMBY upgrade, 2nd PIA upgrade,
stack Rtime8, Sparta-X, and an OSS cartridge, add 256K or 1088K or RAM,
and two or 3 OS ROMS in a Ramrod XL, and Man, your driving a LOT of stuff
off of the address/data lines.

Jeff

--
Jeff McWilliams -->"Moonlight Workshop" Atari Classics Magazine
cd827@cleveland.freenet.edu

3504. Atari 8 bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 06:59:50 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2792t6$kii@usenet.INS.CWRU.Edu>
Source record: 104966

Somebody using this subject had Phantasie II for sale.
I'm interested, but couldn't find the original message, only
a copy of it in the digest... and couldn't decipher his email
address.

Somebody please send me a reply to

cd827@cleveland.freenet.edu

--
Jeff McWilliams -->"Moonlight Workshop" Atari Classics Magazine
cd827@cleveland.freenet.edu

3505. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 12:24:24 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CDG54r.C75@cbnews.cb.att.com>
Source record: 104969

In article <1993Sep15.125044.2602@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>In article <93258.002934IO20816@MAINE.MAINE.EDU> Kevin Foss <IO20816@MAINE.MAINE.EDU> writes:
>>In article <1993Sep14.121954.10394@apgea.army.mil>, rcmerrit@apgea.army.mil
>>(Robert C. Merritt <rcmerrit>) says:
>>>Well if you look at my orginal message I said compared to the version put
>>>out for the IBM XT. I assume the new version will require a 386 or better.
>>Ah, I didn't think it was that *heavy* on resources...
>
>It doesn't matter.. i think its a federal law that all games must be 10+ megs
>and require a minimum of a 386 dx 40...

Uhhhh, yeah.

>
>Not to beat an old drum but why is everyone so happy to spend $2000+ dollars
>
>to play a game such as wing commander which is pratically nothing more that
>Star Radiers with fancier graphics. (ok, the story is an improvement)

Hey, maybe Starfox is just Stealth with fancier graphics. And Road Rash is just Pole Position with motorcycles and fancier graphics. And Wizardry VII is just Wizardry I with fancier graphics. B)

Why does anyone have a 5200, or a 7800, or a Genesis, or a Nintendo? More on Wing Commander in a second.

>
>
>>
>>>But in either case, I heard the new verson was delayed permentantly, (sort
>>>of like champions), so when did it come out? Are you sure your not thinking
>>>of pirate's gold?
>>No, I am thinking of "Seven Cities..." I had thought because it was reviewed
>>so much [I've seen at least two..] that it was in fact out. I guess I
>>jumped the gun... never actually checking to see if it was available publicly.
>>whoops:)
>
>Well, Its due at any time soon. After I posted to you, I called up my
>local babbeges and contrary to my belief, it is due out. I might get it.
>But only if it have more features..

You mean like Wing Commander, with its wingmen, full soundtrack that changes dynamically to match the action of the game, asteroid fields, etc.? Not to mention the beautiful graphics and sound effects that make the simulation that

much more real.

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3506. Re: What good games came out after '86? and a Action! question...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 12:25:10 UTC
From: chase@electron.rutgers.edu
Message-ID: <Sep.16.08.25.09.1993.14643@electron.rutgers.edu>
Source record: 104967

phbill@cyberden.sf.ca.us writes:

>ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:

>> I could have sworn I played Mario Bros. at a friend's house long before 1988
>> (like say 84 or 85). When you say "rewritten", did there exist a different
>> Mario Bros. for the Atari before this one? I was not all that impressed with
>> the version I played. It was OK gameplay wise, but the graphics were pretty
>> much 4-color. I would not call it arcade quality at all.
>> --
>> = Andrew Krieg | =
>> = krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =

>Mario Bros. @ame out in 1983 or whenever, and again when the XEGS @ame
>out... it was totally different. I have the 1988 version, and have seen
>the 1983 version. The 88 does do the ar<ade justi<e! :)

>PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
>William James Kendrick Atari Classics Cyberden: San Rafael, CA

The version of 83 was never released. It showed up on many pirate boards,
though. I have seen both versions, which are both good, but the later
version is more colorful. I think the gameplay is a little easier
in the earlier version, however.

As for the arcade version, I never played it. The best version I have played
IMHO is the mini-version stuck in Super Mario Bros 3. Though I generally
don't like most Nintendo stuff, there were some gems to be found in
all those cartridges.--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gauntlet II
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-

3507. Fundamental 800xl operation

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 13:08:40 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <279ogo$r2k@usenet.INS.CWRU.Edu>
Source record: 104968

I have a 800 xl with Newell 256k upgrade that I plugged the
Antic chip in backwards and now it is busted. I know there are
some elec. engineer types here that understand the fundamental
electronic operation of the 800xl. Would one of them e-mail
me a description of the fundamental, basic operation of the
machine? Or is there a book about it? I have swapped out
every chip and some capacitors and resistors trying to trace
down the problem. I followed voltages and logic pulses all
over the mother board and compared them with a working 800xl.
I am about to recieve an oscilloscope and the first thing
I intend to do is check that clock pulses are correct.
There is something very basic to the operation of the
machine that is defective. It doesn't make it thru the
boot up sequence. Thanks.
###\

3508. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 13:33:30 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep16.133330.19073@apgea.army.mil>
Source record: 104977

>Hey, maybe Starfox is just Stealth with fancier graphics. And Road Rash is
>just Pole Position with motorcycles and fancier graphics. And Wizardry VII
>is just Wizardry I with fancier graphics. B)

but does in improve game play? no, not really..

>
>You mean like Wing Commander, with its wingmen, full soundtrack that changes
>dynamically to match the action of the game, asteroid fields, etc.? Not to
>mention the beautiful graphics and sound effects that make the simulation that
>much more real.
>
>Tom
>+---+

1. The wing men (and women) are pretty much useless.
2. The sound track, while it changes, doesn't make me feel like I'm playing
a movie.
3. The asteriod field, yes those graphics were great. in fact, thats what
sold the game to me? But ya know what? Wing commander 2 came out and
replaced the nice asteriods with cartoon blobs.
4. The simulator doesn't feel any more real than star radiers. (not like
Falcon 3.0 which does FEEL more real)

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3509. Atari 6502 Function Libs Available?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 14:59:18 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.748191558@ilces>
Source record: 104970

I'm planning to start programming the 8-bit again after a hiatus of many years. The application I have in mind will be written in assembly language for speed and compactness (everything must fit into a ROM cart). I would appreciate any pointers to existing function libraries or other AL source code for the 8-bits which is PD and readily available for my personal use (this will not be a commercial product, but I may release it for other interested 8-bitters, if there are any ;-)

I know the definitive source will probably be atari.archive.umich.edu, but there's so much stuff there that is uncataloged I might miss something - hence this post. If you know of any AL source which might be useful to someone like myself, please drop me a note.

Thanks!

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

3510. Re: Atari 6502 Function Libs Available?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 16:01:49 UTC
From: jim@skipjack
Message-ID: <1993Sep16.160149.20855@jpl-devvax.jpl.nasa.gov>
Source record: 104987

In article <genghis.748191558@ilces> genghis@ilces.ag.uiuc.edu (Scott Coleman)
writes:
>I'm planning to start programming the 8-bit again after a hiatus of many
>years. The application I have in mind will be written in assembly
>language for speed and compactness (everything must fit into a ROM
>cart). I would appreciate any pointers to existing function libraries or
>other AL source code for the 8-bits which is PD and readily available
>for my personal use (this will not be a commercial product, but I may
>release it for other interested 8-bitters, if there are any ;-)
>...
>
>Scott Coleman, President ASRE (American Society of Reverse Engineers)

You might give us a clue as to what kind of application(s) you have in mind.
Your original question is so broad it is hard to answer.

3511. Re: atari 800 printer working with the pc?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 16:40:21 UTC
From: dragnet@crl.com
Message-ID: <27a4tl$c9l@crl.crl.com>
Source record: 104971

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: Cho wants to know how to hook his 800 printer up to ibm.
: M. Current says the 800 is a computer.
: I say it don't matter what Atari printer he has, it isn't gonna work
: on the ibm.

I would disagree with that.

I though things like the XMM801 (or whatever printers Atari made for the
ST or to hook up to the 850) would work. Well, I don't rememeber the
exact model numbers, but there were a few Centronics parallel printers.

--dean

--
Dragon Technologies Ltd.
dragon@dragnet.com

3512. Re: 130XE busted function keys..help...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 16:46:39 UTC
From: dragnet@crl.com
Message-ID: <27a59f$cc3@crl.crl.com>
Source record: 104972

Geoffrey McHugh (gmchugh@bfsec.bt.co.uk) wrote:
: I used to have this problem with my 130XE several years ago. As I
: recall it was a very common problem, and the solution is to replace
: a resistor somewhere in the computer. I have the details at home
: in a magazine, so I'll dig them out & let you know.

: The problem was (as far as I can remember) that there was too much
: voltage or current getting to the keyboard membrane and it was
: oxidising (or something like that)

: Cheers
: Geoff

You hit the nail on the head. I used to get this problem all the time.
The quick solution is:

Take apart your computer, unplug the keyboard, take a pencil eraser and
gently rub the oxidation off the metal traces on the connector. They
should look silver instead of black.

That will put you back in action until they corrode again. When my
130XE was new, I had the problem a couple times, but since it isn't
powered up 24 hours a day anymore, I've not seen the symptoms in a few
years.

--dean

--
Dragon Technologies Ltd.
dragon@dragnet.com

3513. Trading..

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 17:33:36 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep16.173336.1739@apgea.army.mil>
Source record: 104979

I'm interested in trading a TI 99/4a (the white one, has orginal roms)
for some atari 8bit hardware.
(I talked to one guy about it a few months, now that I have a spare ti, I'm
now more willing to trade it)

Its in prefect condition.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3514. Re: 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 19:12:50 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <27adri$754@newscast.West.Sun.COM>
Source record: 104973

I've checked, and to me this does NOT sound like the Claus
Bucholz mod. It's close but not it.

3515. 130XE SYSTEM FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 19:43:00 UTC
From: james.alexander@canrem.com
Message-ID: <60.8589.4513.0N183DDB@canrem.com>
Source record: 104982

Ok, I'm selling a 130XE system. I don't really want to but I'm in need
of an ST hard drive and very short on cash.
This system contains the following:

HARDWARE:

130XE compter 600XL computer
1050 disk drive 810 disk drive
410 program recorder trackball & coleco joystick
2 Mpp modems (1 ea. 1000C/ 1000E)
2 PR connections, (1 works has cables manual/ other busted-no cables)

SOFTWARE:

F15 Strike eagle Silent Service
Letter/Spell wizard Family finance
Pac Man (cart) QIX (cart)
Eastern front (cart) Rescue on Fractalus (cart)
Ace of Aces (cart) Decision in the desert
Centipede (cart) Atlantis (cart)
Atariwriter (cart) Atarigraphics (cart) w/lightpen
Thunderfox (cart) Crossfire (cart)
Pilot language (cart) Deep blue C & mathlib
Interlisp v2.5 Word/spell/graphic magic
calc magic Memorease (educational memory aid)
Xtal Chop suey
Mydos 4.5 Atari dos 2.0s, 2.5, 3.0
Machdos Gauntlet & deeper dungeons
Ultima IV Wizards crown II: the eternal dagger
Raid over moscow Ogre
Beach heads I & II Wargames
Pole Position (cart) Final Legacy (cart)
Terry (eliza variant - apx) Robotron:2084 (cart)
Dig dug (cart) Stellar shuttle
Colossus chess Printshop
Newsroom Songwriter
Enhance pokey player Picture +/Lister +
Solar star Dropzone
Microsoft basic Tomahawk

NOTE: this covers most of my commercial software. I also have several
disks of pd/shareware and I HAVE ORIGINAL DISKS AND MANUALS FOR ALL
COMMERCIAL PROGRAMS. I also have a few cassettes as well (mostly
games).

I also have several books on the 8bit including the dos and computer manual, 3 or 4 hofacker books (how many of you remember those), and a few magazines (mostly antic/analog).

I'm selling the whole pile of stuff (no I won't break it up so don't ask) for BEST OFFER.

You can reply here if you're interested as I don't currently have an email setup (yet).

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3516. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 19:50:28 UTC
From: zds@NETSYS.COM
Message-ID: <1993Sep16.195028.11102@netsys.com>
Source record: 104974

Grue (tpp@cbnews.cb.att.com) wrote:

: You mean like Wing Commander, with its wingmen, full soundtrack that changes
: dynamically to match the action of the game, asteroid fields, etc.? Not to
: mention the beautiful graphics and sound effects that make the simulation that
: much more real.

: Tom

No, I think he means Wing Commander, with it's jerky graphics, slow play, total
lack of control feel and multi-meg space requirements.

But hey, with a 486-DX50 I've got FAST jerky graphics, total lack of control
feel, and multi-meg space requirements. I love my PC's too, but they just
do not have any playability in comparision with Atari 800's with their
good old four-switch joysticks (especially WICO Bat-Handles -anybody selling
any of those BTW?)... :)

When is somebody gonna wake up and ditch those shitty analog PC joysticks...?

>>>>>>>----------Dan--------------}

3517. RPG'S ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 20:04:00 UTC
From: james.alexander@canrem.com
Message-ID: <60.8590.4513.0N183DDC@canrem.com>
Source record: 104983

Ok well, there was wizards crown (which eternal dagger was a sequel to), there was Asteroid and wizard and the princess (both from sierra), numourous simpler text rpg's from various pd authors and magazines, and I think most of the infocom text only line were available on atari as well.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3518. atari 2600 carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 20:09:00 UTC
From: james.alexander@canrem.com
Message-ID: <60.8591.4513.0N183DDD@canrem.com>
Source record: 104984

I have Warlords for the 2600. I'm not sure if I want to sell it though.
I'll check around, I might be able to find another one fer ya. Price?
I don't really know!

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3519. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 20:19:28 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6ykZ0B1w165w@cyberden.sf.ca.us>
Source record: 104975

Speaking of Happy @omputer.... they made Happy Drives.

Are the the "Happy @omputer" that made TurboBASI@ XL???

In Nineteen sixtey-five, yeah WOW!
PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3520. Re: What good games came out after '86? and a Action! question.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-16 20:25:48 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <P0kZ0B2w165w@cyberden.sf.ca.us>
Source record: 104976

Chris_F_Chiesa@cup.portal.com writes:

>
> (BTW, on an unrelated subject, I appear to have missed an interesting pointer
> to a "MOD player" for the 8bit! Where/what is it???)
>

AND TO ALL ELSE WHO DON'T KNOW.....

MOD PLAYER IS ON THE ATARI AR@HIVES (under Sound I think)
as

MODPL122.D@M - disk@ommed Atari DOS 2.5 disk with
Autorun.sys, dox, and a sample MOD

MODs are sound files with up to 32 different digitally sampled sounds and
the ability to play four of them at the same time.

This is tough using an 8bit with 1 digital voi<e! anyways, it has
been done and it works pretty good.

You @an only use MODs as big as 96k (it does NOT use/requires extra RAM)

I've gotten it to work on my 1200xl with 800xl OS, but NOT MY STO@K
1200XL!!!

I've @reated a MOD-less and DOS-less AR@ of the files and uploaded them
here and there on San Fran. area BBSes. It's only about 8k I think! The
D@M is about 60 or 70k I think, be<ause it's

a) not @ompressed
b) in@luding a big MOD as well as DOS 2.5!

So go get either one! THEN get a ton of MODs to go with your
GIFs
and WAVs
and whatever else 16:bit that
we @an play with now1 hhehhe

In Nineteen sixtey-five, yeah WOW!
PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3521. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 02:09:05 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep17.020905.25147@apgea.army.mil>
Source record: 104876

>: much more real.
>
>: Tom
>
>No, I think he means Wing Commander, with it's jerky graphics, slow play, total
>lack of control feel and multi-meg space requirements.
>
>But hey, with a 486-DX50 I've got FAST jerky graphics, total lack of control
>feel, and multi-meg space requirements. I love my PC's too, but they just
>do not have any playability in comparision with Atari 800's with their
>good old four-switch joysticks (especially WICO Bat-Handles -anybody selling
>any of those BTW?)... :)

Yes, thats what I really was getting at. In a round about way. The WC games I
could never get into the game. (I played all of them and enjoyed them)
However, with Star Radiers, I WAS the pilot. Sure the graphics aren't as
realistic, but I always though it was just a monitor because I doubt that real
space fighter would have huge viewing windows.
And I have a HUGE red wico joystick. the best dude!

>
>When is somebody gonna wake up and ditch those shitty analog PC joysticks...?

Well there is the Gravis game pad. But it isn't the atari joystick..

>
>>>>>>>----------Dan--------------}
>

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3522. Re: What good games came out after '86? and a Action! question.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 02:36:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <90765@cup.portal.com>
Source record: 104978

PhBill@Cyberden.SF.CA.US writes:
>
> MOD PLAYER IS ON THE ATARI AR@HIVES (under Sound I think)
> as
>
> MODPL122.D@M - disk@ommed Atari DOS 2.5 disk with
> Autorun.sys, dox, and a sample MOD

Thanx Bill! I missed that the first time it was posted, apparently, because I was away on vacation. Man, sometimes ya just can't take yer eyes off the screen or you'll MISS something COOL!

I'm gonna go get this shortly...

Incidentally, there's a MOD out there that plays a pretty decent rendition of the famous M.U.L.E. game title theme. Check "Aminet" sites for a file named "SampleNewStMULE.mod".

Chris
Chris_F_Chiesa@cup.portal.com

3523. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 06:23:00 UTC
From: jharris@cup.portal.com
Message-ID: <90787@cup.portal.com>
Source record: 104980

>Not to beat an old drum but why is everyone so happy to spend $2000+ dollars
>to play a game such as wing commander which is pratically nothing more that
>Star Radiers with fancier graphics. (ok, the story is an improvement)

Star Raiders is very playable, but pretty simple. The big limitations are only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy them. There's not much dogfighting, and that's what makes Wing Commander fun to me. I could care less about the graphic improvements.

Wing Commander's big limitation, IMO, are limited missions that are always the same each time you play.

John Harris - jharris@cup.portal.com

3524. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 07:35:31 UTC
From: jharris@cup.portal.com
Message-ID: <90795@cup.portal.com>
Source record: 104981

>When is somebody going to ditch those IBM analog joysticks.

When done properly, they way outperform the limited switch type sticks. I wish more Amiga programs would support analog, including Wing Commander.

Maybe WC on the IBM, which I haven't seen, didn't have a good implementation of the joystick interface. For some reason, a lot of programmers don't realize how important the interface is, and they don't spend much time on it.

>1. The wing men (and women) are pretty much useless.

I don't think I'd want them to be very good. I want to be able to shoot most of the enemies. In several missions it adds an extra challenge to have to protect the wingman (especially Maniac) from getting killed.

>2. The sound track, while it changes, doesn't make me feel like I'm playing
> a movie.

I want to feel like I'm playing a game, and I think the WC soundtrack adds nicely to the experience.

>3. The asteriod field, yes those graphics were great. in fact, thats what
> sold the game to me? But ya know what? Wing commander 2 came out and
> replaced the nice asteriods with cartoon blobs.

The asteroid fields may look nice, but they are the only part of the game I don't enjoy.

>4. The simulator doesn't feel any more real than star radiers. (not like
> Falcon 3.0 which does FEEL more real)

Star Raiders was a darn nice program. That's why it was/is so popular. WC is more complete though, and if it offered new and dynamically changing situations from game to game, I'd still be playing that one.

I wish I could get Falcon 3.0 for my Amiga.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3525. Re: What good games came out after '86? and a Act

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 08:27:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.8592.4513.0N183DED@canrem.com>
Source record: 104985

The MOD player available for the 8-bit will play 4 channel MOD files of 96k or below at 5.6khz. You can find it on Archie easy enough; it's called MODPL122.DCM.

It's fairly clear -- for an 8-bit, and it has a few problems with 'specialty' MODs (i.e. ones that use the NT2.0 extended command set) but otherwise it's an impressive display -- again, for an 8-bit.

CYOTFS!
...D.L.
...Underground

3526. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 12:21:18 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep17.122118.5050@apgea.army.mil>
Source record: 104996

In article <90787@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Not to beat an old drum but why is everyone so happy to spend $2000+ dollars
>>to play a game such as wing commander which is pratically nothing more that
>>Star Radiers with fancier graphics. (ok, the story is an improvement)
>
>Star Raiders is very playable, but pretty simple. The big limitations are
>only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
>them. There's not much dogfighting, and that's what makes Wing Commander
>fun to me. I could care less about the graphic improvements.
>
>Wing Commander's big limitation, IMO, are limited missions that are always
>the same each time you play.
>
>John Harris - jharris@cup.portal.com

Agreed, the one hit thing is a tad limiting. However, Star Radier is an
8 k game, and I think it'll run on a 16k machine, WC is 3+ megs and
requires 2 megs to run with all the goodies,...

I wonder what a 48k star radiers would of been like.. hmmm`

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3527. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 12:24:14 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CDHzsG.L7C@cbnews.cb.att.com>
Source record: 104993

In article <1993Sep17.020905.25147@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>: much more real.
>>
>>: Tom
>>
>>No, I think he means Wing Commander, with it's jerky graphics, slow play, total
>>lack of control feel and multi-meg space requirements.
>>

No, I don't think so. I've got a 386-33 and it's fast and smooth and has very good control. Maybe you have a crap VGA card and a crap joystick and/or game card. And, gee, all those graphics and sounds take up space. Wow, what a concept.

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3528. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 12:28:10 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CDHzz2.LE0@cbnews.cb.att.com>
Source record: 104994

In article <1993Sep16.133330.19073@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>Hey, maybe Starfox is just Stealth with fancier graphics. And Road Rash is
>>just Pole Position with motorcycles and fancier graphics. And Wizardry VII
>>is just Wizardry I with fancier graphics. B)
>
>but does in improve game play? no, not really..

Does WHAT improve gameplay? I was being sarcastic. All those games are much better.

>
>>
>>You mean like Wing Commander, with its wingmen, full soundtrack that changes
>>dynamically to match the action of the game, asteroid fields, etc.? Not to
>>mention the beautiful graphics and sound effects that make the simulation that
>>much more real.
>>
>>Tom
>>+---+
>
>1. The wing men (and women) are pretty much useless.

Your opinion. Yes, once in a while you get shot. But that's what happens when you try to take a kill from them when they have their target picked out.

>2. The sound track, while it changes, doesn't make me feel like I'm playing
> a movie.

Your opinion. I don't agree.

>3. The asteriod field, yes those graphics were great. in fact, thats what
> sold the game to me? But ya know what? Wing commander 2 came out and
> replaced the nice asteriods with cartoon blobs.
>4. The simulator doesn't feel any more real than star radiers. (not like
> Falcon 3.0 which does FEEL more real)

Again, your opinion. I don't agree.

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3529. Re: Pinball Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 15:12:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <27ck4q$lt5@usenet.INS.CWRU.Edu>
Source record: 104986

In a previous article, dh395@cleveland.Freenet.Edu (Steven J Tucker) says:

>
>Well, i just saw a uuencoded version of Pinball Construction Set
> posted on Cleveland Free Nets apple sig, along with a note
> from the SigOp says Bill Budge and EA ahad released the
> software to public domain! :) <cheers go here>
>
>Anyone have a cracked copy they would like to post to the
> archive?

This is forwarded from the poster of Pinball Construction Set to the
Cleveland Free-Net Apple SIG, ah499@cleveland.Freenet.Edu (John Daniels):

>I have recently heard someone say specifically that PCS has NOT been
>released as freeware. I posted it to Freenet on some hearsay that it had
>been released as part of the GENIE Lost Classics project but as it seems
>that this may not be true I am planning on removing it from the archive.
>
>If it is true though all I can vouch for is that GENIE got permission to
>release certain titles as freeware. Budge's "Raster Blaster" is one that
>I'm certain of. ^^^^^^ Apple][titles that is.
>
>Sorry I can't give you more info but I seem to be in the dark too.
>
> John

Given this information, please do not upload Pnball Construction Set to the
atari.archive.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3530. Print-Filer and Taskmaster

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 17:53:08 UTC
From: djg0@aber.ac.uk
Message-ID: <9309171752.AA12951@deca>
Source record: 104989

Well I said on the net a bit back that I had some new software available
from Rambit Software here in the UK. This is now available for you to purchase!
This post contains info on both Print-Filer and Taskmaster. Ordering info is
given at the very end.

We have made ordering easy again by accepting payment in cash in US$.

Buy with confidence. DGS is a long-established supplier of Atari software,
with 5 years experience. We are currently co-funded by the European Community
PrimeStart award, which is only awarded to companies who are carefully vetted.
Rambit Software has been supplying software for around 7 years, and is very
well established in the UK Atari market. Rambit and DGS -- the perfect software
partnership!

Dean Garraghty (DGS)
Dave Richardson (Rambit)

PRINT-FILER -- New from Rambit/DGS

You may already have heard of Print-Filer, which has been sold in the past
by Rambit software. However, DGS are now acting as distributor for Print-Filer.

Print-Filer is a very powerful printer utility, which opens new avenues in the
use of printed composition, offering an easy way of printing fancy letter
headings and other graphics in your text.

Print-Filer is loaded before you load the graphics software/ word processor
of your choice and will appear not to be there until you instruct your
software to print. At that point Print-Filer will spring into action and offer
you the choice of printing as usual, or re-routing the printer output to a
disk file. The disk file will then contain all the necessary commands output
by the print software to create the picture or the text document. The file will
simply contain everything intended to go to the printer. By having this file,
you can later print it without the need for the original print software being
present. But that's not all!

Print-Filer also comes with an editor, which will allow you to load in a
combination of outputs from any number of print software packages. These can
then be combined into one file which can simply be printed from DOS! Imagine
it, graphics and text together in one file which can simply be printed from
DOS!

Print-Filer is also a useful tool for word processor users who need to have
a fully formatted file which can be printed without the need for the original
word processor. This is perfect for creating document files for disks and
such like.

Print-Filer will only work with print software which uses a maximum of 48K. However, a special version has been included for Printshop users.

Print-Filer comes with a very extensive on-disk manual which explains in detail how to use Print-Filer, along with hints and tips on how to get the most out of the software. This manual comes in two formats: an Epson version which will only print on Epson compatible printers, and a standard text version for any printer.

You will need any XL/XE machine with 64K RAM or above, any disk drive, and any printer.

Print-Filer is available direct from DGS in the U.K. and costs just US$15 including Air Mail shipping. Ordering info is given at the end of this post.

Taskmaster -- New from Rambit/DGS

You may already have heard of Taskmaster, which has been sold in the past by Rambit software. However, DGS are now acting as distributor for Taskmaster.

Taskmaster allows you to save your cassette software on disk as files selectable from an auto-run directory.

Taskmaster includes commands for file handling, each with a help screen, and an integral monitor with direct assemble, dissassemble, edit, search, transfer and print options.

If your program loads into memory from cassette without error, then Taskmaster will save that program to disk, in total, completely, as if it had loaded straight from tape.

Some tape software contain non-standard "loaders", but Taskmaster is able to help find the "execute address" of the software. This will allow you to convert almost all tapes.

Taskmaster comes on a SS/SD disk, along with a printed manual. This manual explains in detail the tape conversion process of Taskmaster. The Taskmaster software will run on any XL/XE machine with 64K RAM or more.

Taskmaster is available direct from DGS in the U.K and costs just US$15 including Air Mail shipping.

Ordering Print-Filer and Taskmaster couldn't be easier! We accept payment in cash in US$. Simply send your name and address with your cash (don't forget to tell us what you are ordering!) to the DGS address given below. It costs just 50cents to send an Air Mail letter from the US to the UK. You are advised to insure your letter with the post office just in case the letter gets lost. This service costs $4.95 which includes the postage as well.

Our address is:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU

ENGLAND

Phone: +44-302-855-026 (10AM to 7PM GMT/BST only please!!)
E-Mail: djg0@aber.ac.uk

E-Mail us if you have any questions/problems.

3531. Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 18:37:32 UTC
From: zeh1@ellis.uchicago.edu
Message-ID: <1993Sep17.183732.23207@midway.uchicago.edu>
Source record: 104991

Hi all. I just bought a 600XL that came with Star Raiders. I'm not really sure what to do, as it didn't come with instructions. Any pointers?

Also, are there any assemblers available for this machine? I'm thinking I could turn it into a microcontroller. (No, I wouldn't deface the machine to do this.)

Any help will be appreciated.
sam

--
----------$-----------#---------@---
Samuel Christian Zehr zeh1@midway.uchicago.edu
Bio Computing Labs Whitman 108
915 E. 57th St. Chicago, IL 60637

3532. HELP: Broken 800 Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 18:47:37 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CDIHJD.vv@cs.uiuc.edu>
Source record: 104988

I recently obtained an Atari 800, which seems to work fine apart from the joystick ports are hosed. I haven't investigated exactly what about them doesn't work, but programs don't work with them, and some interpret joysticks as paddles and the like.

I'll open this thing up to see if I can identify a problem, but I wanted to get some advice as to what might be a likely candidate for failure, to narrow my search. This could be as simple as a loose cable or unseated chip.

If it is component failure, any ideas what component might need replacing?

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

3533. ??? VT100 Emulator for Bit 3 ???

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 18:50:58 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CDIHp0.19D@cs.uiuc.edu>
Source record: 104992

I recently obtained an Atari 800 with the Bit 3 80 column board. I'd really like to use this as an 80 column terminal, but I'm not sure what terminal software works with this 80 column board.

Does any kind soul know of a terminal emulator that works with this board? (If you have a copy, I'll gladly buy it from you!)

A VT100 emulator is most preferable, but I can probably survive with even a dumb terminal program!

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

3534. Re: Atari 6502 Function Libs Available?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 19:31:38 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.748294298@ilces>
Source record: 104995

jim@skipjack (James Brown 525-3610 6-6055) writes:

>You might give us a clue as to what kind of application(s) you have in mind.
>Your original question is so broad it is hard to answer.

I purposely left out the details because what I'm looking for is as
generic as it gets, stuff that would be useful to just about ANY
program. For example, the type of stuff you find in the standard C function
library (e.g. printf(), fopen(), etc.) is very generic and no matter what
your application does chances are it can use at least some of the
functions in there. I'm simply looking to avoid reinvention of the wheel
on generic things like printing strings to the screen, getting input
from the keyboard, string manipulation routines, that sort of stuff.

I suppose I could clarify that this is not a game program, and involves
joystick input and output using standard OS text/graphics modes.

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and
unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

3535. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 19:33:56 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep17.143357.6054@uoft02.utoledo.edu>
Source record: 104990

John D Harris (jharris@cup.portal.com) wrote:
: Star Raiders is very playable, but pretty simple. The big limitations are
: only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
: them. There's not much dogfighting, and that's what makes Wing Commander
: fun to me. I could care less about the graphic improvements.

Sounds like some people miss the old Mig Alley Ace and/or Hellcat Ace of
the olden days. Mig Alley was pretty darn good for its time! Heck, two
players, split screen, taking on 1 to 4 (or was it 1 or 2) other "enemy
aircraft". Too bad they never did a "Mig Alley Ace II: via modem"...
not too much to update, would've been great! I've only seen one or two
COMMERCIAL programs out there for the old Atari's that used the modem
as a bridge for two-player mode.

l8r,
-me

3536. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 19:36:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep17.143637.6055@uoft02.utoledo.edu>
Source record: 105000

Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:

: Yes, thats what I really was getting at. In a round about way. The WC games I
: could never get into the game. (I played all of them and enjoyed them)
: However, with Star Radiers, I WAS the pilot. Sure the graphics aren't as
: realistic, but I always though it was just a monitor because I doubt that real
: space fighter would have huge viewing windows.
: And I have a HUGE red wico joystick. the best dude!

BTW: are you people talking about Star Raiders I or II for the 8-bit Atari?
(Star Raiders II was finally named Last Starfighter JUST before it was
OFFICIALLY released.)

-Tim

3537. Re: What good games came out after '86? and a Action! question.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 19:40:14 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep17.144014.6056@uoft02.utoledo.edu>
Source record: 104857

Chris_F_Chiesa@cup.portal.com wrote:

: Incidentally, there's a MOD out there that plays a pretty decent rendition
: of the famous M.U.L.E. game title theme. Check "Aminet" sites for a file
: named "SampleNewStMULE.mod".

If anyone does find this mod, PLEASE LET ME KNOW!

thanx,
-me

3538. Re: RPG'S ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 19:43:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep17.144356.6057@uoft02.utoledo.edu>
Source record: 104858

Still haven't come up with any new RPG's to add, but A.N.A.L.O.G.
magazine came out with the AD&D DM's assistants... 4 pretty decent
character generators. A few others came out with like lists/roller's
and other programs, but nothing quite as extensive I don't think.

-Tim

3539. Re: HELP: Broken 800 Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 20:20:01 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <27d65h$754@newscast.West.Sun.COM>
Source record: 104999

The paddle signals feed into the POKEY chip (C012294, A101) and the joystick signals feed into the PIA chip (C014793, A102). The trigger lines go to the GTIA or CTIA chip (A301) on the CPU Board. There are a few noise filter capacitors and buffer resistors on these lines, but chances of the those going bad are pretty slim.

The most common cause of joystick problems are bent or broken pins in the connectors themselves. Check these first.

3540. Repost:atari questions...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 20:32:20 UTC
From: 301538@xavier.xu.edu
Message-ID: <1993Sep17.163221.758@xavier.xu.edu>
Source record: 104864

I have three questions that I hope somebody can answer for me:

1) My M.U.L.E. game gets to the joystick screen, immediately flips to the choose-a-race screen and stops...And will not respond to anything. What is my problem?

2) What are the active FTP archive sites that I can access for Atari goodies and how do I reach them?

3) Anyone know of a Atari user group in the Cincinnati, OH region? i'd Like to contact them.

i'm just recently getting back into the Atari world, and need help! Feel free to E-mail me direct!

Thanks.

Mike Garrett
301538@xavier.xu.edu

3541. ComputerEyes video capture system for sale for $40.00

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-17 23:31:58 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <27dhde$b6l@charm.magnus.acs.ohio-state.edu>
Source record: 104997

```
ComputerEyes for sale. This device plugs into joystick ports 1 & 2.
With the included software, it allows you to capture still video images,
from an RCA plug source (say from your VCR output). Includes Graphics 9
capture software. $40.00.
```

3542. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 00:11:43 UTC
From: zds@NETSYS.COM
Message-ID: <1993Sep18.001143.7481@netsys.com>
Source record: 104872

Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:
: And I have a HUGE red wico joystick. the best dude!

: >
: >When is somebody gonna wake up and ditch those shitty analog PC joysticks...?

: Well there is the Gravis game pad. But it isn't the atari joystick..

Which brings up a good point - is WICO still around? I've got three of the
Bat-Handle Joysticks but only two of the three work and it's always nice to
hoard spares <smile>.

What are those Gravis gamepads like anyway? Perhaps off-topic but I just
wonder if they're any good... (Email any response to that part of course!)

>>>>>>>----------Dan-------------}
dan@lsueng.awl.lsu.edu

3543. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 00:17:40 UTC
From: zds@NETSYS.COM
Message-ID: <1993Sep18.001740.7840@netsys.com>
Source record: 104998

John D Harris (jharris@cup.portal.com) wrote:
: Star Raiders is very playable, but pretty simple. The big limitations are
: only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
: them. There's not much dogfighting, and that's what makes Wing Commander
: fun to me. I could care less about the graphic improvements.

Actually, if you'll remember, Basestars could take a couple of hits and
any of the three types made you do some serious manuevers to land a hit
on Commander level... It could've been fancier, but for 8K ?(!!!!!!)

It's amazing what has been accomplished on the Atari's. In my opinion,
no machine will ever equal with memory, nice customs ASIC's and expensive
hardware what Atari did with a fiarly simple platform - style.

Power without the Price, as the saying went.

>>>>>>>>------------Dan------------}
(My arrows just aren't working today!)

3544. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 00:29:31 UTC
From: zds@NETSYS.COM
Message-ID: <1993Sep18.002931.8518@netsys.com>
Source record: 104873

Grue (tpp@cbnews.cb.att.com) wrote:
: No, I don't think so. I've got a 386-33 and it's fast and smooth and has very
: good control. Maybe you have a crap VGA card and a crap joystick and/or game
: card. And, gee, all those graphics and sounds take up space. Wow, what a
: concept.

Well, let's put it this way: The vast majority of my friends, as well as myself,have PC's ranging from 286-12's to 486-DX266's with Tseng-based, Trident, WD Paradise, ATI (including Ultra Pro LB's), Orchid, and myriad other video cards and a variety of game cards, not to mention darn-near every make and model of joystick known to the PC world. I've seen Wing Commander and Wing Commander II played on (very conservatively) 30+ PC's and played them on at least 12 myself (I don't like the game THAT much :) and have never witnessed decent playability on any of them, under straight DOS or OS/2 2.0...

I guess what really spoils it is the lack of tactility and smoothness of response. It's just never as clean. IMHO.

>>>>>--------Danmeister-------------}
(No stranger to the PC world either)

3545. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 03:41:06 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep18.034106.5621@apgea.army.mil>
Source record: 104875

In article <1993Sep17.143637.6055@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:
>
>: Yes, thats what I really was getting at. In a round about way. The WC games I
>: could never get into the game. (I played all of them and enjoyed them)
>: However, with Star Radiers, I WAS the pilot. Sure the graphics aren't as
>: realistic, but I always though it was just a monitor because I doubt that real
>: space fighter would have huge viewing windows.
>: And I have a HUGE red wico joystick. the best dude!
>
>
> BTW: are you people talking about Star Raiders I or II for the 8-bit Atari?
>(Star Raiders II was finally named Last Starfighter JUST before it was
>OFFICIALLY released.)
>
>
> -Tim
>

I'm talking about star radiers orginal. I never have seen Star radiers 2/
the last starfighter and probably never will..:(

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3546. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 04:19:13 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <27e281$t95@terminator.rs.itd.umich.edu>
Source record: 105001
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 22759 Sep 13 20:17 ./8bit/Games/bgm.arc
-rw-r--r-- lenn 19456 Sep 14 13:42 ./8bit/vtex13.arc
-rw-r--r-- lenn 2653 Sep 14 10:40 ./8bit/auxmaw80.arc
-rw-r--r-- lenn 40244 Sep 14 18:39 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3547. Atari 8 bit resources

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 04:22:39 UTC
From: kclark@seer.gentoo.com
Message-ID: <CDJ85s.6y9@seer.gentoo.com>
Source record: 104855

I am looking for a resourse for Atari 8bit software and hardware in
particular a good comunications program.

If you have any addresses of current suppliers please e-mail ma.

Thanks

kclark@gentoo.com

3548. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 04:48:15 UTC
From: jharris@cup.portal.com
Message-ID: <90877@cup.portal.com>
Source record: 105002

>Agreed, the one hit thing is a tad limiting. However, Star Radier is an
>8 k game, and I think it'll run on a 16k machine, WC is 3+ megs and
>requires 2 megs to run with all the goodies,...

Star Raiders runs on an 8K machine.

>I wonder what a 48k star radiers would of been like.. hmmm`

Could be pretty darn nice.

On GEnie, some people were discussing a theoretical space game, which I'll summarize here.

A star field could be done with continuously redefined missles -- probably just one of them. Other PMG's would create enemy ships, shots, and a crosshair. Again, redefining could boost the numbers of these. Since nothing has been done with playfield yet, it would be neat to create a very large ship or space station that could be as big as you want. Done in cset graphics, it could be moved with screen scrolling since there isn't anything else in playfield, and most of the scaling could be made easier by having multiple csets.

The only nasty part of this theoretical design is trying to redefine graphics with the odd timing of character set screens. I've done it though, in the Bankster game that some of you have seen.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3549. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 04:48:21 UTC
From: jharris@cup.portal.com
Message-ID: <90878@cup.portal.com>
Source record: 105003

>Also, are there any assemblers available for this machine? I'm thinking I coul
d
>turn it into a microcontroller. (No, I wouldn't deface the machine to do this.
)

There are quite a few assemblers. The most popular is probably Mac/65, but
it has a terrible, almost non-existant editor. I'm not sure how it got
popular, since the editor gets a lot more use than the assembler does -- at
least for me. There's at least one assembler in the public domain or
shareware. I don't know its name, and you'll need to have a separate
editor program as I understand it.

If you can wait a little while longer, I'll soon be releasing a new
assembler system that has an integrated full screen editor.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3550. Atari 8-bit & 7800 games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 04:48:34 UTC
From: Rob-G@cup.portal.com
Message-ID: <90880@cup.portal.com>
Source record: 104885
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit,misc.forsale

```
################################################################################
Atari Closeout!
################################################################################

Atari CX85 Numeric Keypad.....................................................5
------------------------------ ST SOFTWARE ------------------------------
Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).........20
ImageCat -- ATARI ST (fairly new version).....................................7
---------------------------- 8-BIT SOFTWARE ----------------------------
Star Raiders (cartridge, box, instructions - three available).....Ea 10
Atari's Timewise (disk, manual, box).........................................7
Tigers in the Snow (disk, box, manuals).....................................7
Silent Service...............................................................4
Touchdown Football...........................................................4
Text Wizard (Datasoft).......................................................4
Jewels of Darkness (with docs)...............................................4
Silicon Dreams (with docs)...................................................4
SSI Tigers in the Snow (in box w/all docs).....................................4
Zork I (two available).......................................................4
Fort Apocalypse..............................................................4
F-15 Strike Eagle (w/docs)...................................................4
OSS's Action! Runtime Library................................................7
Hardball....................................................................4
Print Power (Commodore/Atari) (w/all docs).....................................4
Award Ware (Commodore/Atari) (w/all docs).....................................4
Spell Checker!..............................................................1
Crush, Crumble & Chomp! (cassette -- in box w/docs)...........................4
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....2
Zaxxon (cassette -- in box w/docs)............................................2

Take ALL 8-bit software listed above, NOT for the $71 total price, but ALL of
it for $40 plus shipping!
################################################################################
Atari 7800 Games -- $5 each
################################################################################

Pole Position II
Jinks
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Hat Trick (hockey)
Food Fight
Asteroids
```

Ballblazer

##

Please send me Email if interested. Thanks!
Prices do not include shipping.

Thanks!
Rob_G@Delphi.com (preferred) or Rob-G@cup.portal.com

3551. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 05:11:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <40420B3w165w@cyberden.sf.ca.us>
Source record: 104860

jharris@cup.portal.com (John D Harris) writes:

> >Not to beat an old drum but why is everyone so happy to spend $2000+ dollars
> >to play a game such as wing commander which is pratically nothing more that
> >Star Radiers with fancier graphics. (ok, the story is an improvement)
>
> Star Raiders is very playable, but pretty simple. The big limitations are
> only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
> them. There's not much dogfighting, and that's what makes Wing Commander
> fun to me. I could care less about the graphic improvements.
>
> Wing Commander's big limitation, IMO, are limited missions that are always
> the same each time you play.
>
> John Harris - jharris@cup.portal.com

Well, I still ask anyone to show me a better (in 3d aspekts) Atari 8bit
3d spa<e simulation. I borrowed my friend's SR-II and it is not at all
3d. The enemies barely rea<t to the ship's movements (the stars should
move less, right? They are farther away!) I was just playing SR-I a
little while ago and figured out the one thing I sort of disliked about
it.

Say there's an enemy in front of you (X=0), 100 spa<e unit's away (if
you're lined up, aka X=0 and Y=0), but Y=20 or something (so it's up a
bit). The spa<e unit's away that it DISPLAY'S is far less than 100.
I sort of figured one ex<use that almost holds true in some o@@asions,
and a bit more when it @omes to enemy display (noti<e how the enemies get
bigger and enemies/stars move faster the farther from the @enter of the
display they are? (looks @ool.. like a fish-eye lens))...

Well imagine it like this:

<+> <- Zylon

^ <- star @ruiser 7 (hehe)

----- <- "You"....

Even though "YOU" are SUPPOSEDLY inSIDE the Ship, things seem to move
around a little more as if you were behind it..

I dunno... maybe I was stoned when I was playing or something, but it
seemed to make more sense at the time than it does now...?! Oh well

ANyone wanna make SR-III !?!? hehehe

How about an SR where it's 3D like SR-I, has better gfx/display like SR-II, has some @ool planetary/galaxy-map like SR-II, and some simpler atta<k s<enes more like Zybex!?!? :) :)

Maybe it @ould be @alled SR-93 (or 94, depending on how fast a programmer you are hehe)

:) any game-makers up to it? '@ourse, I wouldn't want to see anyone RUIN the SR name by making a really stupid game

then again, atari did it... JUST KIDDING! SR-II has its qualities... :) ;) ;)

"Even if your brain was dynomite, you still wouldnt have enough to blow your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3552. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 05:20:04 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6N520B4w165w@cyberden.sf.ca.us>
Source record: 104859

jharris@cup.portal.com (John D Harris) writes:

>
> John Harris "My satellite went to Mars,
> jharris@cup.portal.com and all I got was this lousy T-Shirt."

Uhhh... Idiot Box? Sa<rafi<e your daughter to Gwar bit?

AM I RIGHT!? :)

Or did you quote something that quoted something that
Idiot Box quoted too...?

am I @onfusing you?

good :)

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3553. Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 05:30:20 UTC
From: ScottM@cup.portal.com
Message-ID: <90884@cup.portal.com>
Source record: 105004

Does anybody know where I could find a copy of Montezumma's Revenge
Help appreciated

```
/============================================================\
|Scott Maxwell * RU 486, Intel 486, Coincidence?             |
|scottm@cup.portal.com * -------------------------------------|
|Amiga 1000, 2000, * The eyes are the windows to the soul.   |
|1200, Pet 2001, Vic, * His however, are painted shut!       |
|64, 128, 800XL, //e * This space for rent - 555-RENT        |
\============================================================/
```

3554. 8 Bit items forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 08:09:45 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <27efo9$hve@usenet.INS.CWRU.Edu>
Source record: 104856

```
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CC LC Part# Title MC RC Price # Notes
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:: Carts
A CXL4004 Basketball AT U $5.00 1
A RX8031 Donkey Kong AT U $5.00 2
A b CXL4002 BASIC AT U $6.00 3
A Bb ------ Pitstop EP R $8.00 1
A RX8026 Dig Dug AT R $6.00 1
A b CXL4012 Missile Command AT U $4.50 1
A ------ GORF -- R $6.00 1 Roklan
A CXL4020 Centipede AT U $5.00 1
A Bb THA12002 JumboJet Pilot -- ER $9.00 1 Thorn EMI
A Bb THA12001 Submarine Commander -- ER $8.50 1 Thorn EMI

:: Cassette
A CJb ------- Zaxxon -- R $4.00 1 Datasoft
```

:: Disk
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A 1b GT Estate Word Processor -- U $6.00 1 Indus Systems
A 1b Albert E Spreadsheet -- U $6.00 2 Indus Systems
A 1b GT Data Manager -- U $6.00 1 Indus Systems
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--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
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3555. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 13:04:34 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <B7P30B1w165w@cybernet.cse.fau.edu>
Source record: 104877

> (Star Raiders II was finally named Last Starfighter JUST before it was
> OFFICIALLY released.)
>
>
> -Tim
>

Uhm, then what precisely do I have, a cart that says, "Star Raiders II"?
Granted it has a case that you would find typical XEGS games housed in. I
remember seeing a Last Starfighter program somewhere, and when I
downloaded it, it looked like Star Raiders II except for some minor
changes. It "looked" cracked.

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

3556. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 14:04:47 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27f4hv$oli@nz12.rz.uni-karlsruhe.de>
Source record: 104861

In article <1993Aug29.174811.25121@exu.ericsson.se>,
James Hague <exuhag@exu.ericsson.se> wrote:
>Mr. Fixit writes:
>>
>> BTW: starting with the XL also, the actual speed of the unit increased.
>>Try compressing and decompressing some files on both!
>
>I think it's just the OS that's faster on the XL. To name one difference,
>only two joysticks and four paddles are supported, so fewer shadow register
>updates need to be made during the VBI.

Well, the XL does have 4 joystick registers, STICKs 3 & 4 get the same values
as STICK 1 & 2. Those registers are also updated during the VBI. I guess
it's similar with shadow registers of the four paddle not used on XLs.

What's extremely slow on the old OS is characters printing on screen.
The E: and S: handlers don't seem to be a masterpiece of programing.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3557. Help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 17:48:21 UTC
From: al531826@academ01.mty.itesm.mx
Message-ID: <199309181748.AA60420@academ01.mty.itesm.mx>
Source record: 104862

Hello,

My name is Edgar Beltran. I own an Atari 65XE computer but i haven't been very succesful finding information and documentation for it in Mexico. Recently a friend told me to post at your internet address in order to get some help. Could anybody there help me? I'm interested specially in electric diagrams and programmers references. Ah, by the way, How can i start receiving the digest?

My internet address is al531826@academ01.mty.itesm.mx

Thanks

3558. Just picked up a 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 18:08:29 UTC
From: sml@kaiwan.com
Message-ID: <CDKAE5.13o@kaiwan.com>
Source record: 104863

Well, I picked up a 800 XL at a garage sale for $10. It includes the 800 XL, a 1050 (I guess a disk drive) and many cables. I have it set up on a TV, but I have a few questions.

1. No disks or manuals came were available. I've been reading through csa8bit for a while, and I noticed MyDOS. Is this publicly available, or how can I get my hands on it??

2. I also picked up an Atari XM301. Now I think this is a modem, since it has a phone jack in it. How does this connect to the 800 XL? Is it through the disk drive that it connects?

Sorry if these are faqs, but I could not find a FAQ for this newsgroup.

--
Shawn Ledbetter | GCS/M d? p+(---) c+++(++++) l u++ e m+(--) | 33 52' 03" N
sml@kaiwan.com | s++/- n-(---) h* f g+++ w+(--) t+ r y? | 117 59' 50" W

3559. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 18:51:53 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <79630B1w165w@cyberden.sf.ca.us>
Source record: 104866

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> BTW: are you people talking about Star Raiders I or II for the 8-bit Atari?
> (Star Raiders II was finally named Last Starfighter JUST before it was
> OFFICIALLY released.)

I think you've got that bakwards!!

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3560. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 19:11:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <35730B2w165w@cyberden.sf.ca.us>
Source record: 104867

zeh1@ellis.uchicago.edu (samuel zehr) writes:

> Hi all. I just bought a 600XL that came with Star Raiders. I'm not really sur
> what to do, as it didn't come with instructions. Any pointers?
>

Well... here's the commands:

Title screen:
Start - start game
Select - select difficulty (novice, etc. .. 4 levels. Novice
being the EASY easiest.)
Reset - reset... Good for if you're mean and take carts. out
while the power's on, like I do. (Hey! I don't wanna
lose my RAM-disk!)

During game:
Start - Return to title.
Select - Same as Start.
F - forward view
A - aft view
L - long range (above) view. Can't kill the enemies here,
at least it's not at all EASY! (I never have).
G - galactic map. From here, use the stick to position the
second cursor (the first stays in the square you
currently are in) to the square you WANT to go to. You
will then be sent there when you go into Hyper space.
H - Hyperspace. See above. Also, ALWAYS do it from Front
view (select Front or Aft, and if Tracking's on, it will
automatically "track" the little pointer.) You MUST
keep the pointer as close to the center (crosshairs) as
you can to be sent to the proper place on the map! In
Novice mode, you don't have to worry. I always select
the fastest speed before a Hyper space jump so that the
pointer is moving around as little as possible (you have
to get up to Hyper space speed before you go into hyper
space!)
0 - Full stop. Slows speed down to true 0. Also aborts H.
1-9 - Different speeds. One being slowest. 9 is NOT the speed
just before hyper space speed, but is very close. See
above :).
C - Computers on/off. When computers are on you get cross-
hairs and a window on the lower right which shows the
position of an enemy relative to your display.
M - Change the currently-tracked enemy. This lets you chose

an enemy to be "tracked" by sensors. Info. is given at
the bottom for it's "azimuth" and "altitude" and distance
("R"), and it is the enemy being shown in the window.
T - Computer-tracking on/off. This automatically changes
your view to the currently-tracked enemy. (Note: Computer
usually picks the closest enemy. Or maybe it's just
Tracking-computer? Experiment. Try hitting [M] and see
if the T-C disagrees with you! :)) Your view will
flip from Front to Aft depending on the position of the
enemy. It gets annoying sometimes. In Aft view you
don't have the little window, and also the controls are
backwards (of course!)
P - Pause the game.
|/| - Inverse button (or Atari Fuji logo on the 400/800s).
Abort game. (It gives score and stuff).

Galactic Map:
Things listed:
=> <- a ship-shape. 1 or 2 enemies in sector
=- <- three dashes. 3 enemies in sector
== <- four dashes. 4 enemies in sector
* <- "Star" or "Asterisk". Star base in sector.
Damage control:
At the bottom, it says: "DC:PESCLR". DC means damage
control.

P means photons
E engines
S shields
C computer
L long range
R radio (updates map)

Blue means ok. Yellow means damaged. Red = destroyed.

Ever ".00" and ".50" on the "Star Date:" clock, the enemies move.

If a starbase is surrounded, you are informed and have very little time
to go save it by destroying some of the enemies around it. If you take
too long, you die.

To get to a starbase, simply go to the G-map, point to a starbase, go to
F-forward view (it might jump to Aft if you're in Tracking mode.. It's
ok), and H-hyper-space. It will be tracked, just "home-in on it". It's
a blinking yellow thing. Don't shoot. You CAN kill it! :) Get as close
as possible (front view) and it will say "ORBIT ESTABLISHED"/"DOCKING".
A little blinking silver guy will fly up to you (dont move) and fix you /
replenish your energy.

On the game screen, the following data is displayed:

E:9999 energy. 9999 is maximum. 0000 is death!
V:00 velocity. "43" is [9]-speed, the fastest.

K:00 kills!
T:01 tracking. The "T" will be a "C" if the [T]-tracking comp. is on.
o:+00 Vertical position.
0:+00 Horizontal position.
R:+100 Distance. (App 150 if "o" and "0" are "00" is about as far as
it can be to be barely visible.)

Little window: The Computer's window looks like this:

```
+---+---+
| | |
| +---+ |
|-| |-|
| +---+ |
| | |
+-------+
```

The box in the middle is where the enemy will be if it's "on the screen".

If it looks like this:

```
+---+---+
| | |
+-+---+-| <-dashes appear
|-| |-|
| +---+ |
| | |
+---+---+
```

Then you're horizontally "locked."

If more dashes appear on the OPPOSITE side (below), then you're
VERTICALLY "locked."

And finally, if it looks like this (aka you're RANGE (distance) "locked"
as WELL):

```
+---+---+
| | |
+-+---+-|
|-| |-|
|-+---+-|
| ||| | <- last set of dashes
+-------+
```

then shooting at the enemy will fire TWO SHOTS AT ONCE, BOTH LOCKED ONTO
(and will try their best to hit) THE TARGET! :)

I think that's all ANYONE needs to know about Star Raiders! :)

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3561. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 19:48:20 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <0u930B1w165w@cyberden.sf.ca.us>
Source record: 104868

zds@NETSYS.COM () writes:

> on Commander level... It could've been fancier, but for 8K ?(!!!!!!)
>

And made by a programmer who supposedly got no ROYALTIES FOR IT, no less!
:)

We should all pay him a dollar each. That'd still be quite a bit of cash
in these recessive times! ;) ;)

- FIRE! FIRE! FIRE! FIRE! Beavis
>>> anyone@cyberden.sf.ca.us <<<

3562. What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 19:55:26 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <47930B2w165w@cyberden.sf.ca.us>
Source record: 104869

What is it about .ARC files that's so complicated that a poor program like SuperARC 2.4 has to make a TEMPORARY FILE when adding to the ARC..!?!?

Wouldn't it be just as simple to either open the file for Read/Write and then pretend to "View ARC contents" until it got to the end, then start writing the new ARC files?

Or isn't it even simple enough to just open the file fror Write+Append !?!?!?!?!?!?!?!

Just curious... :(

- FIRE! FIRE! FIRE! FIRE! Beavis
>>> anyone@cyberden.sf.ca.us <<<

3563. No Color on 800XL. Why?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 20:36:03 UTC
From: u9012092@muss.cis.mcmaster.ca
Message-ID: <1993Sep18.203603.4206@muss.cis.mcmaster.ca>
Source record: 104865

I've acquired a used 800XL. Unfortunately there is no color output on
either the RF modulator or the monitor output Everything is black and
white.
Any easy fixes for this? A new ANTIC? A new GTIA? Both?
Thanks...

3564. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-18 22:11:09 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <27g11t$inn@usenet.mcs.kent.edu>
Source record: 104870

In article <47930B2w165w@cyberden.sf.ca.us> anyone@cyberden.sf.ca.us writes:
>What is it about .ARC files that's so complicated that a poor program
>like SuperARC 2.4 has to make a TEMPORARY FILE when adding to the
>ARC..!?!?
>
>Wouldn't it be just as simple to either open the file for Read/Write and
>then pretend to "View ARC contents" until it got to the end, then start
>writing the new ARC files?
>
>Or isn't it even simple enough to just open the file fror Write+Append

There is one simple problem with your approach using Read/Write Mode
and that has to do with SpartaDos. When you open a file in Access mode
of Read/Write and try to read to the end of the file you encounter a
rather annoying `feature` of SpartaDos. This mis-`feature` is that you
actually never encounter the end of the program. What really happens
is when you reach the end of the file and then read 1 more byte than
the file actually has, SpartaDos extends the file. In short terms,
when you try to read in an entire file using block reads and ERROR 136
END_OF_FILE to signal that you've read the entire file, it NEVER
happens! You merely keep on extending the file, until you encounter
ERROR 162 DISK_FULL. This would surely corrupt the .arc file and
the entire disk.
There are several programming tricks one can use to get around this.
In my Ascii->Atascii converter, I use block_reads of nearly 30k via a
stream (file iocb) opened in READ mode. I then do the character
conversion in place in the buffer, then write the buffer out to the
same file but using a Different stream which I have opened in
READ/WRITE mode to the same file. IE: If you have an entirely filled
disk of ascii files you wish to convert no problem, Since the files
remain the same size and no temporary file is needed. Also no
additional file deletion and renameing is needed. Using my 589 byte
conversion program which runs from SDX-Command line, it takes nearly
45 seconds to convert a 60k file on an XF551.
I could also reconfigure it to run via the 'X' command to get an
additional 8k of buffer space, maybe more. Perhaps even use Bank
Switching on Extended Machines. But 45 seconds on a 60k file is good
enough for me.

BRiTiSH

BTW: Once I finish my 80 column C source code file viewer I'll upload
these utilities to the archive.

3565. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 00:15:37 UTC
From: bmarcum@news.delphi.com
Message-ID: <27g8b9$gvo@news.delphi.com>
Source record: 104871

Another possible reason for temporary files: I don't remember if the Atari arc programs do this, but the files in an .ARC are usually sorted by filename.

Bill Marcum bmarcum@delphi.com

3566. Cleveland Freenet???

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 00:28:44 UTC
From: amg15@merhaba.cc.columbia.edu
Message-ID: <27g93s$318@apakabar.cc.columbia.edu>
Source record: 104874

Could someone post or email me the telnet address for the Cleveland Freenet..

I heard that it is a good source of 8 bit pd software

Thanks...

3567. FOR SALE: ROM Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 14:58:58 UTC
From: a9355@mindlink.bc.ca
Message-ID: <29402@mindlink.bc.ca>
Source record: 104930

```
The Rom Magazine Collector's Series
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Send To: ROM
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions to a9355@Mindlink.bc.ca
```

3568. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 18:57:43 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <91002@cup.portal.com>
Source record: 104878

> > (Star Raiders II was finally named Last Starfighter JUST befo
> > OFFICIALLY released.)
>
> Uhm, then what precisely do I have, a cart that says, "Star
> Raiders II"? Granted it has a case that you would find typical
> XEGS games housed in. I remember seeing a Last Starfighter
> program somewhere, and when I downloaded it, it looked like
> Star Raiders II except for some minor changes. It "looked"
> cracked.

The program was designed in 1984 and was going to be called
The Last Starfighter. Then the Tramiels came along and it was
put on hold until 1985. By that time the name didn't mean
anything (hey, it wasn't Star Wars) and they named it Star
Raiders II.

Jeff_M_Lodoen@cup.portal.com

3569. Re: Just picked up a 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 19:54:51 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5T450B1w165w@cyberden.sf.ca.us>
Source record: 104879

sml@kaiwan.com (Shawn Ledbetter) writes:

> Well, I picked up a 800 XL at a garage sale for $10. It includes the 800 XL,
> a 1050 (I guess a disk drive) and many cables. I have it set up on a TV, but
> I have a few questions.
>
> 1. No disks or manuals came were available. I've been reading through csa8bi
> for a while, and I noticed MyDOS. Is this publicly available, or how can I
> get my hands on it??
>
> 2. I also picked up an Atari XM301. Now I think this is a modem, since it ha
> a phone jack in it. How does this connect to the 800 XL? Is it through the
> disk drive that it connects?
>

Yes, the 1050 is a drive and the 301 is a modem. :) I've never seen that
type of modem, but I'm positive it must use the standard Atari SIO @able
(the bla<k 13-pin female/female type of @able), and yes, you should
"daisy-@hain" it off of your drive. Plug the 800XL into the disk drive
with one @able, and plug the modem into the the drive with another.

As for MyDOS, it is publi< domain, and the newest version is 4.53. It
@omes in two "subversions." One is a more old Atari-DOS @ompatible
version that lists sizes of files in 3-digit "SE@TOR" @ounts (app.128
byte blo<ks), the other lists in 4-digit @ounts, whi<h @an s<rew up some
old and less-de<ently made programs, but is good for using hard drives
and stuff... when you end up having HUGE files... greater than about 126k
(999 se<tors).

Sin<e you don't seem to have a DOS yet, it'd be best to find somebody
willing to mail you a disk with MyDOS. If you really want, I @ould send
you the 4-digit one (the one I use the most), along with a bun<h of other
good programs like TurboBASI@ XL, the SuperAR@/UnAR@ 2.4
@ompressor/un@ompresser pair of programs, Disk@ommuni<ator, the
disk-image transferer, and, oh, a disk full of stuff that I @ommonly use.

Don't trust me for speed though, unless you pay the shipping. :)
WHere are you?

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3570. Atari XE game system for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 20:04:21 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.278s@amiganet.chi.il.us>
Source record: 104903
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

I have an Atari XE game system for sale. It comes with 6 xe games, 5 are new in the box. The only one that isn't is Bug Hunt. This does not have the keyboard. Includes the "box", power supply, switch box, one xe controller, and one Atari controller. (The only difference is the color of the joystick).

Includes these games

Bug Hunt
Barnyard blaster
Hardball
david's midnight magic
fight night
one on one

Buyer will pay $2.90 for shipping. I will pay the rest. I will sell it for the best price over $30, or trade it for other classic game stuff or gameboy or Sega Master items.

3571. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 20:40:53 UTC
From: jharris@cup.portal.com
Message-ID: <91009@cup.portal.com>
Source record: 104882

>: Star Raiders is very playable, but pretty simple. The big limitations are
>: only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
>: them. There's not much dogfighting, and that's what makes Wing Commander
>: fun to me. I could care less about the graphic improvements.
>
>Actually, if you'll remember, Basestars could take a couple of hits and
>any of the three types made you do some serious manuevers to land a hit
>on Commander level... It could've been fancier, but for 8K ?(!!!!!!)

Even those serious manuevers, and even though it was challenging and a lot of fun, didn't really feel like dogfighting. I really like the ship to ship fighting in Wing Commander. The dogfighting, weapons, shields, damage, and music all add to the experiance.

I've never actually seen any IBM versions of Wing Commander. I've only played it on the Amiga, with switch-type joysticks. I had always felt though, that analog sticks would have improved the control, just for having finer adjustments when targeting. It would be a shame if the controls in the IBM version weren't any good.

I don't want anyone to mistake my comments as being degrading towards Star Raiders. It's an amazing achievement for 8K, and for being released in 1980. I've played it more than any other space game, maybe even more than any other game period. It lasted an incredibly long time as the undisputed best space game. Certainly longer than any other program is likely to ever do.

In comparing to Wing Commander, (in hind-sight), it would have been better worded to say improvements in WC, as opposed to limitations of Star Raiders. I'm pretty sure I already said I didn't like the game in WC as well as SR, and didn't play WC anywhere near as much. I just liked the improved combat.

>It's amazing what has been accomplished on the Atari's. In my opinion,
>no machine will ever equal with memory, nice customs ASIC's and expensive
>hardware what Atari did with a fiarly simple platform - style.

The Atari holds two honors. It is definately the best 8 bit system anybody has ever, or will ever make. I think that's safe, since no one's likely to make another one. I also think it is the most 'ahead of its time' that has ever been done. Even more than the Amiga.

I will always love my Atari, and it's why I'm going to so much trouble to still be able to develop with it.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3572. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 20:41:00 UTC
From: jharris@cup.portal.com
Message-ID: <91010@cup.portal.com>
Source record: 104880

>> John Harris "My satellite went to Mars,
>> jharris@cup.portal.com and all I got was this lousy T-Shirt."
>
>
>
>Uhhh... Idiot Box? Sa<rafi<e your daughter to Gwar bit?
>
>AM I RIGHT!? :)
>
> Or did you quote something that quoted something that
> Idiot Box quoted too...?
>
>am I @onfusing you?
>
>good :)

Yep I'm confused.

The quote came from one of the physicists that worked with the Mars Observer craft. I met him at the World Sci-Fi convention in San Francisco.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3573. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 20:41:06 UTC
From: jharris@cup.portal.com
Message-ID: <91011@cup.portal.com>
Source record: 104881

>Does anybody know where I could find a copy of Montezumma's Revenge
>Help appreciated

This name is familiar to me, but I can't remember what it is. Can anyone
elaborate?

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3574. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 20:41:14 UTC
From: jharris@cup.portal.com
Message-ID: <91012@cup.portal.com>
Source record: 104883

>What's extremely slow on the old OS is characters printing on screen.
>The E: and S: handlers don't seem to be a masterpiece of programing.

Yeah, the OS spends a bunch of overhead with its device independance, and screen mode independant routines. It offers some great flexibility, but is not very fast. There are PD hacks available that more than double the display speed, at a memory cost of only 100 bytes or so.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3575. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 21:30:55 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <27ij2f$e7b@charm.magnus.acs.ohio-state.edu>
Source record: 104884

In article <SLACKEY.93Sep15124011@acheron.bbn.com> slackey@acheron.bbn.com (Stan Lackey) writes:
>BTW I have an editor I wrote for the XEP80 with a user interface
>modelled after emacs, because a) I was going nutty using emacs at
>work and something else at home, and b) this XEP80 showed up and I
>wanted to get the most out of it. I actually went to quite a bit
>of effort to make incremental screen updates to minimize the effect
>of the slow port to the computer.

I WANT IT! I've been wanting to write something like that, since I
was tired of only having 40 column editors. Unfortunately, between
XEP80 handler problems and lack of time, I haven't even started. I
may even be replacing my trusty 1200XL with a 486 within the next year
(talk about mixed feelings!), so it probably wouldn't be worth my
while to write it anyway.
How can I get your program???

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

3576. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 21:59:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep19.165919.6085@uoft02.utoledo.edu>
Source record: 104886

John D Harris (jharris@cup.portal.com) wrote:
: If you can wait a little while longer, I'll soon be releasing a new
: assembler system that has an integrated full screen editor.

Please post to the group when you do finish this, or email me!!!
I'm quite interested in trying it out!

-Tim

3577. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 22:07:52 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep19.170753.6086@uoft02.utoledo.edu>
Source record: 104887

BRiTiSH (clisowsk@Nimitz.mcs.kent.edu) wrote:
: BRiTiSH

: BTW: Once I finish my 80 column C source code file viewer I'll upload
: these utilities to the archive.

Need this... nneeeeeeddd this! Will we need a 80-col hardware addition?
Software only? Were you the one working on Flicker-term, the 80 column
tele-com prog.???

Please email me or post when it's done, or ready for lots of alpha/beta
testing, whatever!

-Tim

3578. JVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 23:13:23 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <11c60B1w165w@cyberden.sf.ca.us>
Source record: 104891

Hey Jeff.. @are to give us the latest on JView? :) It sounds VERY @ool.
(This is to Jeff Potter, everyone). Hehe.. what's the "J" stand for? ;)
(Hey, we've got *BOB*-Term! hehe!)

Anyways... I don't wanna say mu<h, but I HAVE had ONE image that looked
better in .PZM :).. only one. JView sounds mu<h needed.

- FIRE! FIRE! FIRE! FIRE! Beavis
>>> anyone@cyberden.sf.ca.us <<<

3579. Re: 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-19 23:27:51 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep19.232751.193459@austin.onu.edu>
Source record: 104888

Jeff Popp (popp@fledge.West.Sun.COM) wrote:

: I've checked, and to me this does NOT sound like the Claus
: Bucholz mod. It's close but not it.

Would it be possible for someone to e-mail me the specifications for the
Claus Bucholz upgrade? If I could get a schematic or something I could
check and verify if it is or is not this upgrade. Thanks for all of
the help everyone has given me.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University
Ada, Ohio

3580. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 00:18:07 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep20.001807.28349@apgea.army.mil>
Source record: 104894

In article <91009@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>: Star Raiders is very playable, but pretty simple. The big limitations are
>>: only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
>>: them. There's not much dogfighting, and that's what makes Wing Commander
>>: fun to me. I could care less about the graphic improvements.
>>
>>Actually, if you'll remember, Basestars could take a couple of hits and
>>any of the three types made you do some serious manuevers to land a hit
>>on Commander level... It could've been fancier, but for 8K ?(!!!!!!)
>
>Even those serious manuevers, and even though it was challenging and a lot
>of fun, didn't really feel like dogfighting. I really like the ship to
>ship fighting in Wing Commander. The dogfighting, weapons, shields,
>damage, and music all add to the experiance.
>
>I've never actually seen any IBM versions of Wing Commander. I've only
>played it on the Amiga, with switch-type joysticks. I had always felt
>though, that analog sticks would have improved the control, just for having
>finer adjustments when targeting. It would be a shame if the controls in
>the IBM version weren't any good.
>

I THINK I see the source of confusion. 99% of all people who have seen
wing commander have only seen in for the PC. (I haven't even seen the
box for the amiga version and we have a store that sells the stuff!)
But, most of the dog fighting is limited to a slanted hexagon plane,
the ships are all spheres (noticed that you can score a hit NEAR the
ship but only appear to hit space) Plus the graphics of the ships rotate
in quick jerky angles. Maybe the amiga version has cleared these
problems but these small anoyances make me like Star raiders more

Rob Merritt

email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3581. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 00:49:02 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <27iulu$bep@usenet.mcs.kent.edu>
Source record: 104889

(Mr. Fixit) writes:
(BRiTiSH) That's me writes:
>: BTW: Once I finish my 80 column C source code file viewer I'll upload
>: these utilities to the archive.
>
> Need this... nneeeeeeddd this! Will we need a 80-col hardware addition?
>Software only? Were you the one working on Flicker-term, the 80 column
>tele-com prog.???

This is a software only package. I am still refining the generl
software subroutines. I am using a custom display list which should
make scrolling a hell of a lot faster than Omnicom_80. As of now, I
am using a general text_font of 3*6 much like that in Omnicom, but
will probably fix it up. After I get a few hours of spare time, the
file viewer should be finished, and then I'll move onto my Emacs-style
text editor. I had wanted to finish this during the summer, but
unexpected events came up. (machine down time) And now during the
semester, I have a few software engineering projects to finish first.
I am not the one working on flicker-term. Omni is barable enough for
now. But I do want to see MegaTerm. Which reminds me, I have to find
my x/y/crc-modem routines to send to Itay Chamiel.

BRiTiSH

3582. Re: Cleveland Freenet???

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 01:05:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <27ivk0$74r@usenet.INS.CWRU.Edu>
Source record: 104890

In a previous article, amg15@merhaba.cc.columbia.edu (Alex Mikhail Gregory) says:

>Could someone post or email me the telnet address for the Cleveland Freenet..

TELNET freenet-in-a.cwru.edu (129.22.8.38)

>I heard that it is a good source of 8 bit pd software

Not really. Our 8-Bit File Area just offers organized access to the
atari.archive.umich.edu FTP site, through the BART mailer.

We do have plenty else to offer, though. :)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3583. T-80 Micro

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 03:30:58 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep20.033058.80534@austin.onu.edu>
Source record: 104892

On occasion, I have heard 8-bitters speak of interfacing a T-80 micro-
controller to their Atari. I recently ran across an add selling these,
and was curious about what type of things can be done with this controller.
I think the price was around $70-$80 and was wondering if it would make
a wise investment. Thanks in advance.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3584. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 04:27:05 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <91034@cup.portal.com>
Source record: 104893

Montezuma's Revenge is a maze/puzzle game -- walk through rooms, avoid obstacles/dangers, collect keys, open doors, etc. etc... You have to do the rooms in the right order, so that you have the right keys when you need them. Mexican motif, hence the title! I particularly like the graphics effect when you die and get your next life: your little man walks from a row of "spare" little men, to an arbitrary position, on a blank black screen, then the room graphics fill in around him, showing that his "arbitrary position" is really the appropriate on-screen position of where you died and are picking up again. Cool...

Chris
Chris_F_Chiesa@cup.portal.com

3585. Bill's auction #2

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 12:49:20 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.27g7@amiganet.chi.il.us>
Source record: 104940
Cross-posted to: comp.sys.atari.8bit,rec.games.vectrex

This is my second auction. All normal auction rules go. Bids
must be $.50 higher. This auction will end on October 1, 1993
Yes, I'll trade for stuff.... Oh, yeah, you pay shipping.

2600 Starting bid BID

Beat em and Eat em Mystique NEW $10
California Games Epyx NEW $3
Cruise Missile Froggo NEW 3
Dragonstomper Starpath NEW $5
Frankenstein's Monster Data Age cart only $8
Frogger II Parker Bros cart only $15
Front Line Coleco cart only 10
Jawbreaker Tigervision cart only 10
Killer Sattelites Starpath NEW 7
Kung Fu Master Activision NEW 3
Miner 2049er Tigervision New $8
Mogul Maniac Amiga rt only 5
Montezuma's Revenge Parker Bros cart only 10
No Escape Imagic cart only 5
Off your rocker ? no label 10
Philly Flasher/Cathouse Blues Playaround NEW 10
Private Eye Activision NEW 5
Racquetball Apollo cart only 5
River Raid II Activision cart only 10
Skateboardin Absolute NEW 5
Spiderdroid Froggo NEW 4
Spy Hunter Sega cart only 10
Supercharger w/Phasor Patrol Starpath Orig box&docs $7
Texas Chainsaw Massacre Wizare cart only 8
Tunnel Runner CBS cart only 8
Threshold - Tigervision cart only $10
Wabbit Apollo cart only 8
Winter Games Epyx NEW 3

5200

Zone Ranger Activision (NEW) $12
Gorf CBS (NEW) $7
Blue Print CBS (NEW) $7

7800
Water Ski - Froggo (NEW) $10

Coleco
Fraction Fever Spinnaker NEW $6
Moonsweeper Imagic NEW $6

Atari 7800 with 10 7800 cartridges
---------- $50

Asteroids, Ballblazer, Choplifter, Donkey Kong
Food Fight, Galaga, Karateka, Realsports Baseball
Winter games, Xevious

and 10 2600 cartridges.

Battle Zone, California Games, Galaxian, Enduro
Joust, moon Patrol, Ms Pac-Man, Pac-man, fall!
Tennis

(All cartridges are new in the box - includes one 7800
controller, power supply and tv switch)

Faichild new in box with 5 cartridges. This unit has the removable
joysticks. Most of the cartridges do not have the boxes and
instructions.
Fairchild and 5 cartridges Starting Bid
---------- ---
$30
#1 Tic Tac Toe
#3 Video Black Jack
#4 Spitfire
#9 Drag Race
#12 Baseball

Colecovision and 15 cartridges $40
---

includes 2 controllers, power suppltch box
and 2600 converter.
(Also included, but not tested, are one roller controller,
2 super action joysticks and one driving module.)

Carnival
Cosmic Avenger
Donkey Kong
Donkey Kong Jr
Gorf
Lady Bug
Looping
Mouse trap
Popeye
Q*bert
Subroc
Time Pilot
Turbo

Venture
Zaxxon

Vectrex

Vectrex in good working condition with one Joystick and the
following cartridges:

Armor...Attack Starting Bid
Berzerk ------------
Blitz $70
Clean Sweep
Scramble
Star Trek

Atari XE games system $30

This is the games box only. It has no keyboard. It is in
excellent condition. Includes the power supply, switch box, one
original controller and one Atari controller. Also includes are
six XE games. All are new in the box with instructions except for
Bug Hunt which is Cartridge only.

Bug Hunt
Barnyard Blaster
Hardball
David's Midnight Magic
Boxing game (Fight night)
and one other

3586. Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 13:02:20 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H34Y4H6CP28WWIX7@vax.edinboro.edu>
Source record: 104895

I am interested in picking up Paperclip, but I'm not really sure yet.
I have several papers to write in the near future and I need something
with a good (and easy to use) spell-ckecker and the ability to do a lot
of formating (super/subscripts, underline, bold, headers, footers, italics,
etc.).

I have been using AW+ for a log time but I can't stand the spell checker.
If I copy the entire dictionary to a disk-image on my MIO, the speed is
OK, but the user interface still sucks. I also dislike the bank-selecting
in AW+. Is Paperclip any better??? I've heard many good things about it,
but not about many specific features.

Anyway.... I am interesting in buying (or trading) someone for it if anyone
has it to part with.

Also: I've decided to try an collect more application software. I bought
SynCalc for $5 the other day and I think its great (MUCH better than
VisiCalc). The only problem is that I wish it would graph. What other
Syn..... Products were made?? I'm still looking for graphing and
DataBase software.

Thanks,

-Adam Conover.
a644690c@edinboro.edu

3587. Ultima II.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 13:04:45 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H34YOBHFD88WWIX7@vax.edinboro.edu>
Source record: 104896

Does anyone have an Ultima II charactor disk? I seem to have screwed mine up somehow. I have the original game, but no charactor disk (which is the one you HAVE to copy to play). Would any kind soul be willing to DiskComm or Scopy the disk and send it to me??? I would greatly appreciate it.

-Adam Conover.
a644690c@edinboro.edu

3588. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 13:26:15 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CDnMnu.4ry@cbnews.cb.att.com>
Source record: 104898

In article <1993Sep17.122118.5050@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>In article <90787@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>>Not to beat an old drum but why is everyone so happy to spend $2000+ dollars
>>>to play a game such as wing commander which is pratically nothing more that
>>>Star Radiers with fancier graphics. (ok, the story is an improvement)
>>
>>Star Raiders is very playable, but pretty simple. The big limitations are
>>only 2 enemies at a time, simple enemy tactics, and only 1 hit to destroy
>>them. There's not much dogfighting, and that's what makes Wing Commander
>>fun to me. I could care less about the graphic improvements.
>>
>>Wing Commander's big limitation, IMO, are limited missions that are always
>>the same each time you play.
>>
>>John Harris - jharris@cup.portal.com
>
>Agreed, the one hit thing is a tad limiting. However, Star Radier is an
>8 k game, and I think it'll run on a 16k machine, WC is 3+ megs and
>requires 2 megs to run with all the goodies,...

Would you please use the correct name, Star Raiders? It's really starting to grate. Thank you.

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3589. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 14:32:10 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep20.143210.21993@iplmail.orl.mmc.com>
Source record: 104899

In article <19930920094419MIS0160@MVS.UDEL.EDU>, MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
|>
|> Adam,
|> Like most things in life, "better" is subjective. I prefer Paper Clip
|> over the other Atari word processing programs. It has a few unique
|> features such as split-screen editing, 80 column preview, etc. It came
|> in 2 versions--Version 2 (I believe) would only run on a XE130 (or
|> a memory upgraded 800XL) and had a spelling checker. It has drivers
|> for most printers and a program to build a custom driver if needed.
|> On the minus side, it uses it's own DOS, so you are limited to single
|> density storage. It has more bells and whistles than I've been able
|> to fully utilize. I have version 1.0
|>

Paperclip version 2.0 also uses it's own DOS, but it is not limited to
single density. I use it to write DOC's for my shareware, which I save
in double density.

Larry Richardson
richards@foghorn.orl.mmc.com

3590. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 14:44:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930920094419MIS0160@MVS.UDEL.EDU>
Source record: 104897

In article <01H34Y4H6CP28WWIX7@vax.edinboro.edu>,
A644690C@vax.edinboro.edu (Adam Conover) writes:

>I am interested in picking up Paperclip, but I'm not really sure yet.
>I have several papers to write in the near future and I need something
>with a good (and easy to use) spell-ckecker and the ability to do a lot
>of formating (super/subscripts, underline, bold, headers, footers, italics,
>etc.).
>
>I have been using AW+ for a log time but I can't stand the spell checker.
>If I copy the entire dictionary to a disk-image on my MIO, the speed is
>OK, but the user interface still sucks. I also dislike the bank-selecting
>in AW+. Is Paperclip any better??? I've heard many good things about it,
>but not about many specific features.
>
>Anyway.... I am interesting in buying (or trading) someone for it if anyone
>has it to part with.
>
>Also: I've decided to try an collect more application software. I bought
>SynCalc for $5 the other day and I think its great (MUCH better than
>VisiCalc). The only problem is that I wish it would graph. What other
>Syn..... Products were made?? I'm still looking for graphing and
>DataBase software.
>
>Thanks,
>
>-Adam Conover.
> a644690c@edinboro.edu

Adam,
Like most things in life, "better" is subjective. I prefer Paper Clip
over the other Atari word processing programs. It has a few unique
features such as split-screen editing, 80 column preview, etc. It came
in 2 versions--Version 2 (I believe) would only run on a XE130 (or
a memory upgraded 800XL) and had a spelling checker. It has drivers
for most printers and a program to build a custom driver if needed.
On the minus side, it uses it's own DOS, so you are limited to single
density storage. It has more bells and whistles than I've been able
to fully utilize. I have version 1.0
As far as the "Syn" series of programs, again I have my biases.
They are some of the best of their genre. Syncalc had a companion
package known as Syntrend. It allowed you to graph, make pie and
bar charts from Syncalc data. It also included a statistical
package. Synfile + was Synapse's Database program. It was quite
flexible and powerful. There were a few other Syn programs.

Synchron was a calendar/appointment program. Syncomm was a terminal program. Synstock would analyze your stock portfolio and identify trends. Syntax was a program for figuring your individual income taxes. ***
Synapse had quite a few neat games. As I remember, they had some sort of deal with the old Atari that was cancelled when the Tramiel's took it over. I believe Synapse sued Atari but then went into bankruptcy. I never heard what finally came out of the lawsuit.

Roger Cole

*** Taken from a Synapse catalog dated Summer 1984

3591. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 14:48:11 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep20.144811.11002@apgea.army.mil>
Source record: 104902

>>Agreed, the one hit thing is a tad limiting. However, Star Radier is an
>>8 k game, and I think it'll run on a 16k machine, WC is 3+ megs and
>>requires 2 megs to run with all the goodies,...
>
>Would you please use the correct name, Star Raiders? It's really starting to
>grate. Thank you.
>
>Tom
>

Sorry, I have a problem with spelling. In fact with the english language in
general. Do to brain damage a birth my brain just jumbles up letters and
words. So in the future, if you see a sentance like:

I have I game called Star Radiers
instead of
I have a game called Star Raiders.

Don't worry, its just me.

Peronally I wish Vi had a grammer and spell checker built in. It was the
only way I made it through college..

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3592. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 15:17:42 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <27khim$g3i@charm.magnus.acs.ohio-state.edu>
Source record: 104900

In article <91011@cup.portal.com> jharris@cup.portal.com (John D Harris) writes
:
>>Does anybody know where I could find a copy of Montezumma's Revenge
>>Help appreciated
>
>This name is familiar to me, but I can't remember what it is. Can anyone
>elaborate?
>

Ah, Montezuma's Revenge. One of the primo 8-bit pre-Mario run and jump games. You're this guy stuck in an aztec vault with multitudes of rooms. Each room has some type of monster (not all): bouncing and rolling skulls, random moving spiders, electrified walls, disappearing/reappearing bridges over flame pits, etc. Very addicting game, got all the way to the stomping idol and back, but could never finish the game. I still have my copy, and I wouldn't sell it for anything...

Michael Steve jr.
The Sequel

OSU has an opinion, not always mine, but sometimes, this may or may not be one of those times, probably not this time....

3593. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 15:26:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <27ki40$11q@usenet.INS.CWRU.Edu>
Source record: 104901

In a previous article, A644690C@vax.edinboro.edu (Adam Conover) says:

>I am interested in picking up Paperclip, but I'm not really sure yet.
>I have several papers to write in the near future and I need something
>with a good (and easy to use) spell-ckecker and the ability to do a lot
>of formating (super/subscripts, underline, bold, headers, footers, italics,
>etc.).
>
>I have been using AW+ for a log time but I can't stand the spell checker.
>If I copy the entire dictionary to a disk-image on my MIO, the speed is
>OK, but the user interface still sucks. I also dislike the bank-selecting
>in AW+. Is Paperclip any better??? I've heard many good things about it,
>but not about many specific features.

Have you tried some of the stand-alone spell-checkers that work with
AtariWriter, like Spell Magic?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3594. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 17:54:03 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CDnz28.F49@cbnews.cb.att.com>
Source record: 104905

In article <1993Sep20.144811.11002@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Peronally I wish Vi had a grammer and spell checker built in. It was the
>only way I made it through college..

That would make it user-friendly. Then it would be inconsistent with the rest of Unix. B)

>
>Rob Merritt
>email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
>Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
>(410)391-6291, Running Renegade **and family, and not of a co-worker.
> "Nostalgia isn't what it used to be" -unknown

Tom

--
+---+
|Tom Pschar - A smile, two bangs, and a religion | land (n.) - see snatch. |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

3595. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 17:54:52 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep20.175452.26942@iplmail.orl.mmc.com>
Source record: 104909

In article <27khim$g3i@charm.magnus.acs.ohio-state.edu>, msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
|>
|> Ah, Montezuma's Revenge. One of the primo 8-bit pre-Mario run and jump games.
|> You're this guy stuck in an aztec vault with multitudes of rooms. Each room
|> has some type of monster (not all): bouncing and rolling skulls, random moving
|> spiders, electrified walls, disappearing/reappearing bridges over flame pits,
|> etc. Very addicting game, got all the way to the stomping idol and back, but
|> could never finish the game. I still have my copy, and I wouldn't sell it for
|> anything...
|>
|> Michael Steve jr.
|> The Sequel
|>
|>
|> OSU has an opinion, not always mine, but sometimes, this may or may not be one
|> of those times, probably not this time....

I remember a buddy of mine having that game. I watched him get to the idol, but he said he couldn't figure out what to do at that point. What was the goal to this game anyway? Kill the idol somehow... get the idol??? Has anyone ever finished it?

Larry Richardson
richards@foghorn.orl.mmc.com

3596. looking for stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 18:28:47 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CDo0nz.4J1@freenet.carleton.ca>
Source record: 104904

I am looking for several things..

1.mMem~~~~~~Mem upgrade for my 130xe
2.Color monitor
3. 850 interface
4. Hard Drive

If you have the stuff or know where
I can get it please email me ....
--
Aon~~donai .... Email-~~~~~~~~~
Email-ai187@freenet.carleton.ca
Mirror Mirror on the wall

3597. Re: 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 19:21:00 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <27kvqs$kd7@newscast.West.Sun.COM>
Source record: 104907

>>Jeff Popp (popp@fledge.West.Sun.COM) wrote:

>>: I've checked, and to me this does NOT sound like the Claus
>>: Bucholz mod. It's close but not it.

>>Would it be possible for someone to e-mail me the specifications for the
>>Claus Bucholz upgrade? If I could get a schematic or something I could
>>check and verify if it is or is not this upgrade. Thanks for all of
>>the help everyone has given me.

It's would be best to FAX the info. Give me a number and I'll get it to you.

3598. Re: No Color on 800XL. Why?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 19:27:42 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <27l07e$kd7@newscast.West.Sun.COM>
Source record: 104908

The color signal comes off of the GTIA chip (U17) and is then applified by the cirucit containing transistors Q2, Q4 & Q5.

Assuming you have no mechanincal problems (ie bad cables, connectors) the GTIA chip would be a good place to start.

3599. Re: Just picked up a 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 19:43:04 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep20.144305.6100@uoft02.utoledo.edu>
Source record: 104906

phbill@cyberden.sf.ca.us wrote:
: As for MyDOS, it is publi< domain, and the newest version is 4.53. It
: @omes in two "subversions." One is a more old Atari-DOS @ompatible
: version that lists sizes of files in 3-digit "SE@TOR" @ounts (app.128
: byte blo<ks), the other lists in 4-digit @ounts, whi<h @an s<rew up some
: old and less-de<ently made programs, but is good for using hard drives
: and stuff... when you end up having HUGE files... greater than about 126k
: (999 se<tors).

Ahhh! Must've missed that point years ago. Always wondered why my old
"4.something" version of MY-Dos screwed up Atari-Writer and most other prg's
I had! I need to get a hold of the new version anyhow... are BOTH 3-digit
and 4-digit versions available on the archive?

thanx,
Tim

3600. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 21:38:13 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <27l7s5$h5p@charm.magnus.acs.ohio-state.edu>
Source record: 104910

>I remember a buddy of mine having that game. I watched him get to the idol,
>but he said he couldn't figure out what to do at that point. What was the
>goal to this game anyway? Kill the idol somehow... get the idol??? Has
>anyone ever finished it?

The game was released for several platforms if I recall. Anyway, I
don't seem to recall an ending. You would go through a lot of caverns to
retrieve some item (idol?), and then bring it back to the starting screen
if I remember right. Then you would fall through a bunch of diamonds and
start over at the starting screen again, at a higher level. The higher
levels featured more screens (you'd walk over bridges of fire). Also
you had to retrieve a torch on the higher levels. Without the torch,
the walls were invisible, thus you could easily fall of ledges, run into
enemies, etc, until you had it. And you have to cross through a very
difficult room of ledges (which are all invisible!) to get to the
torch. I believe you received a new life every 20,000 points or
so. Also there were sticks (which made you invincible for a short
period of time), and some item which allowed you to kill the rolling
skulls. It's too bad that there wasn't a screen editor for the game,
that would have made it really interesting. At some point there might
have been an ending, but I doubt it. I never made it beyond level 4.

3601. Re: JVIEW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 22:12:23 UTC
From: potter@sunny60.DAB.GE.COM
Message-ID: <CDoB0n.ICr@sunblossom.ge.com>
Source record: 104917

In article <11c60B1w165w@cyberden.sf.ca.us>, anyone@cyberden.sf.ca.us writes:
|> Hey Jeff.. @are to give us the latest on JView? :) It sounds VERY @ool.

I have two guys on GEnie who I've given Alpha copies for review and feedback. They've caught some bugs that I'm starting to fix. Basically the program uses too much RAM (I've backed the load address down to $2600 I think, which is pretty low for some people). I want to add more features but I've run out of space. Already it does:

- Direct from GIF to ColrView (CV) mode decoding (thus 3x faster since you don't have to create three files one at a time)
- Creates GR.9, 15, and (new) 8 CV pictures
- Uses 4x4 dither patterns for even more simulated colors
- Saves as three files (.R/G/B) or one big CVSquash file with caption
- Also does monochrome GR.9, 15, or 8 decoding of GIFs

I'm going to have to resort to loading program modules, so you can only exercise some of the features before you have to reload routines from the master disk.

|> (This is to Jeff Potter, everyone). Hehe.. what's the "J" stand for? ;)
|> (Hey, we've got *BOB*-Term! hehe!)

You guessed it.

|> Anyways... I don't wanna say mu<h, but I HAVE had ONE image that looked
|> better in .PZM :).. only one. JView sounds mu<h needed.

Yeah, on rare occasions the APAC/ILC image looks better. But that's only on monitors with comb filters.

For you technical types, here's why I think APAC mode worked:
Some monitors/televisions use a comb filter to remove the luminance and chrominance signals (necessary before you can drive your red/green/blue electron guns. A comb filter relies on the fact that the chroma signal is encoded as a phase shift of the color carrier, a 3.58 MHz signal that "rides on" the luminance. On standard NTSC TV signals (to which the Atari does not comply), the phase of the chroma signal changes every other line by 180 degrees. So if you digitally stored one line of the signal and summed it with the next line coming in, pixel by pixel, the chroma signal would entirely cancel out, leaving only the luma. This assumes the picture doesn't change a whole lot between successive lines. If you subtract the next line coming in from the previous line, the luma will cancel out, leaving the chroma separated.

On the Atari, when outputting APAC, every other line is a 16-level "luma only" signal, and the lines in-between are 16-color "chroma only". If

you add these together, and low-pass filter, every line coming out has the luminance produced by the GR.9 line. If you subtract these, the chrominance signal will come from the current (or previous) GR.11 line. So it ends up averaging both lines together in a way that gives you 16 colors * 16 intensities.

When APAC doesn't work on your monitor, most likely you don't have such a comb filter. An industrious guy could design one as an option though...

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3602. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 22:26:02 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <27lalqINN85g@flipper.pvv.unit.no>
Source record: 104912

In article <27l7s5$h5p@charm.magnus.acs.ohio-state.edu>, fseipel@magnus.acs.ohio-state.edu (Frank E Seipel) writes:

[...]

> The game was released for several platforms if I recall. Anyway, I

Yeah, I saw a C64 version (crap, o' course ;)

> don't seem to recall an ending. You would go through a lot of caverns to
> retrieve some item (idol?), and then bring it back to the starting screen
> if I remember right. Then you would fall through a bunch of diamonds and
> start over at the starting screen again, at a higher level. The higher
> levels featured more screens (you'd walk over bridges of fire). Also
> you had to retrieve a torch on the higher levels. Without the torch,
> the walls were invisible, thus you could easily fall of ledges, run into
> enemies, etc, until you had it. And you have to cross through a very
> difficult room of ledges (which are all invisible!) to get to the
> torch. I believe you received a new life every 20,000 points or
> so. Also there were sticks (which made you invincible for a short
> period of time), and some item which allowed you to kill the rolling
> skulls. It's too bad that there wasn't a screen editor for the game,
> that would have made it really interesting. At some point there might
> have been an ending, but I doubt it. I never made it beyond level 4.

I don't remember anything about any idol... O' course, the version I had (might still have it, in fact *gasp*) was a very pirated (I presume) version with the title "Preliminary Monty 16k"; looked very unfinished. As I recall, though, you did fall throught a bunch of diamond filled rooms at the end of each level, then you were dumped into a (very slightly) different level. My sister made it to level 9, I think. My version must have been buggy, though, because there were quite a few rooms which had weird entrances/no exits/were just generally WEIRD... Still a GREAT game :) I guess nobody wants to sell their copy? Thought not...

--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

3603. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 22:39:34 UTC
From: zds@netsys.com
Message-ID: <1993Sep20.223934.7428@netsys.com>
Source record: 104911

John D Harris (jharris@cup.portal.com) wrote:
: >Does anybody know where I could find a copy of Montezumma's Revenge
: >Help appreciated

: This name is familiar to me, but I can't remember what it is. Can anyone
: elaborate?

It's the cool little game where you're a roach running around collecting keys
and sceptres and climbing up and down ladders and ropes... Very fun game.
I probably have two copies of it around (Monty 16K and Monty 48K).

>>>>>>----------Dan!-------------}

3604. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 23:02:09 UTC
From: zds@netsys.com
Message-ID: <1993Sep20.230209.8662@netsys.com>
Source record: 104913

Frank E Seipel (fseipel@magnus.acs.ohio-state.edu) wrote:
: The game was released for several platforms if I recall. Anyway, I
: don't seem to recall an ending. You would go through a lot of caverns to
: retrieve some item (idol?), and then bring it back to the starting screen
: if I remember right. Then you would fall through a bunch of diamonds and
: start over at the starting screen again, at a higher level. The higher

.
.
.
.
That was a really interesting game... I recall winning it in either the 16K
or the 48K incarnation - I think it was after the 5th or 6th level but it
has been over 8 years since I played... However, I cheated (Shame on me!)
Good old Disk Wizard II and a few minutes made many a game winnable.
Just covering those good old PM collision-register checks with NOP's did
the trick <smirk!>...

>>>>>>--------Danmeister!---------}

3605. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 23:43:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep20.184340.6103@uoft02.utoledo.edu>
Source record: 104915

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: in 2 versions--Version 2 (I believe) would only run on a XE130 (or
: a memory upgraded 800XL) and had a spelling checker. It has drivers

Where can you get this other version?!? I've got the old, ancient, decrepit version... used to need a key I think, but had it hack'ed to get rid of the silly thing (hmm, at least I think it was Paperclip). Who carries the new version? Can you still "upgrade"? Batteries Included owned the rights, correct? Aren't they long extinct?

: On the minus side, it uses it's own DOS, so you are limited to single
: density storage. It has more bells and whistles than I've been able

What? You mean they crippled Paperclip in the new version, limiting users to SINGLE DENSITY ONLY?!?!?!??!?!?

interested in followups,
-me-

3606. ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 23:47:11 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep20.184712.6104@uoft02.utoledo.edu>
Source record: 104914

Kept forgetting to ask the general populous here,
what type of Atari 8-bit (800/1200xl/xl/xe) emulators are out there?

(What computers do they run on? What minimum system requirements are there?)
(etc.)

I've got some memorable 'ole programs that just don't exist in the MeSsy-DOS
or loonex world! (Two systems I'm in constant contact with it seems!)

-Tim

3607. Astra modifications?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-20 23:49:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep20.184957.6105@uoft02.utoledo.edu>
Source record: 104916

It's been a few years, so I don't remember much on the mods needed...

Could anyone brief me on the mods needed to create an Astra floppy driver?
I have an old Astra: The One unit sitting nearby and was informed from some
former BBS operators that it's really quite simple to hook up to 3 additional
360k IBM slave drives up to it... so simple, I completely forgot!

-Tim

3608. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 00:07:45 UTC
From: gbennett@friendly.es.com
Message-ID: <27lgkh$jhp@cnn.sim.es.com>
Source record: 104918

In article <1993Sep20.184712.6104@uoft02.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> Kept forgetting to ask the general populous here,
> what type of Atari 8-bit (800/1200xl/xl/xe) emulators are out there?
>
>
> (What computers do they run on? What minimum system requirements are there?)
> (etc.)
>
> I've got some memorable 'ole programs that just don't exist in the MeSsy-DOS
> or loonex world! (Two systems I'm in constant contact with it seems!)
>
The only Atari 8-bit emulator I have seen is for the Atari ST. Recently, Darek Mihoka (the creator of the emulator) also created an Atari ST emulator for the PC. The latest version of the ST emulator (Gemulator 3.0) supposedly will also run the 8-bit emulator software. I'll post a message as soon as copy of 3.0 arrives as to compatibility.

In a nutshell, if you want to emulate an 8-bit on your MeSsy DOS machine, you need to emulate an Atari ST, which ion turn can emulate the Atari 800. As far as emulation on a UNIX box, I've heard someone is working on an X-Windows version, but it has yet to materialize.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3609. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 03:25:30 UTC
From: jharris@cup.portal.com
Message-ID: <91108@cup.portal.com>
Source record: 104919

>I THINK I see the source of confusion. 99% of all people who have seen
>wing commander have only seen in for the PC. (I haven't even seen the
>box for the amiga version and we have a store that sells the stuff!)
>But, most of the dog fighting is limited to a slanted hexagon plane,

I hadn't noticed this. I'm not sure if the Amiga version is the same.

>the ships are all spheres (noticed that you can score a hit NEAR the
>ship but only appear to hit space)

They may have tried to change this, because I notice the opposite. If I don't fire at the center of the object, I won't hit it at all. It's especially bad with the big Ralari and Fralthi ships. The 'sweet spot' is probably only 1/4 or so of the ship's size.

I found this annoying.

>Plus the graphics of the ships rotate in quick jerky angles.

Especially the larger ships have a limited number of rotations. In general, I think I liked the trade off for the extra detail versus the smooth rotations but simple shape of 3D polygon models in other games. And it still gives a nice feel for where the ship is going, and that it is a *real* ship instead of the 2D static images that were in Star Raiders.

>Maybe the amiga version has cleared these
>problems but these small anoyances make me like Star raiders more

Probably not much. There's still things that bother me.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3610. Re: No Color on 800XL. Why?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 06:37:15 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <27m7er$nfk@usenet.INS.CWRU.Edu>
Source record: 104920

In a previous article, popp@fledge.West.Sun.COM (Jeff Popp) says:

>The color signal comes off of the GTIA chip (U17) and is then applified by
>the cirucit containing transistors Q2, Q4 & Q5.
>
>Assuming you have no mechanincal problems (ie bad cables, connectors) the
>GTIA chip would be a good place to start.
>
Also, check the POT on the lower left side of the board, if its turned
completely to the left, the picture goes b/w

--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vectrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

3611. Test...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 07:03:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <748735449.AA00671@tdkt.kksys.com>
Source record: 104846

```
This is just a test to see if this message is getting through to
the newsgroup. Please reply if it has.

Thanks!

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Friends come and go, enemies accumulate!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)
```

3612. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 07:35:02 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4wu80B3w165w@cyberden.sf.ca.us>
Source record: 104921

clisowsk@Nimitz.mcs.kent.edu (BRiTiSH) writes:

> (Mr. Fixit) writes:
> (BRiTiSH) That's me writes:
> This is a software only package. I am still refining the generl
> software subroutines. I am using a custom display list which should
> make scrolling a hell of a lot faster than Omnicom_80. As of now, I
> am using a general text_font of 3*6 much like that in Omnicom, but

So..... why is it @alled fli<ker term?

And does it use Itay's 80-@olumn-style s<rolling for speed or a 2k Gr.0 map? (my idea :)... the name fli<ker reminds me of what my idea would probably end up looking like if it were done! :))

"Even if your brain was dynomite, you still wouldnt have enough to blow your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3613. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 07:37:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B2u80B4w165w@cyberden.sf.ca.us>
Source record: 104922

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

> But, most of the dog fighting is limited to a slanted hexagon plane,
> the ships are all spheres (noticed that you can score a hit NEAR the
> ship but only appear to hit space) Plus the graphics of the ships rotate
> in quick jerky angles. Maybe the amiga version has cleared these
> problems but these small anoyances make me like Star raiders more
>
> Rob Merritt
>

Speaking of hitting "empty spa<e", Star Raiders seems to let you hit a
ship no matter if you just laun<hed a photon (it's big and @lose to the
side/bottom of the s<reen), even though the enemy appears small and
distant...?

Did they (he) just use P/M @ollision dete<tion?

Then again, sometimes that DOESn't work!? Hmmmmm

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3614. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 07:41:21 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m8u80B5w165w@cyberden.sf.ca.us>
Source record: 104923

MIS0160@MVS.UDEL.EDU (Roger Cole) writes:

> As far as the "Syn" series of programs, again I have my biases.
> They are some of the best of their genre. Syncalc had a companion
> package known as Syntrend. It allowed you to graph, make pie and
> bar charts from Syncalc data. It also included a statistical
> package. Synfile + was Synapse's Database program. It was quite
> flexible and powerful. There were a few other Syn programs.
> Synchron was a calendar/appointment program. Syncomm was a terminal
> program. Synstock would analyze your stock portfolio and identify
> trends. Syntax was a program for figuring your individual income
> taxes. ***

Damn! Were the files from the programs inter<hangable? That'd've been
REALLY neat!

I'm not at ALL good at programming or even USING any type of
business/produktivity software, so this is pretty intruiging to me! :)

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3615. Re: Atari XE game system for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 13:22:44 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep21.132244.28090@apgea.army.mil>
Source record: 104928
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

In article <bzandrew.278s@amiganet.chi.il.us> bzandrew@amiganet.chi.il.us (Bill Zandrew) writes:
>I have an Atari XE game system for sale. It comes with 6 xe games, 5 are new
>in the box. The only one that isn't is Bug Hunt. This does not have the
>keyboard. Includes the "box", power supply, switch box, one xe controller, and
>one Atari controller. (The only difference is the color of the joystick).
>
>Includes these games
>
>Bug Hunt
>Barnyard blaster
>Hardball
>david's midnight magic
>fight night
>one on one
>
>Buyer will pay $2.90 for shipping. I will pay the rest. I will sell it for
>the best price over $30, or trade it for other classic game stuff or gameboy or
>Sega Master items.

I have Rastan and Double Dragon for the sega master system that'll trade
for the system.
I really want the system so if this isn`t a good offer, I'll try to
bet the best.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3616. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 13:40:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930921084056MIS0160@MVS.UDEL.EDU>
Source record: 104924

In article <1993Sep20.184340.6103@uoft02.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
>: in 2 versions--Version 2 (I believe) would only run on a XE130 (or
>: a memory upgraded 800XL) and had a spelling checker. It has drivers
>
> Where can you get this other version?!? I've got the old, ancient, decrepit
>version... used to need a key I think, but had it hack'ed to get rid of the
>silly thing (hmm, at least I think it was Paperclip). Who carries the new
>version? Can you still "upgrade"? Batteries Included owned the rights,
>correct? Aren't they long extinct?
>
>: On the minus side, it uses it's own DOS, so you are limited to single
>: density storage. It has more bells and whistles than I've been able
>
> What? You mean they crippled Paperclip in the new version, limiting users
>to SINGLE DENSITY ONLY?!?!?!??!?!?
>
>
> interested in followups,
> -me-
>
I don't know if version 2.0 is limited to single density or not. You
might try TOAD computers. About a year ago, they had 2 copies of
Paperclip (I'm not sure which versions). They recycle a lot of 8bit
software. They have a toll-free order number 1-800-448-TOAD.

P.S. That hardware key was called a 'dongle'.

3617. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 13:45:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930921084521MIS0160@MVS.UDEL.EDU>
Source record: 104925

In article <m8u80B5w165w@cyberden.sf.ca.us>,
phbill@cyberden.sf.ca.us writes:

>MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
>
>> As far as the "Syn" series of programs, again I have my biases.
>> They are some of the best of their genre. Syncalc had a companion
>> package known as Syntrend. It allowed you to graph, make pie and
>> bar charts from Syncalc data. It also included a statistical
>> package. Synfile + was Synapse's Database program. It was quite
>> flexible and powerful. There were a few other Syn programs.
>> Synchron was a calendar/appointment program. Syncomm was a terminal
>> program. Synstock would analyze your stock portfolio and identify
>> trends. Syntax was a program for figuring your individual income
>> taxes. ***
>
>Damn! Were the files from the programs inter<hangable? That'd've been
>REALLY neat!
>
>I'm not at ALL good at programming or even USING any type of
>business/produktivity software, so this is pretty intruiging to me! :)
>
Yes, the files were interchangeable. The different packages were
designed to work together. Visicalc files could also be used. Synfile
and Syncalc had a similar 'look and feel', so that when you mastered
one, the other came naturally.

3618. Indus GT question

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 13:49:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930921084944MIS0160@MVS.UDEL.EDU>
Source record: 104926

My brother gave me an Indus GT disk drive minus power supply. I have an extra Atari CO17945 power supply from my 1010 Data Recorder. My question is, "Can I use this power supply with the Indus". I believe both the Indus and Atari use a 9v power supply.

3619. Re: Atari XE game system for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 14:46:35 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep21.144635.23068@apgea.army.mil>
Source record: 104931
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

In article <1993Sep21.132244.28090@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>In article <bzandrew.278s@amiganet.chi.il.us> bzandrew@amiganet.chi.il.us (Bill Zandrew) writes:
>>I have an Atari XE game system for sale. It comes with 6 xe games, 5 are new
>>in the box. The only one that isn't is Bug Hunt. This does not have the
>>keyboard. Includes the "box", power supply, switch box, one xe controller, and
>>Buyer will pay $2.90 for shipping. I will pay the rest. I will sell it for
>>the best price over $30, or trade it for other classic game stuff or gameboy or
>>Sega Master items.
>
>I have Rastan and Double Dragon for the sega master system that'll trade
>for the system.
>I really want the system so if this isn`t a good offer, I'll try to
>bet the best.

opps.. sorry all, that was suppost to be private mail. Anyways, I saw the
xe game system doesn't have the keyboard so I don't want it. Just wanted
to add that so I wouldn't persuade anyone from not offewring to buy it
from him.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3620. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 15:16:01 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Sep21.151601.6703@mnemosyne.cs.du.edu>
Source record: 104927

In article <01H34Y4H6CP28WWIX7@vax.edinboro.edu> A644690C@vax.edinboro.ed
(Adam Conover) writes:

>Also: I've decided to try an collect more application software. I bought
>SynCalc for $5 the other day and I think its great (MUCH better than
>VisiCalc). The only problem is that I wish it would graph. What other
>Syn..... Products were made?? I'm still looking for graphing and
>DataBase software.
>
>Thanks,
>
>-Adam Conover.
> a644690c@edinboro.edu

These are the Syn - products that I know of:

SynCalc
SynFile +
SynTrend
SynComm
SynChron
SynStock

Finding *any* of these may be extremely difficult however.
I may be wrong, but I was given to understand that Atari
had purchased the rights to these programs for the 8-bit,
so it doesn't take much imagination to realize that these
products are probably dead in the water.

SynTrend would be the product you are looking for specifically.
It is actually two separate programs - Syngraph and Synstat.
Syngraph charts scatter plots, bar graphs, pie charts or
line graphs, while Synstat does regression analysis, means and
standard deviations. What you wanted to know is this:
You can also graph datafiles from SynCalc, SynFile + and that
old dinosaur VisiCalc.

I'm sure someone else here will be able to fill us in on the
availability of the products above, and/or the use of some other
program that is compatible AND available.

Good luck.

Uncle Fester

--
: "I'm as blank as a fart." :

: -The Great Wendt- :
: :
: *thester@nyx.cs.du.edu* :

3621. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 15:44:18 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep21.154418.12638@iplmail.orl.mmc.com>
Source record: 104932

In article <19930921084056MIS0160@MVS.UDEL.EDU>, MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
|> In article <1993Sep20.184340.6103@uoft02.utoledo.edu>,
|> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> >Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
|> >: in 2 versions--Version 2 (I believe) would only run on a XE130 (or
|> >: a memory upgraded 800XL) and had a spelling checker. It has drivers
|> >
|> > Where can you get this other version?!? I've got the old, ancient, decrepit
|> >version... used to need a key I think, but had it hack'ed to get rid of the
|> >silly thing (hmm, at least I think it was Paperclip). Who carries the new
|> >version? Can you still "upgrade"? Batteries Included owned the rights,
|> >correct? Aren't they long extinct?
|> >
|> >: On the minus side, it uses it's own DOS, so you are limited to single
|> >: density storage. It has more bells and whistles than I've been able
|> >
|> > What? You mean they crippled Paperclip in the new version, limiting users
|> >to SINGLE DENSITY ONLY?!?!?!??!?!?
|> >
|> >
|> > interested in followups,
|> > -me-
|> >
|> I don't know if version 2.0 is limited to single density or not. You
|> might try TOAD computers. About a year ago, they had 2 copies of
|> Paperclip (I'm not sure which versions). They recycle a lot of 8bit
|> software. They have a toll-free order number 1-800-448-TOAD.
|>
|> P.S. That hardware key was called a 'dongle'.

Let me try this again. I have version 2.0 Paperclip, and it does support
double density. I use it to write the DOC files for my shareware, and
the doc's are all saved on a double density formatted disk!

Larry Richardson
richards@foghorn.orl.mmc.com

3622. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 17:32:59 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <27ndsb$h5t@usenet.mcs.kent.edu>
Source record: 104929

```
In article <4wu80B3w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>clisowsk@Nimitz.mcs.kent.edu (BRiTiSH) writes:
>
>> (Mr. Fixit) writes:
>> (BRiTiSH) That's me writes:
>> This is a software only package. I am still refining the generl
>> software subroutines. I am using a custom display list which should
>> make scrolling a hell of a lot faster than Omnicom_80. As of now, I
>> am using a general text_font of 3*6 much like that in Omnicom, but
>
>So..... why is it @alled fli<ker term?

I NEVER said I was working on Flicker Term! If I recall, in that same
message I said I _WAS_NOT_ working on it. (sigh)

>And does it use Itay's 80-@olumn-style s<rolling for speed or a 2k Gr.0
>map? (my idea :)... the name fli<ker reminds me of what my idea would
>probably end up looking like if it were done! :) )

I do not know exactly the way Itay is doing things but here is how I have
my 80-column-style Graphics 8 display list set up:

DISPLAY_LIST:
3 Blank Line Instructions
LOAD Address Graphics 8 line
7 more Graphics 8 lines
LOAD Address graphics 8 line
7 more Graphics 8 lines
.
.
.
LOAD Address graphics 8 line { Repeat these 2 steps 24 times total }
7 more Graphics 8 lines
LOAD DLIST Address

I also have an offset table which looks something like this:
TABLE_ONE: ; Offset into Display_list for LSB/LSM
.byte 4,14,24,34,44,54,64,74
.byte 84,94,104,114,124,134,144,154
.byte 164,174,184,194,204,214,224,234
LoadData: ; X contains what line number you wish to load pointer for
LDY TABLE_ONE,X
LDA DISPLAY_LIST,Y
STA $CD
INY
LDA DISPLAY_LIST,Y
```

```
STA $CE ; Pointer to 320 bytes of line through ($CD)
RTS
Zero_320: ; ($CD) points to location to zero 320 bytes (1 80 col line)
LDA #0
TAY
?Z3_L1
STA ($CD),Y
DEY
BNE ?Z3_L1
INC $CE
LDY #64
?Z3_l2
STA ($CD),Y
DEY
BPL ?Z3_l2
DEC $CE
RTS
```

Just some routines that would show how things are done etc...
Scrolling the screen is merely a matter of saveing the first line
address in a safe_spot, moving the rest of the data up to the previous
LOAD Address graphic 8 line, zero out 320 bytes, stick the saved line
into the last LOAD Address graphic 8 line. So to scroll the entire screen
you merely copy: (23 lines)*(2 bytes per line)+(Top Line)*(2 bytes)*(2)
= 50 bytes copied { since top line must be saved } and zero out 320 bytes.
Alot faster than moveing (23 lines)*(320 bytes per line). :)
I would think Itay would use this method if he wants his screen to be
able to handle 2400 baud scrolling.

Blah,
-BRiT

3623. Re: Indus GT question

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 18:42:51 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <91144@cup.portal.com>
Source record: 104933

Indus GT power supply:

in: 120V AC, 60HZ, 33W
out: 11.5V DC 1.95 AMP

Atari CO17945 power supply (400/800/XF551/1010 and others)

in: 120V AC, 60HZ, 50W
out: 9V AC, 31VA

The Indus GT wants DC voltage, don't give it AC!

Jeff_M_Lodoen@cup.portal.com

3624. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 20:41:51 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <27nouflNN31b@uwm.edu>
Source record: 104934

In article <1993Sep20.175452.26942@iplmail.orl.mmc.com> richards@sulu.orl.mmc.com (Larry Richardson) writes:
>In article <27khim$g3i@charm.magnus.acs.ohio-state.edu>, msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>|> etc. Very addicting game, got all the way to the stomping idol and back, but
>|> could never finish the game. I still have my copy, and I wouldn't sell it for
>|> anything...
>
>I remember a buddy of mine having that game. I watched him get to the idol,
>but he said he couldn't figure out what to do at that point. What was the
>goal to this game anyway? Kill the idol somehow... get the idol??? Has
>anyone ever finished it?

What's all this about an idol? I won that game from some contest I entered and it had no stomping idol. You worked your way to the last door in the dungeon, and then you entered a treasure room where you could collect lots of jewels. This took you back to the start of the game. The only thing that made the levels harder was the speed of the nasties, and the level where the darkness began (remember the blackouts until you got a torch?).

The version I have is the 16K version of the game. I have also seen a 24K version. The game play looked identical, but the graphics were a little nicer. Is the stomping idol in the 24K version? If so, when does it appear? Did Parker Bros. release both versions or was the 24K version released by someone else?

Speaking of games that were hard to finish... Did anyone ever get to the end of "Trolls and Tribulations"? I got close, but never quite made it. How about "Conan"? I hated the game play and gave up rather soon on that one.

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3625. Re: Just picked up a 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 21:18:01 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <q1w90B1w165w@cyberden.sf.ca.us>
Source record: 104936

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Ahhh! Must've missed that point years ago. Always wondered why my old
> "4.something" version of MY-Dos screwed up Atari-Writer and most other prg's
> I had! I need to get a hold of the new version anyhow... are BOTH 3-digit
> and 4-digit versions available on the archive?
>

Yes, I believe they should be. Or at least easily available from a BBS
for for @heap from a PD pla<e.

Again, I'll emphasize that ONLY the file sizes are 3
digit se<tor @ounts...

The "FREE SE@TORS" is always 4 or more on both versions

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3626. Re: JVIEW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 21:24:12 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <2aX90B2w165w@cyberden.sf.ca.us>
Source record: 104937

potter@sunny60.DAB.GE.COM (Jeff Potter) writes:

>
> |> Anyways... I don't wanna say mu<h, but I HAVE had ONE image that looked
> |> better in .PZM :).. only one. JView sounds mu<h needed.
>
> Yeah, on rare occasions the APAC/ILC image looks better. But that's only
> on monitors with comb filters.
>
> For you technical types, here's why I think APAC mode worked:
> Some monitors/televisions use a comb filter to remove the luminance and
> chrominance signals (necessary before you can drive your red/green/blue
> electron guns. A comb filter relies on the fact that the chroma signal
> is encoded as a phase shift of the color carrier, a 3.58 MHz signal that
> "rides on" the luminance. On standard NTSC TV signals (to which the Atari
> does not comply), the phase of the chroma signal changes every other line
> by 180 degrees. So if you digitally stored one line of the signal and
> summed it with the next line coming in, pixel by pixel, the chroma signal
> would entirely cancel out, leaving only the luma. This assumes the picture
> doesn't change a whole lot between successive lines. If you subtract the
> next line coming in from the previous line, the luma will cancel out,
> leaving the chroma separated.
>
> On the Atari, when outputting APAC, every other line is a 16-level "luma
> only" signal, and the lines in-between are 16-color "chroma only". If
> you add these together, and low-pass filter, every line coming out has
> the luminance produced by the GR.9 line. If you subtract these, the
> chrominance signal will come from the current (or previous) GR.11 line.
> So it ends up averaging both lines together in a way that gives you 16
> colors * 16 intensities.
>
> When APAC doesn't work on your monitor, most likely you don't have such
> a comb filter. An industrious guy could design one as an option though...
>
> --
> Jeff Potter
> ....potter@sunny.dab.ge.com
> ....74030.2020@compuserve.com
> ....JDPOTTER@genie.geis.com

Hehhe... APA@lopedia up there or what!? :)

A<tually, the ONLY reason the pi<ture looked better in APA@ than in @V9
(it A@TUALLY looks even BETTER as a straight 8k Graphix 10 image! :-))
is be<ause it's of a drawing of a red pors<he... so you @an guess how it

looks in @V9! Very... wavery!

The reason I was able to xvert it to Gr.10 mode is b/@ the brightest luminen<e was.... . 8! Lowest was 0, so I set the palette @olors 1-8 to be reds, and 0 to be bla<k! So it looks brighter than the A APA@ version, and takes 1/2 the spa<e, and still has mixed @olors (reds and blak!)...

@an't do THAT with graphix 9!

then again, this is the FIRST good use I'VE @ome up with graphix 10!

Ever plan on making a 9 x 9 x 9 @V10 mode?

or a 9 x 9 Any Point A-lot-of @olors mode? heheheh! ;)

- FIRE! FIRE! FIRE! FIRE! Beavis
>>> anyone@cyberden.sf.ca.us <<<

3627. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 22:38:00 UTC
From: dillera@is-next.umd.edu
Message-ID: <27nvo8$8ff@hecate.umd.edu>
Source record: 104935

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Kept forgetting to ask the general populous here,
: what type of Atari 8-bit (800/1200xl/xl/xe) emulators are out there?

: (What computers do they run on? What minimum system requirements are there?)
: (etc.)

Your in luck- run out and buy an amiga. The Emplant, a multi-purpose
all-in-one emulator now runs a MacII cx on your amiga, and the creator
of the board was an old 8-bit hacker, and promises an 8bit emulator for
FREE. (WHen you buy the board.) Its not out yet- the 8bit rmulation- but
the Macii is, and they are working on a 486 emulation next.

He claims it will eventually do:
Apple IIe
Atari st/8bit
SNES
Genesis
'386/486.

Right now, it runs the mac at a faster speed than a comparable mac.
IE- faster than a REAL IIcx.

--
|---
/	_	_	_ Andrew Diller
	_		_ --------------- "God, this Amiga 3000UX SVR4
/	_		_ dillera@wam.umd.edu is cool!!" -------------------
	_	_	_
/ / / / ad72@umail.umd.edu Emplant Deluxe=
| MacIIcx/Atari800 |
|---

3628. Re: Montezumma

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-21 23:41:26 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <91155@cup.portal.com>
Source record: 104938

I have two versions of Montezuma's Revenge...

One is about 34K in size, released by Utopia and credited to Robert Jaeger. It has a large title graphic and a theme song (sounds much like the theme to "The Dating Game", but I think it's something like "Spanish Flea")

The other is 14k, released by Parker Bros. No music and the maze is different (matches the Apple II version).

3629. Re: JVIEW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 03:19:45 UTC
From: jharris@cup.portal.com
Message-ID: <91185@cup.portal.com>
Source record: 104939

```
> (I've backed the load address down to
>$2600 I think, which is pretty low for some people).

Yikes, $2600 is considered low? What takes up that much low memory?
```

3630. Re: JVIEW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 04:30:25 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <27okd1$qob@usenet.mcs.kent.edu>
Source record: 104941

jharris@cup.portal.com (John D Harris) writes:
>
>> (I've backed the load address down to
>>$2600 I think, which is pretty low for some people).
>
>Yikes, $2600 is considered low? What takes up that much low memory?

No doubt. And I thought placing my own external routines to load at
$2000 was high. :) Even with disk_based SpartaDos I've almost always
had lomem below $2000 with RS232 and RAMDISK loaded and installed.

And now after using SDX with USE BANKED, $2600 is extremely _HIGH_
nearly 4k+ higher than what I like. :)

-BRiT

RE: Jeff Potter
I dont suppose you'de care to make your programs relocatable? (grin)

BTW: I cant even imagine what the size of your correction_table would be for
that. I've done my own relocatable code, but the largest size Ive
dealt with is something that compiles down to 5k+. It wouldnt be
all that bad if you only had to deal with data, (double indirection)
but when the actual code has lots of subroutines etc... it gets harry.

3631. Cartridge operation

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 04:55:18 UTC
From: al531826@academ01.mty.itesm.mx
Message-ID: <199309220455.AA99408@academ01.mty.itesm.mx>
Source record: 104942

Does somebody know how cartridges are electrically conected to the atari?

Have anybody of you, hardware guru's, designed and attached a home-made cartridge with your own software? If you know how to do it let me know. It could be very usefull. Feel free to email.

-- Edgar Beltran

3632. Re: Battery powered Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 10:34:36 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.93Sep22103436@paris.utdallas.edu>
Source record: 104945

>>previous stuff deleted

> A 7805 regulator has a minimum drop across it of around 2 volts, and so
> would require an input voltage of more than 7 volts for 5 volts output.
> There is a low drop out voltage device, the LM2940CT-5.0 which would
> be suitable for a 6 volts battery, I believe the minimum drop across it is
> .7 volts.

If you are using batteries, you can bypass the linear regulator and use a diode
to get from 6V to 5.3V or so.

> >requires 9V AC so a 12 volt battery would be recommended there. I think

> The 9 volts AC for the disk drive is just for simplicity. The disk
> drive requires +12 volts DC and +5 volts DC, and the rectifiers and such
> are internal to the drive case. The supply components could have been
> put in the transformer case, but weren't.

> I have not opened a drive case as yet (dern curiosity, maybe I'll open
> one tonight and look inside) but if they uses a straightforward fullwave
> bridge rectifier, and then regulate the +12 and +5 from the same filter
> caps, the whole drive could be run from a 12 volt battery with replacement
> of the approriate regulator with a low drop out version (I think the
> LM2940-12). Somewhat greater efficiency could be drived if both a 6 volt
> battery and a 12 volt battery are being supplied by splitting the regulators
> in the disk drive, providing low drop out regulators for both, and driving the
> diskm drive 5 volt regulator from the 6 volt battery.

The +12V is used to power the disk dirve sorvo motors. If you have a
XF551 type drive you can replace the old floppy with a 5V only floppy
drive. Otherwise you need a dc/dc converter that uses +5V in and puts
+12V out. These devices are very efficient 65% (linear supplies are 30%
efficient).
Again, batteries put out a fixed voltage (until they start to die) so
a regulator is not required.
Also you need to consider the current required to run an atari. These
computers were designed to be cheap not efficient. My 130XE power
supply puts out 5V at 1.75 amps. A set of 5 1200maH nicads would power
the computer for about 30 minutes. The disk drive would require its
own set of batteries. These batteries would last any where from 10
minutes to several hours depending on how much the disk was accessed.
I tried using batteries on my 400 almost a decade ago and it didn't work
and I'm not sure why...oh yes I remember now the memory required
+12V and cheap dc/dc converters weren't available at the time.

Good Luck.

Mike

3633. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 12:54:41 UTC
From: jeffh-csic@oakhill.sps.mot.com
Message-ID: <CDrAJ6.L14@oakhill.sps.mot.com>
Source record: 104943

Unfortunately, the creator of Emplant has a bad habit of announcing products WAY too far in advance. I thought he would have learned by now after all the uproar over the original introduction...

Jeff

3634. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 15:07:59 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27ppof$ons@nz12.rz.uni-karlsruhe.de>
Source record: 104944

In article <90878@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>>Also, are there any assemblers available for this machine? I'm thinking I coul
>d
>>turn it into a microcontroller. (No, I wouldn't deface the machine to do this.
>)
>
>There are quite a few assemblers. The most popular is probably Mac/65, but
>it has a terrible, almost non-existant editor. I'm not sure how it got
>popular, since the editor gets a lot more use than the assembler does -- at
>least for me. There's at least one assembler in the public domain or
>shareware. I don't know its name, and you'll need to have a separate
>editor program as I understand it.
>
>If you can wait a little while longer, I'll soon be releasing a new
>assembler system that has an integrated full screen editor.

I've also another Shareware Macro-Assembler right here. It's written by
Torsten Karwoth and is really a blown up thingy. It runs on machines with
at least 128K, makes use of Makros, has its own decent editor, you can work with up to 96K
of source-code. It also provides its own BATCH language for MyDos.
It's called "130XE+ Macro-Assembler"

I haven't had the time to play around with it too much, but it is THE most
popular Shareware Assembler over here. It comes with a full disk side of docs,
in German of course. Anyway, I'll upload it to the archives right after my Maths exam next
week.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3635. Transdisk stuff!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 15:54:21 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1993Sep22.155421.28541@ericsson.se>
Source record: 104946

I posted this locally last time, so you probably couldn't see it. Has anyone managed to transfer Fred (by Zeppelin) to disk using Transdisk (or any other method)? If so, how? Also has anyone come across problems with Transdisk regarding creating dead files which can't be erased? I did some at the Weekend and now I can't delete or overwrite these files...at least not from Transdisk...I've only got DOS2.5 (which is not compat with Transdisk) so deleting from dos is probably not the answer...

Zargwog.......

3636. Re: Fun

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 16:03:44 UTC
From: zim@IBX.COM
Message-ID: <9309221603.AA14084@IBX.COM>
Source record: 104947

In a previous article, John Harris writes:
>The Atari holds two honors. It is definately the best 8 bit system anybody
>has ever, or will ever make. I think that's safe, since no one's likely to
>make another one. I also think it is the most 'ahead of its time' that has
>ever been done. Even more than the Amiga.

Jay Miner who created the Atari 8-bit chips, also created the Amiga chipset.

Bill Zimmer - zim@ibx.com

3637. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 16:43:29 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27pvbh$qcs@nz12.rz.uni-karlsruhe.de>
Source record: 104948

In article <6ykZ0B1w165w@cyberden.sf.ca.us>, <phbill@cyberden.sf.ca.us> wrote:
>Speaking of Happy @omputer.... they made Happy Drives.
>
>Are the the "Happy @omputer" that made TurboBASI@ XL???

"Happy Computer" appearing on the TurboBASIC XL title screen was the name of
a computer magazine from "Markt&Technik" publishing.

This magazine doesn't exist anymore, it died around '89 or '88.

The magazine was dedicated to various computers like C=64, Atari, Amiga, etc.

BTW: TB XL still isn't PD in Germany! Markt&Technik doesn't want to release
it to PD. They even refused to sell the rights to ABBUC, the biggest
Atari 8-bit user club.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3638. Re: Battery powered Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 16:45:54 UTC
From: Benson L Chow <bc3c+@andrew.cmu.edu>
Message-ID: <Agc852y00awAAMiVdW@andrew.cmu.edu>
Source record: 104949

For battery operations, using a 7805 is NOT recommended. You'll have to use a switching ps for the battery for battery life. Also, it's recommended that you replace as many chips (if possible) with CMOS versions to get a little more life.

3639. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 18:11:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930922131141MIS0160@MVS.UDEL.EDU>
Source record: 104950

Speaking of emulators--someone back in late July or early August mentioned that they were writing an 8bit emulator for IBM PC's. Has anyone heard more on this project? This wasn't the ST emulator that was advertised (and flamed) a while back.

3640. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 19:01:26 UTC
From: gbennett@friendly.es.com
Message-ID: <27q7e6$23p@cnn.sim.es.com>
Source record: 104951

In article <19930922131141MIS0160@MVS.UDEL.EDU>, MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
> Speaking of emulators--someone back in late July or early August
> mentioned that they were writing an 8bit emulator for IBM PC's. Has
> anyone heard more on this project? This wasn't the ST emulator that
> was advertised (and flamed) a while back.

The guy that wrote the Atari ST emulator (Darek Mihoka) also created a PC
version, but it was never released due to low response from the PC
community. Maybe someone could encourage him to release it. I believe
his e-mail address is darekm@microsoft.COM

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3641. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 19:20:44 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep22.142044.6148@uoft02.utoledo.edu>
Source record: 104814

Andy Diller (dillera@is-next.umd.edu) wrote:

: Your in luck- run out and buy an amiga. The Emplant, a multi-purpose
: all-in-one emulator now runs a MacII cx on your amiga, and the creator
: of the board was an old 8-bit hacker, and promises an 8bit emulator for
: FREE. (WHen you buy the board.) Its not out yet- the 8bit rmulation- but
: the Macii is, and they are working on a 486 emulation next.

: He claims it will eventually do:
: Apple IIe
: Atari st/8bit
: SNES
: Genesis
: '386/486.

Ugh... sorry... heard many strange/bad things about the hardware in an
Amiga. The 68k processor is fine, but Amiga ROM makes the machine into a
nightmare. This reminds me though, a while back, someone was working on an
emulator for the ... ST I think... would emulate:

Atari 800
Atari XL/XE
C64
Mac
limited IBM
and something else... forget what.

Does this ring a bell for anyone? Do you know what it's called? How much?

thanks anyway,
Tim

3642. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 20:33:23 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.748730003@ilces>
Source record: 104952

A644690C@vax.edinboro.edu (Adam Conover) writes:

>I am interested in picking up Paperclip, but I'm not really sure yet.
>I have several papers to write in the near future and I need something
>with a good (and easy to use) spell-ckecker and the ability to do a lot
>of formating (super/subscripts, underline, bold, headers, footers, italics,
>etc.).

Unless there is a newer version of PC out, your desired feature list
doesn't match with what PC offers.

I used PC for one paper a few years ago. PC has no automatic footnoting,
and I spend so much time reformatting things after making a change that
I went out and bought a 2-floppy IBM clone just so I could run
WordPerfect.

Do yourself a favor; if you're serious about needing to do papers, go
pick yourself up a used XT clone and a copy of WordPerfect. Even an old
version will beat the pants off of Paper Clip on a 40 column screen.
Use your Atari for the fun stuff. ;-)

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and
unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

3643. Re: Indus GT question

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 20:40:18 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.748730418@ilces>
Source record: 104953

MIS0160@MVS.UDEL.EDU (Roger Cole) writes:

>My brother gave me an Indus GT disk drive minus power supply. I have an
>extra Atari CO17945 power supply from my 1010 Data Recorder. My
>question is, "Can I use this power supply with the Indus". I believe
>both the Indus and Atari use a 9v power supply.

When the PS on my Indus died I replaced it with a 12V power supply from
Radio Shaft. It is rated less than the old Indus PS was, but has held up
fine through many years of use since then.

--
Scott Coleman, President ASRE (American Society of Reverse Engineers)
tmkk@uiuc.edu
Q: What's the difference between Jurassic Park and IBM?
A: One is a complex and expensive theme park, filled with dinosaurs and
unreliable equipment -- and the other is a Steven Spielberg movie...
Q: What's the similarity?
A: They both have clones.

3644. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 21:00:12 UTC
From: gozar@news.delphi.com
Message-ID: <27qecs$kr6@news.delphi.com>
Source record: 104954

gbennett@friendly.es.com (Greg Bennett) writes:

>In article <19930922131141MIS0160@MVS.UDEL.EDU>, MIS0160@MVS.UDEL.EDU (Roger Cole)
writes:
>> Speaking of emulators--someone back in late July or early August
>> mentioned that they were writing an 8bit emulator for IBM PC's. Has
>> anyone heard more on this project? This wasn't the ST emulator that
>> was advertised (and flamed) a while back.

>The guy that wrote the Atari ST emulator (Darek Mihoka) also created a PC
>version, but it was never released due to low response from the PC
>community. Maybe someone could encourage him to release it. I believe
>his e-mail address is darekm@microsoft.COM

He couldn' release it ,due to Atari not liking him tdisributing the ROMs.
He waned to release it, bu Atari wouldn't le him.

(Sory, the t's don't ork very well whee I'm at.0

Ryan 'Goz' Collins

3645. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 21:42:15 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Sep22.214215.20161@ultb.isc.rit.edu>
Source record: 104805

In article <27lgkh$jhp@cnn.sim.es.com> gbennett@friendly.es.com (Greg Bennett) writes:
>
>In a nutshell, if you want to emulate an 8-bit on your MeSsy DOS machine,
>you need to emulate an Atari ST, which ion turn can emulate the Atari 800.
>As far as emulation on a UNIX box, I've heard someone is working on an
>X-Windows version, but it has yet to materialize.
>

Yes, that someone would be me...
Unfortunately, I've had barely a spare minute since college started
again this fall. So, I've only been able to put in a few hours total
to work on it in the past 6 weeks or so. However, as it happens,
I'm sparing about 2 hours right now, and I'm hoping to somehow have
this wrapped up within a month and published out to the net.

My only other major complication is the fact that I don't have
access to any fast color machines anymore, only slow ones that
do 4-level grayscale. (ugh)

So, people on the net might need to make color corrections and
send me the results (although hopefully my original code for the
color will still be correct)

- Frank

p.s. -- again, thanks to all the people who have helped me by
sending techincal info and advice...

3646. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 22:22:15 UTC
From: gbennett@friendly.es.com
Message-ID: <27qj6n$9lg@cnn.sim.es.com>
Source record: 104806

In article <27qecs$kr6@news.delphi.com>, gozar@news.delphi.com (GOZAR@DELPHI.COM) writes:
> [more PC emulator stuff deleted]
> >The guy that wrote the Atari ST emulator (Darek Mihoka) also created a PC
> >version, but it was never released due to low response from the PC
> >community. Maybe someone could encourage him to release it. I believe
> >his e-mail address is darekm@microsoft.COM
>
> He couldn' release it ,due to Atari not liking him tdisributing the ROMs.
> He waned to release it, bu Atari wouldn't le him.
>

But he could release the emulator 'less ROMs' and let the faithful
8-bitters dump them from their machine. Apparently that's how many
of the Apple][emulators get away with it.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3647. Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 22:46:32 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CDs1xK.I8o@freenet.carleton.ca>
Source record: 104807

Does anyone know of any mailorder
companies stiil distribtuting atari hardware and software????

Please feel free to email me thanx..
--
Aon~~donai .... Email-~~~~~~~~
Email-ai187@freenet.carleton.ca
Mirror Mirror on the wall

3648. Re: What about ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-22 23:04:26 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4Lwaac1w165w@cyberden.sf.ca.us>
Source record: 104808

clisowsk@Nimitz.mcs.kent.edu (BRiTiSH) writes:

>
> I NEVER said I was working on Flicker Term! If I recall, in that same
> message I said I _WAS_NOT_ working on it. (sigh)
>
> >And does it use Itay's 80-@olumn-style s<rolling for speed or a 2k Gr.0
> >map? (my idea :)... the name fli<ker reminds me of what my idea would

OU@H! sorry! I read mesgs in a big hurry here (usually)

30 min/day is tough when you end up writing long-winded
Email to folks about stuff they probably @are less about :)

So I usually have to skin the newsgroup messages when I read... :)

Sorry again,

blind as an amazonian blood-fruit bat,

bill

"Even if your brain was dynomite, you still wouldnt have enough to blow
your brains off!" - Mrs. Brahms - Are You Being Served?

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3649. 8-bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 02:10:51 UTC
From: dauria@csa.bu.edu
Message-ID: <27r0jb$95u@news.bu.edu>
Source record: 104809

I have a few atari games for sale. I've listed them below. I'ld like to
get $10 for the carts with boxes and documentation and $5 for those without
either. If anyone is interested in any of the titles listed below, e-mail me.

Carts with box and docs
BattleZone(Box is a bit crushed)
Necromancer
Final legacy
Fun with art(a drawing program)
silcon warriors

Carts(Without docs or box)
Donkey Kong
Donkey Kong Jr.
E.T.(note, cart has no label on it)

Disc games(With docs and box)
Age of Adventure(Ali Baba and Return of Heracles)
AutoDuel (Box has some damage. Comes with mini tool kit)
Ogre (comes with radiation patch)
Fooblitzky (Markers are dryed out)
Super Boulder Dash (Boulder dash 1 and 2)
Eidolon(box is a bit crushed)
Spy Vs. Spy 2 (Comes with plastic box)
Ace of Aces
Infiltrator
Gauntlet
Koronos Rift(box is crushed)
Alternate reality the city.(Box is crushed)
Alternate reality the dungeon.(Box is also crushed)
Universe
Deadline(box is ripped. Tablets from evidence bag are missing)
Mindwheel(need 2 disc drives)
Neverending Story(Box is crushed)
Ultima 3(box is dented)
Ultima 4(Box is ripped)
spell breaker(box is damaged)
Ace of aces
Touchdown football
phantasie 1
phantasie 2
Enchanter
Hitchhiker's guide to the galaxy
World Karate Championship.(Box is crushed
Archon 1

Archon 2:Adept
Wizard's Crown
WishBringer
The Pawn
hardball
Leather Goddess of phobos(Just don't let the kids play this one :-)
Gemstone Warrior

Discs without docs or Box.(Unless noted)
Ultima 2(I don't have the box, but I have everything else)
Bruce Lee
Mail Order Monsters
Ghostbusters
Genesis
One-on One(I've got the box, but it doesn't tell you how to play)
Rescue on the Fractalus
Tail of Beta Lyrae
Conan
Spy Vs. Spy 1(I have the plastic box though)
Great American Cross-Country Road Race
Karateka
star raiders 2
Hacker
Whistler's brother
Lode Runner
Serpent's star
Caverns of Khafka
Ballblazer
Trolls And tribulations
Cosmic tunnels
Cohen's Towers
Nightraiders
Goonies
Zorro
Starbowl Football
zork 1
Zork 3
Beyond Castle wolfenstein
Ninja
Action Biker
Super Zaxxon

David D'Auria
dauria@csa.bu.edu

3650. Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 03:45:10 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep22.224511.6165@uoft02.utoledo.edu>
Source record: 104811

Just received the C.S.S. 1993 catalog in the mail today... couple questions tho for current uses of the black box and/or floppy attachment:

1. Only SCSI controllers can be used with this unit? What the heck is SASI?

2. Can other SCSI controllers commonly used by IBM and clowns/clones really be used by the box?

3. He writes, quote from Hard Drive Systems page 10, "Prices start as low as $399...". Ouch! Is he talking about the Black box unit with 64K buffer, hard drive controller AND hard drive for this amount? I've seen stable, used 20 Meg drives going locally for about $20-30. Controllers... old SCSI's for maybe $40-50... maybe less, don't remember. Any idea? I can't call up his BBS since my old P:R: connection died again... 3 modems, one link to the computer *#%!*!#$

4. Each floppy drive accessed through the floppy board can be used as standard "Atari" drive, right? The disks formatted and written to by say a 360k 5 1/4" in "90k SS/SD" mode CAN be read from an old 810, right?

5. "Built-in to the Floppy Board are our Black Box Enhancer (see next page) and a version of our Super Archiver to allow copying of protected disks for 3.5 inch format." Uhh, wait a minute... I remember reading years ago that ALL floppy drives attached through this unit would have Super Archiver capability!

6. "Floppy Board drives are addressed differently than external drives..." Uh-oh... let's say I hooked up two 1.2M 5 1/4" drives to the floppy board. I format a couple low-low density 90k SS/SD disks to stay compatible to a couple old drives and try to boot from these drives treating them as D1: and D2:. I CAN do this, can't I?

7. This is odd: 600XL, 800XL, and 130XE computers are supported. What happened to the 120XL? 800 is out of the question I think...

8. If I decided to get a modified OS from Newell, any known incompatibility problems? Lock ups? Certain modes to avoid?

9. How about any reviews on the Ultra Speed Plus OS? Worth the money? Newell's better? Faster? (with DMA on, Newell vs. Ultra Speed OS?)

I'm looking for any reviews, good or bad, from existing users! Please respond here or e-mail... preferrably here! Hopefully we might get other users interested in purchasing some newer 8-bit equipment. (supporting C.S.S. - this way, maybe it'll encourage Bob to come up with some new mods/etc. for the 'ole Atari 8-bit - (not that he isn't already))

-Tim

3651. EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 03:54:45 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep22.225446.6166@uoft02.utoledo.edu>
Source record: 104812

A while back I posted an article briefing mentioned that it would be nice to have MY-DOS on a cartridge to "instantly" boot from. I believe I had a couple encouraging followup's showing that many people would be interested in such a beast. To date though, I'm sad to report that no one has stepped forward with an old EPROM burner willing to set MY-DOS to silicon. In the new CSS catalog I was browsing, I recall seeing an add for some "Super EPROM-Burner" that plugged into the cartridge port.

Anyone happen to own one of these? Anyone knowledgeable enough to burn some PROM's (not EPROM's) for use in/as Atari cartridges? I know a bit about burning EPROM's (and PROM's), but not quite enough... also, I have no device available capable of doing such. How many "interested buyers" would you need to make the effort worth while? About how much do you think the chips alone would cost you to burn?

Anyone familiar with the whole process of burning PROM's, setting the chips and circuitry, and making a totally independent CARTRIDGE? SpartaDos has their X, why not a MYDOS X?!?

HELP!

-Tim

3652. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 04:42:42 UTC
From: jharris@cup.portal.com
Message-ID: <91299@cup.portal.com>
Source record: 104810

>I've also another Shareware Macro-Assembler right here. It's written by
>Torsten Karwoth and is really a blown up thingy. It runs on machines with
>at least 128K, makes use of Makros, has its own decent editor, you can work wi
t
>h up to 96K of source-code. It also provides its own BATCH language for MyDos.
>It's called "130XE+ Macro-Assembler"

I'd like to hear more about this. Especially since I won't be able to read
the German docs. :-(Do you know if it can assemble 65816 opcodes? Does
the program reside mostly in the bank select RAM? How much main memory is
taken up, and where? How do you define a 'decent editor'?

Thanks,
John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3653. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 09:41:38 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27rr0i$di4@nz12.rz.uni-karlsruhe.de>
Source record: 104813

In article <91299@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>>I've also another Shareware Macro-Assembler right here. It's written by
>>Torsten Karwoth and is really a blown up thingy. It runs on machines with
>>at least 128K, makes use of Makros, has its own decent editor, you can work wi
>t
>>h up to 96K of source-code. It also provides its own BATCH language for MyDos.
>>It's called "130XE+ Macro-Assembler"
>
>I'd like to hear more about this. Especially since I won't be able to read
>the German docs. :-(Do you know if it can assemble 65816 opcodes? Does
>the program reside mostly in the bank select RAM? How much main memory is
>taken up, and where? How do you define a 'decent editor'?

Well, I could TRY to translate the docs later, but it's quite a lot.
I got it with a printed 37 page or so documentation. Unfortunetely I lent it
out to someone who hasn't given it back to me yet.
With that docs I could've anwsered your questions easily. What I'm quite
sure off is that M-A 130XE+ can't assemble 65816 opcodes.
I've forgotten about the exact RAM management as well. Once again: I'll tell
you when my docs will be back. I remember that quite a bit of the program
reside under the OS (with parts in the additional RAM ?). I'll check for this.
There are also some extended memory testing programs included checking not
only the presence of extra memory but also its timing necessary for
propper functioning.

As to the editor: it offers real time syntax checking, so it's rather an
interpreter than an editor :-) (well, not exactly).

Like I said in my previous post, I didn't have the time to explore the system
thoroughly, because I don't have an 8-bit Atari here (it's 100km away).
Nethertheless this assembler works well for many people over here.

I could've uploaded it right now if there weren't this stupid "Liberty" virus
on the only working IBM with 360K drive. UTIL just crashes with "Liberty" in
the system. I guess both programs interact on a very low level :-)
Anyway, I'll try later. Be patient, we've got a little chaos here.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3654. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 11:53:44 UTC
From: farren@netcom.com
Message-ID: <farrenCDt2DK.4I5@netcom.com>
Source record: 104815

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Ugh... sorry... heard many strange/bad things about the hardware in an
>Amiga. The 68k processor is fine, but Amiga ROM makes the machine into a
>nightmare.

You obviously know nothing about the Amiga, so why not take the polite route and just stick with what you *do* know? Thank you. In point of fact, the way the Amiga works is a prime reason why Emplant (the emulator previously mentioned) works as well as it does. If the Atari 800 emulator works the same way the Mac emulator does, you'll be able to run Atari software in real-time at the same time as your Amiga software, using the Amiga's multitasking capability. Doesn't sound like a "nightmare" to me.

Now, if Jim Drew would only get it *finished*... :-)

--
Michael J. Farren farren@netcom.com
Unconnected with Commodore for almost two years, now!

3655. Re: Paperclip Wanted (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 12:08:28 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep23.120828.19358@iplmail.orl.mmc.com>
Source record: 104823

In article <genghis.748730003@ilces>, genghis@ilces.ag.uiuc.edu (Scott Coleman) writes:
|> A644690C@vax.edinboro.edu (Adam Conover) writes:
|>
|> >I am interested in picking up Paperclip, but I'm not really sure yet.
|> >I have several papers to write in the near future and I need something
|> >with a good (and easy to use) spell-ckecker and the ability to do a lot
|> >of formating (super/subscripts, underline, bold, headers, footers, italics,
|> >etc.).
|>
|> Unless there is a newer version of PC out, your desired feature list
|> doesn't match with what PC offers.
|>
|> I used PC for one paper a few years ago. PC has no automatic footnoting,
|> and I spend so much time reformatting things after making a change that
|> I went out and bought a 2-floppy IBM clone just so I could run
|> WordPerfect.
|>
|> Do yourself a favor; if you're serious about needing to do papers, go
|> pick yourself up a used XT clone and a copy of WordPerfect. Even an old
|> version will beat the pants off of Paper Clip on a 40 column screen.
|> Use your Atari for the fun stuff. ;-)
|>

I used Paperclip 2.0 (130XE version) through most of college. The main
difference between the 130XE version and the 48K version is the spell
checker and the size of the text buffer (if you have a RAMBO XL,
you can load the entire spell checker disk into memory!). I can tell
you without a doubt that Paperclip 2.0 has all of the above abilities
and much more. The ability to do things like superscripts, underline, bold
and italics will depend on you finding a compatable printer driver in the
list of printers (or creating your own). It also handles headers, footers,
hanging indents, table of content creation, included files, and a host
of other features. I never found the 40 column screen to be a problem,
as Paperclip handled all of the page formatting anyway (there is an 80
column page preview mode if you must see it before printing).

If you really NEED 80 columns, I would pick up a used ST as oppossed to an
XT clone (at least, that is what I did).

|> --
|> Scott Coleman, President ASRE (American Society of Reverse Engineers)
|> tmkk@uiuc.edu
|>

3656. Re: JVIEW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 12:32:19 UTC
From: potter@sunny60.DAB.GE.COM
Message-ID: <CDt45w.6Mw@sunblossom.ge.com>
Source record: 104816

In article <27okd1$qob@usenet.mcs.kent.edu>, clisowsk@Nimitz.mcs.kent.edu (BRiTiSH) writes:
|> jharris@cup.portal.com (John D Harris) writes:
|> >
|> >> (I've backed the load address down to
|> >>$2600 I think, which is pretty low for some people).
|> >
|> >Yikes, $2600 is considered low? What takes up that much low memory?

Well I actually backed it down to $2500. I seem to remember Bob Puff or someone advising me to keep it above $2800. Some DOSes want to use that for disk buffers, other things. Remember I still need to do disk I/O. I'm open for advice here.

|> RE: Jeff Potter
|> I dont suppose you'de care to make your programs relocatable? (grin)
|>

I don't think that would help. When I said I backed it down to $2500, I meant I use practically all remaining memory, including most of the RAM under the OS in an XL/XE. I doubt I have a contiguous page of memory left anywhere. The executable code is somewhere in the 8-10K range, but GIF decoding (and general graphics work) forces me to reserve sections of memory. I already re-use the area that gets cleared out for player memory.

BTW: have people experienced flashing screens while decoding GIFs (in APACVIEW) from RAMdisk? Do their RAMdisks allow Antic banking? Is there a good way to detect/avoid this anomaly?

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3657. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 14:47:02 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <27sct6INNpaa@flipper.pvv.unit.no>
Source record: 104817

In article <1993Sep22.142044.6148@uoft02.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> Andy Diller (dillera@is-next.umd.edu) wrote:
>
> : Your in luck- run out and buy an amiga. The Emplant, a multi-purpose
> : all-in-one emulator now runs a MacII cx on your amiga, and the creator
> : of the board was an old 8-bit hacker, and promises an 8bit emulator for
> : FREE. (WHen you buy the board.) Its not out yet- the 8bit rmulation- but
> : the Macii is, and they are working on a 486 emulation next.
>
> : He claims it will eventually do:
> : Apple IIe
> : Atari st/8bit
> : SNES
> : Genesis
> : '386/486.
>
> Ugh... sorry... heard many strange/bad things about the hardware in an
> Amiga. The 68k processor is fine, but Amiga ROM makes the machine into a
> nightmare. This reminds me though, a while back, someone was working on an

Sorry, mate, not true. I should know, I program the damn thing ;)

Oh yes, I also seem to be working on an Atari 8-bit emulator for the Amiga. (Jeg JOBBER med det, Boerge ;) This one will "only" be software, though :)

Oh, and Emplant IS real, and there probably WILL be an Atari 8-bit emulator. Eventually.

> Tim
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
// | |
\\ //--| Finger me for my | Amigoid and Linux advocate.
\X/ | public PGP key :) | Save the whalers!

3658. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 15:26:21 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDtC7x.4p3@cbfsb.cb.att.com>
Source record: 104819

In article <1993Sep22.224511.6165@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
> Just received the C.S.S. 1993 catalog in the mail today... couple questions
>tho for current uses of the black box and/or floppy attachment:
>
> 1. Only SCSI controllers can be used with this unit? What the heck is SASI?

SASI is the predecessor to SCSI. SASI == Shugart Associates Systems Interface (as I recall), SCSI == Small Computer Systems Interface. Quite similar, electrically and logically, but at least one line is defined diferently (I believe in SASI it is level sensitive, in SCSI edge triggered) and I also suspect that SCSI allows more in the way of logical commands, being more developed.

>
> 2. Can other SCSI controllers commonly used by IBM and clowns/clones really
> be used by the box?
>

Not SCSI controllers used in the PCs ... SCSI controllers used on the drives. IE -- you can use a SCSI drive that could also be used on a PC, which is actually a combination of drive and controller sold as one unit.

<deletions>

> 7. This is odd: 600XL, 800XL, and 130XE computers are supported. What
>happened to the 120XL? 800 is out of the question I think...
>

Ties in thru the high speed interface bus in these computers. This output is not available in the 1200XL or the 800.

--
Richard Dell

3659. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 15:28:57 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1993Sep23.152857.24627@ericsson.se>
Source record: 104818

This question of ROM's and emulators has come up before, in the Sinclair Spectrum market. One emulator author solved the problem legally by including the ROM's but pointing out that only people who actually OWN this machine could legally use the emulator. If you own the ROM then you are able to use it. Fair enough.

Really, though, this is stupid. Atari dumped the machine like a hot brick years ago (apart from Italy it seems, where a new ROM cart is available). Why are they still trying to protect their copyright when they don't use it themselves? This opens up the wider question of why they are not releasing withdrawn software to the public domain, too.....but that's another flame-war....

Zargwog

3660. Trade MT-32 for Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 16:23:18 UTC
From: mek@acs.bu.edu
Message-ID: <27sihm$pli@news.bu.edu>
Source record: 104820

In a few days, I should be getting a 65xe in the mail, sold to me by someone on the net. As I understand it, it doesn't come with much. So, I'd like to get this system into a state where I can program it in assembler.

To this end, I'm putting up my Roland MT-32 and PC-MIDIQUEST card as a trade for a package of Atari goods that will get me started. I was thinking along the lines of :

1 floppy drive or two
Ram upgrade? (if this exists to bring the 65xe to 128k)
An assembler, natch
misc games
joysticks
modem (300/1200/2400)
misc software
misc magazines or books

Also, what exactly do I need to get started? I'll be using my TV as a monitor for now, since I assume the 65XE has an RF modulator.

Markus

3661. Magnavox RGB Monitor-80(Color composite+RGB+audio)

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 16:51:58 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00972F98.E3B2F640@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104826
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.marketplace

Monitor for sale-

MAGNAVOX RGB- MONITOR 80, with
Composite AND RGB CGA, both color and green monochrome modes.
The model # is CM8562 074G.
This monitor has composite color input, Audio input, RGB TTL (CGA video) input,
CVBS/VCR button, and is dual mode color/green monochrome push-button switchable.

This is useful for VCR, computers with composite output, CGA as well.
Good for 80-column applications.
C=128 owners can use the RGB mode (similar to the C=1084 and C=1902 monitors).

THE ***PROBLEM*** with this unit is that colors at the very upper (I would
say 10%) portion of the monitor are not true (the rest of the screen has good,
true colors).
If you think that you can live with that problem, or better yet, if you think
you could fix it, or if your application calls for monochrome display most
of the time, then please consider this monitor. Apart for the problem indicated,
it is an excellent unit.
I would like to get $50 for this unit, or a reasonable offer.

Please e-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804)293-8973
in case you have no e-mail account (prefer e-mail). Thanks!

3662. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 18:39:19 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep23.183919.18715@newshub.ists.ca>
Source record: 104821

In article 6165@uoft02.utoledo.edu, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
> Just received the C.S.S. 1993 catalog in the mail today... couple questions
>tho for current uses of the black box and/or floppy attachment:

[Richard Dell has already addressed numbers 1 & 2.]
>
> 3. He writes, quote from Hard Drive Systems page 10, "Prices start as low as
>$399...". Ouch! Is he talking about the Black box unit with 64K buffer,
>hard drive controller AND hard drive for this amount? I've seen stable, used
>20 Meg drives going locally for about $20-30. Controllers... old SCSI's for
>maybe $40-50... maybe less, don't remember. Any idea? I can't call up his
>BBS since my old P:R: connection died again... 3 modems, one link to the
>computer *#%!*!#$

Bob's system package includes (I'm doing this from memory):

Black Box (not sure if this includes the 64k buffer, I'd guess no)
Hard Drive
Drive Case
Power supply
Cabling

Considering the BB alone is $200, an additional $200 for a drive, case, PS
and cables doesn't seem *THAT* out-of-line for new equipment. If you've
seen 20MB drives going for $20-$30 I would guess that they're probably MFM
or RLL drives, not SCSI, and will require another controller card to enable
the drive to talk to the BB. I'm currently pricing used SCSI drives in
the Toronto area, and the best price I've come up with so far is US$55 for
a 40MB SCSI drive. But since I'll be sticking this in a PC case I have no
need for a PS or another case.

>
> 4. Each floppy drive accessed through the floppy board can be used as
>standard "Atari" drive, right? The disks formatted and written to by say a
>360k 5 1/4" in "90k SS/SD" mode CAN be read from an old 810, right?
>

Yes, that's correect.

> 5. "Built-in to the Floppy Board are our Black Box Enhancer (see next page)
>and a version of our Super Archiver to allow copying of protected disks for 3.5
>inch format." Uhh, wait a minute... I remember reading years ago that ALL
>floppy drives attached through this unit would have Super Archiver capability!
>

Actually, I think it probably says "copying of protected disks *TO* 3.5 inch format". But since I'm doing this from memory I may be mistaken.

> 6. "Floppy Board drives are addressed differently than external drives..."
>Uh-oh... let's say I hooked up two 1.2M 5 1/4" drives to the floppy board.
>I format a couple low-low density 90k SS/SD disks to stay compatible to a
>couple old drives and try to boot from these drives treating them as D1: and
>D2:. I CAN do this, can't I?
>

No, you can't. Unlike a PC-clone, the 1.2M 5.25" can *ONLY* be used in high density mode. You can't read or write a DD floppy with a HD drive. Alternatively, you could do what I do. I have 2 floppies connected to my BB/FB combo - drive 1 is a 360kB drive and #2 is a 1.2MB drive. I can then stick any boot floppy in drive 1 and have the machine boot up just as it would from a SIO drive. I have a feeling you're misinterpreting "addressed" here. That refers not to how data are transferred to/from the disk but rather how the CPU determines which drive is which.

> 7. This is odd: 600XL, 800XL, and 130XE computers are supported. What
>happened to the 120XL? 800 is out of the question I think...

As Richard said, the 400, 800, and 1200XL have no PBI bus, unless you're into hacking on the 1200.

>
> 8. If I decided to get a modified OS from Newell, any known incompatibility
>problems? Lock ups? Certain modes to avoid?

Don't have the Newell. Can't help you there.

>
> 9. How about any reviews on the Ultra Speed Plus OS? Worth the money?
>Newell's better? Faster? (with DMA on, Newell vs. Ultra Speed OS?)
>
I like the UltraSpeed + (check out my column in an old issue of Atari Classics). The "Speed" part of UltraSpeed comes from its ability to read/write to/from disk at roughly 3x normal SIO speeds if you have a drive which supports US mode (XF551, US Doubled 1050s, etc.). And you can implement this even if your DOS dosn't support US. I particularly like the US+ because I can set my RAMdisk to Drive 1 and boot from it. Really speeds up Infocom games, let me tell you! :-)
>
>
> I'm looking for any reviews, good or bad, from existing users! Please
>respond here or e-mail... preferrably here! Hopefully we might get other
>users interested in purchasing some newer 8-bit equipment. (supporting C.S.S.
>- this way, maybe it'll encourage Bob to come up with some new mods/etc.
>for the 'ole Atari 8-bit - (not that he isn't already))
>

Anyone who's been following my exploits in Atari Classics will realize by now that CSS is probably my favourite company still supporting the 8-bit machine. Let's see, in the last little while I've bought a Black Box,

Floppy Board, US+ - I've still got my old "Impossible" for the 800 which I purchased many moons ago. And I'm think very seriously of purchasing their EPROM burner, as well.

Sigh. If only I made money as easily as I spend it. At least it's going to a worthwhile cause.

- Mike Jewison
"The Fitting Room"
Atari Classics
mjewison@nereid.sal.ists.ca

3663. Gemulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 18:44:38 UTC
From: gbennett@friendly.es.com
Message-ID: <27sqqm$qbp@cnn.sim.es.com>
Source record: 104822

I just got my Gemulator 3.0 upgrade in the mail yesterday. I really
haven't had a chance to try it out yet, but the new manual does
describe a new 8-bit emulator that will run directly on the PC.
Unfortunately those without a Gemulator board will be left out.
Apparently Atari 8-bit ROMS will have to be plugged into the board.
BTW, ST Xformer (the latest version of the 8-bit emulator
on the Atari ST) is to be public domain, and should be released
shortly.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

3664. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 18:56:22 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep23.135622.6179@uoft02.utoledo.edu>
Source record: 104824

Mike Farren (farren@netcom.com) wrote:
: You obviously know nothing about the Amiga, so why not take the polite
: route and just stick with what you *do* know? Thank you. In point of
: fact, the way the Amiga works is a prime reason why Emplant (the
: emulator previously mentioned) works as well as it does. If the Atari 800
: emulator works the same way the Mac emulator does, you'll be able to
: run Atari software in real-time at the same time as your Amiga
: software, using the Amiga's multitasking capability. Doesn't sound
: like a "nightmare" to me.

Sorry about the way that sounded when I first msg'd... I do know a fair amount about the Amiga, and one of the drawbacks of the system IS it's ROM. It's a nice machine, but too much was hardware and ROM based instead of software based. It just had major problems in emulation of other system types because of this. Maybe they've fixed this, now that I don't know. Kudo's to them if they did. Sound's like multi-tasking is finally working right at least! :)

: Now, if Jim Drew would only get it *finished*... :-)

Now there's a problem we ALL have...

-me

3665. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 19:01:18 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Sep23.140119.6180@uoft02.utoledo.edu>
Source record: 104825

Eyvind Bernhardsen (eyvind@Lise.Unit.NO) wrote:
: > Ugh... sorry... heard many strange/bad things about the hardware in an
: > Amiga. The 68k processor is fine, but Amiga ROM makes the machine into a
: > nightmare. This reminds me though, a while back, someone was working on an

: Sorry, mate, not true. I should know, I program the damn thing ;)

... was a bit tired when I first wrote that... didn't come across the way I guess I meant it. The Amiga's, for a couple years when they came out, were mainly ROM based... To REALLY tinker with the bugger's, you needed to replace the chips and load OS and stuff from disk. Sounds like they've improved greatly from the "Wonder (if it'll ever get off the ground) years". Did they breach the old 4096 color barrier? Haven't heard much of anything about those things since about 1989.

-me

3666. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 20:02:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Buicac4w165w@cyberden.sf.ca.us>
Source record: 104827

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

> BTW: TB XL still isn't PD in Germany! Markt&Technik doesn't want to release
> it to PD. They even refused to sell the rights to ABBUC, the biggest
> Atari 8-bit user club.

But it IS PD in the U.S.!?!?

whoa

"Huhuh.. SHUT UP!" - Butthead

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3667. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 20:08:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <w5icac5w165w@cyberden.sf.ca.us>
Source record: 104828

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> 7. This is odd: 600XL, 800XL, and 130XE computers are supported. What
> happened to the 120XL? 800 is out of the question I think...
>

Well, the poor old 1200xl was really pre-XL .. it didn't have a PBI
(Parallel bus interfa<e) port, like the newer systems, so us 1200xl users
@an't hook up a BB w/o getting a PBI "installed" (hard ha<k, if it
exists.. I forget now.. :( )

Anyways..... I forget the spex on 65xe's, but I dont think
THEY are supported, either..

I wonder... as far as hardware (ya know, ex<luding the fa<t that 1200xl's
have THE BEST keyboards, and all XEs have THE WORST keyboards ;)), what
Atari is REALLY all-around best?

Is it the 130xe be<ause of the E@I port? (What the hell IS that,
anyways?)

Also, I dont @are about RAM, it's upgradable.. Keyboards, they're
repla<eable.. unit design, you @an pop 'em in IBM @ases, damnit! :)

so?

-Shoot! She's *24*!? Yikes!

"Huhuh.. SHUT UP!" - Butthead

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3668. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 20:12:49 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <3BJcac6w165w@cyberden.sf.ca.us>
Source record: 104829

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> A while back I posted an article briefing mentioned that it would be nice
> to have MY-DOS on a cartridge to "instantly" boot from. I believe I had a
> couple encouraging followup's showing that many people would be interested in
> such a beast. To date though, I'm sad to report that no one has stepped
> forward with an old EPROM burner willing to set MY-DOS to silicon. In the
> new CSS catalog I was browsing, I recall seeing an add for some "Super EPROM-
> Burner" that plugged into the cartridge port.
>
> Anyone happen to own one of these? Anyone knowledgeable enough to burn
> some PROM's (not EPROM's) for use in/as Atari cartridges? I know a bit about
> burning EPROM's (and PROM's), but not quite enough... also, I have no device
> available capable of doing such. How many "interested buyers" would you need
> to make the effort worth while? About how much do you think the chips alone
> would cost you to burn?
>
> Anyone familiar with the whole process of burning PROM's, setting the chip
> and circuitry, and making a totally independent CARTRIDGE? SpartaDos has
> their X, why not a MYDOS X?!?
>
>
> HELP!
>
> -Tim
>
>

My question is this. Who'd a<tually be interested in just a DOS.SYS on
@artridge?

Personally, I'm used to booting with DUP.SYS on D9:(ramdisk), so other
than DOS.SYS time and .ARx time (as if I have any useful Autorun's!), it
takes me no time at all to reboot.

And would the @art be like the SDX with "another @art port" on the end?

It is an intruiging idea.

- I need 4meg and a hard drive, damnit.

"Huhuh.. SHUT UP!" - Butthead

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3669. Re: JVIEW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 20:17:29 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <uJJcac7w165w@cyberden.sf.ca.us>
Source record: 104830

potter@sunny60.DAB.GE.COM (Jeff Potter) writes:

> In article <27okd1$qob@usenet.mcs.kent.edu>, clisowsk@Nimitz.mcs.kent.edu (BR
> |> jharris@cup.portal.com (John D Harris) writes:
> |> >
> |> >> (I've backed the load address down to
> |> >>$2600 I think, which is pretty low for some people).
> |> >
> |> >Yikes, $2600 is considered low? What takes up that much low memory?
>
> Well I actually backed it down to $2500. I seem to remember Bob Puff or
> someone advising me to keep it above $2800. Some DOSes want to use that
> for disk buffers, other things. Remember I still need to do disk I/O.
> I'm open for advice here.
>
> |> RE: Jeff Potter
> |> I dont suppose you'de care to make your programs relocatable? (grin)
> |>
>
> I don't think that would help. When I said I backed it down to $2500,
> I meant I use practically all remaining memory, including most of the
> RAM under the OS in an XL/XE. I doubt I have a contiguous page of memory
> left anywhere. The executable code is somewhere in the 8-10K range, but
> GIF decoding (and general graphics work) forces me to reserve sections
> of memory. I already re-use the area that gets cleared out for player
> memory.
>
> BTW: have people experienced flashing screens while decoding GIFs (in
> APACVIEW) from RAMdisk? Do their RAMdisks allow Antic banking? Is there
> a good way to detect/avoid this anomaly?
>
> --
> Jeff Potter
> ....potter@sunny.dab.ge.com
> ....74030.2020@compuserve.com
> ....JDPOTTER@genie.geis.com

My god! Yes! Haha... And I often end up with a funky gr10 s<reen
version of the image. I have to do [Start] [v] at least on<e!

I never really @ared... not as if it's a real GIF VIEWER! :)

Oh geez.. hey Jeff, is there gonna be a 1-pass PZM maker?? :)

Now that I think of it, you have to do 2 passes on PZM, whi<h
@an still take a while.

Also... I'm PRETTY positive my RAMBoXL 256k is NOT ANTI@-separate-bank-
ing be<ause I downloaded the VIDEO-BLITZ demo and nothing happened1

THat's @uz the gfx page-flipping is done via ANTI@ RAM banking.

<sigh>

Hey, anyone have good, FAST @ode for @hanging a @hSet
AND DL-RAM pointing simultaneously...

I havent even begun to look over using VBIs in De Re, Mapping, AND the
stuff I @aptured from Internet! :)

Just some ni<e de<imal numbers to sti<k in $0600'd be ni<e

hehehe

-She's 24! * Two - Four * .... that's me + 6 !

"Huhuh.. SHUT UP!" - Butthead

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3670. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 21:35:16 UTC
From: zds@netsys.com
Message-ID: <1993Sep23.213516.6312@netsys.com>
Source record: 104831

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: In article 6165@uoft02.utoledo.edu, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
: >

: Anyone who's been following my exploits in Atari Classics will realize by
: now that CSS is probably my favourite company still supporting the 8-bit
: machine. Let's see, in the last little while I've bought a Black Box,

Okay... Lemme see if I got it sorted out right.
The Black Box plugs into the 800XL parallel interface and gives you:

1) SCSI Controller with standard chain and passive termination.
2) Floppy controller for any regular PC floppies up to 1.44Mb drives.
3) Gives you U.S. Doubler emulation on these drives?

Questions:

1) The BB connected floppies are bootable drives? If you have drives connected
via SIO, which takes precedence?
2) The BB connected SCSI drives are bootable? How are they accessed?
What kind of compatibility issues are there here?
3) How much is just a plain Black Box with these interfaces?

A very interested,
>>>>>>>--------Danmeister!------------}

3671. All change for the Nws-DISK

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-23 22:28:19 UTC
From: djg0@aber.ac.uk
Message-ID: <9309232228.AA02072@deca>
Source record: 104832

```
ALL CHANGE FOR THE NEWS-DISK.
=============================

As you may know, I am responsible for the disk-based newsletter called
"The Atari 8-bit News-Disk", or just News-Disk for short. This newsletter is
sent out on disk to subscribers, and is also available at the archive and
other sites. However, after 14 issues I have decided to change the format
completely, and publish it as a printed magazine. The name will, of course,
have to change!

The style of the News-Disk will be carried on into the new magazine. The
News-Disk is not ceasing production. It is just being developed into something
a little different.

There are just 2 problems.

1. It will, of course, no longer be available to download.

2. In order to make the printing costs feasable it will need to have a
minimum of 100 subscribers. This sounds like a bold expectation, but AC has
500, and Page 6 here in the UK has 5000.

This is what I need:

1. This posting copied on to as many BBSs as possible.

2. You to tell as many people as possible about the new magazine.

3. As many of you as possible to actually subscribe to the magazine.

Costs:

The magazine is likely to cost around $5 per issue by Air Mail.

Number of issues:

I will try as hard as possible to produce 6 issues per year. At first,
subscriptions will be on a 4 issue basis.

Other:

Other details are yet to be worked out. Advertising space will be allocated,
just like on the News-Disk now.

If you have no idea what the News-Disks are like then check out the Djg
directory at the umich archive. Issues 1-13 are currently on there called
issueX.arc where X is 1-13 (one of the issues is in .DCM format). If you
do not have access to these, then they can be purchased on disk from us
at DGS in the UK. The price is a very reasonable US$25 for issues 1-14.
```

Pay by sending cash in US$. Our address comes later.

The first thing you should do is either e-mail us pledging your support for the new magazine, or write to us pledging your support. If we can get about 75 people pledging support, then we should be able to go ahead with the plans.

E-mail: djg0@aber.ac.uk

Postal address:

D.G.S
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Dean Garraghty.
23 September 1993.

3672. UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 02:25:22 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDu6qB.DA4@cbfsb.cb.att.com>
Source record: 104833

In article <1993Sep23.183919.18715@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:

<much deleted>

>>
>I like the UltraSpeed + (check out my column in an old issue of Atari
>Classics). The "Speed" part of UltraSpeed comes from its ability to
>read/write to/from disk at roughly 3x normal SIO speeds if you have a
>drive which supports US mode (XF551, US Doubled 1050s, etc.). And you
>can implement this even if your DOS dosn't support US. I particularly
>like the US+ because I can set my RAMdisk to Drive 1 and boot from it.
>Really speeds up Infocom games, let me tell you! :-)
>>

I have been meaning to ask, and this is as good a chance as any.
How do the high speed transfers work? Do the program the serial
bus for a speed other than 19.2 kBaud? Or do they activate something
like a streaming mode, where more than one sector at a time is read?
(Forgive me if this is in the FAQ)

Curious mind wants to know!

--
Richard Dell

3673. Re: Atari SIO info for disk drive needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 05:01:16 UTC
From: ace@ace.com
Message-ID: <251.UUL1.3#25274@ace.com>
Source record: 104834

I am currently designing an EPROM Writer reader for my Atari 8 bit... I was thinking at first as to use the joystick ports as the interface connection through the sio. Then though of using the cartridge connector for a direct bus connection (this would be the fastest way of programming
but would leave it not easily connected to other computers, So i have decided to just use the Rs232C port....

(gumby.ace.com)

=-=-=-

3674. ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 06:00:20 UTC
From: ace@ace.com
Message-ID: <252.UUL1.3#25274@ace.com>
Source record: 104836

I have an ATR-8000, But never even hooked it up! So i guess i am
probably even less informed than you!
:)

=-=-=-

3675. Atari 8-bit/8-bit/7800 software Cheap

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 06:00:22 UTC
From: ace@ace.com
Message-ID: <253.UUL1.3#25274@ace.com>
Source record: 104835

I am interested in the Oss Action! Run-Time package....

=-=-=-

3676. Re: Newbie questions:Star Raiders, Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 06:30:52 UTC
From: jharris@cup.portal.com
Message-ID: <91400@cup.portal.com>
Source record: 104837

>Well, I could TRY to translate the docs later, but it's quite a lot.
>I got it with a printed 37 page or so documentation. Unfortunetely I lent it
>out to someone who hasn't given it back to me yet.
>With that docs I could've anwsered your questions easily. What I'm quite
>sure off is that M-A 130XE+ can't assemble 65816 opcodes.
>I've forgotten about the exact RAM management as well. Once again: I'll tell
>you when my docs will be back. I remember that quite a bit of the program
>reside under the OS (with parts in the additional RAM ?). I'll check for this.

If it uses under the OS ram,then it won't work with SpartaDOS, which would
be a real shame.

>There are also some extended memory testing programs included checking not
>only the presence of extra memory but also its timing necessary for
>propper functioning.
>
>As to the editor: it offers real time syntax checking, so it's rather an
>interpreter than an editor :-) (well, not exactly).

Is it a full screen editor? No line numbers?

>Like I said in my previous post, I didn't have the time to explore the system
>thoroughly, because I don't have an 8-bit Atari here (it's 100km away).
>Nethertheless this assembler works well for many people over here.

I'm not in any hurry, and I thnk you for your responses. I'm mostly
curious, since I've bought every assembler ever made for the machine -- at
least the ones I was aware of. This was before I realized how stupid it
was to buy things sight-unseen.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3677. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 06:31:01 UTC
From: jharris@cup.portal.com
Message-ID: <91401@cup.portal.com>
Source record: 104838

> Ugh... sorry... heard many strange/bad things about the hardware in an
>Amiga. The 68k processor is fine, but Amiga ROM makes the machine into a
>nightmare. This reminds me though, a while back, someone was working on an
>emulator for the ... ST I think... would emulate:

I used to say this too. And it was true in 1.0 of the operating system.
They've long since cleaned everything up, and the machine is a real joy
now.

And yeah, they've passed the 4096 barrier, and are now at 262,000 from a 24
million palette. Full 24 bit boards are available too.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3678. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 07:43:34 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27u8f6$ib3@nz12.rz.uni-karlsruhe.de>
Source record: 104839

In article <Buicac4w165w@cyberden.sf.ca.us>, <phbill@cyberden.sf.ca.us> wrote:
>uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:
>
>>
>> BTW: TB XL still isn't PD in Germany! Markt&Technik doesn't want to release
>> it to PD. They even refused to sell the rights to ABBUC, the biggest
>> Atari 8-bit user club.
>>
>
>
>But it IS PD in the U.S.!?!?

Yep, it is PD in the whole world except Germany. It's a funny world, isn't it?

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@ibm3090.rz.uni-karlsruhe.de

3679. Re: ATARI emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 07:54:15 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27u937$ie0@nz12.rz.uni-karlsruhe.de>
Source record: 104840

In article <1993Sep23.152857.24627@ericsson.se>,
Pete Collier <etlprcr@etlxd30.ericsson.se> wrote:
>Really, though, this is stupid. Atari dumped the machine like a hot brick years ago
>(apart from Italy it seems, where a new ROM cart is available). Why are they still

A new ROM cart for the 8-bit released be Atari Corp.???? Sounds like a wonder
these days. What is it? Can you put some light onto this subject? Anyone?
I'm absolutely unaware about the Italian 8-bit market, I'd really like to
hear some details about it too.

-Marek

---

uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3680. Re: Battery powered Atari

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 08:38:03 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <27ublb$j1i@nz12.rz.uni-karlsruhe.de>
Source record: 104841

In article <26reta$712@access.digex.net>,
Michael Winters <winters@access.digex.net> wrote:
>I remember a while back that someone mentioned that it would be neat
>to hook a battery up to an Atari. I discussed this with my roomate and
>he said it would actually be relatively inexpensive, but it would take
>some electronics knowledge.... Has anyone ever done this?

Well, not exactly. It was rather my old 2600 console. I picked up a 9V
battery (a NiCd rechargable battery, i.e.) and used it as a power source
for the console. It was quite funny. I discovered that the battery got rather
hot. I guess the current was a little bit too heavy for this little battery.
I could play with the battery powered console for not more than about
5 minutes.

As the battery got empty, you could notice a very funny behaviour of the
unit: the sound got distorted, the colors behaved strangely and the whole
RF-output faded away slowely.

Hooking up a battery to the Atari computer would require a high capacity
battery and, of course, a 5V regulator.

The most interesting power supply for the 8-bit would be some sort of a
switched mode power supply. You could design a unit accepting a wide range
of input voltages, say from 3V up to 40V, and providing a stable 5V output
to the computer. THIS would be VERY interesting.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3681. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 12:52:26 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep24.125226.12935@newshub.ists.ca>
Source record: 104842

In article 6312@netsys.com, zds@netsys.com (Zoller Data Systems) writes:
>Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
>
>: Anyone who's been following my exploits in Atari Classics will realize by
>: now that CSS is probably my favourite company still supporting the 8-bit
>: machine. Let's see, in the last little while I've bought a Black Box,
>
>Okay... Lemme see if I got it sorted out right.
>The Black Box plugs into the 800XL parallel interface and gives you:
>
>1) SCSI Controller with standard chain and passive termination.

Yes.

>2) Floppy controller for any regular PC floppies up to 1.44Mb drives.

Yes, but only if you purchase the Floppy Board add-on from CSS.

>3) Gives you U.S. Doubler emulation on these drives?

Sort of. ICD's US Doubler performed two tasks - it gave the 1050 true
double density (albeit single-sided) and UltraSpeed - increasing disk
access by a factor of three. The BB/FB combo goes beyond that by giving
not only US support but will support all drives up to high density/double-
sided.

You didn't explicitly mention it, but the BB also gives you a standard RS-232
serial port (whatever the hell standard RS-232 is), a Centronics parallel
(printer) port, and a 6502 monitor for examining memory contents.

>
>Questions:
>
>1) The BB connected floppies are bootable drives? If you have drives connected
> via SIO, which takes precedence?

The BB floppies are bootable (that's what I do now). You can specify which
drive you want to make D1: from within the BB configuration menu. This can be
either a BB/FB drive or an SIO drive.

>2) The BB connected SCSI drives are bootable? How are they accessed?
> What kind of compatibility issues are there here?

You can set a partition on the hard drive to be your boot drive, yes. The
documentation for BB states that they have not encountered a SCSI drive
which wouldn't work with the BB. As to how they are accessed - I'm not sure
what you mean by that question.

>3) How much is just a plain Black Box with these interfaces?

Basic price for the BB is US$199.95 + US$8 for shipping. For an additional US$50 you can get your BB with a 64kB printer buffer. The Floppy Board is an additional US$149.95. The CSS ad in the August issue of Atari Classics lists a BB/FB special price of $329 if you buy both together.

The address for CSS is in Michael Current's list of vendors, but for those of you who don't have it handy:

Computer Sortware Services
PO Box 17660
Rochester, NY 14617
USA

Phone: (716) 429-5639
Fax: (716) 247-7158
BBS: (716) 247-7157 (300-9600 bps)

I should mention I am in no way affiliated with CSS, other than being an extremely satisfied customer.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

3682. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 13:07:55 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep24.130755.13034@newshub.ists.ca>
Source record: 104843

```
In article DA4@cbfsb.cb.att.com, rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>In article <1993Sep23.183919.18715@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:
>
><much deleted>
>
>>>
>>I like the UltraSpeed + (check out my column in an old issue of Atari
>>Classics). The "Speed" part of UltraSpeed comes from its ability to
>>read/write to/from disk at roughly 3x normal SIO speeds if you have a
>>drive which supports US mode (XF551, US Doubled 1050s, etc.). And you
>>can implement this even if your DOS dosn't support US. I particularly
>>like the US+ because I can set my RAMdisk to Drive 1 and boot from it.
>>Really speeds up Infocom games, let me tell you! :-)
>>>
>
>I have been meaning to ask, and this is as good a chance as any.
>How do the high speed transfers work? Do the program the serial
>bus for a speed other than 19.2 kBaud? Or do they activate something
>like a streaming mode, where more than one sector at a time is read?
>(Forgive me if this is in the FAQ)
>
>Curious mind wants to know!
>
>--
>Richard Dell

I'm not the techie type that should be answering this question, but I'm
not gonna let that stop me. :-) If someone else can provide more exact
information (and I know some of you can), please do so.

UltraSpeed is implemented by changing the skew on the drive when a disk
is formatted. By skew, I mean the order in which the sectors are laid down
on a track. In a standard skew the sectors are laid out sequentially:

-------------------------------------------------------------------------
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | ...
-------------------------------------------------------------------------

If you read a given sector (say #1) by the time the computer is ready to
receive the next sector the disk has rotated such that sector, say, 4 is
positioned under the drive head. This means the disk must make almost a
full revolution in order to get to sector 2. In an UltraSpeed skew, the
sectors are laid down differently:

-------------------------------------------------------------------------
| 1 | 4 | 7 | 10 | 13 | 16 | 2 | 5 | 8 | 11 | 14 | ...
```

You can immediately see the difference. In one full revolution of the disk you can read three sectors from the disk, rather than just the one sector you get in a standard skew.

I'm just winging it here, and I suspect that I don't have the skew worked out correctly, but you get the general idea. I remember reading a very thorough treatise on this once, but for the life of me I can't recall where it was.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

3683. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 15:21:04 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDv6n5.824@cbfsb.cb.att.com>
Source record: 104845

In article <1993Sep24.130755.13034@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:
>
>I'm not the techie type that should be answering this question, but I'm
>not gonna let that stop me. :-) If someone else can provide more exact
>information (and I know some of you can), please do so.
>
>UltraSpeed is implemented by changing the skew on the drive when a disk
>is formatted. By skew, I mean the order in which the sectors are laid down
>on a track. In a standard skew the sectors are laid out sequentially:
>
>
>---
>| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | ...
>---
>
>If you read a given sector (say #1) by the time the computer is ready to
>receive the next sector the disk has rotated such that sector, say, 4 is
>positioned under the drive head. This means the disk must make almost a
>full revolution in order to get to sector 2. In an UltraSpeed skew, the
>sectors are laid down differently:
>
>---
>| 1 | 4 | 7 | 10 | 13 | 16 | 2 | 5 | 8 | 11 | 14 | ...
>---
>
>You can immediately see the difference. In one full revolution of the
>disk you can read three sectors from the disk, rather than just the one
>sector you get in a standard skew.
>
>I'm just winging it here, and I suspect that I don't have the skew
>worked out correctly, but you get the general idea. I remember reading
>a very thorough treatise on this once, but for the life of me I can't
>recall where it was.
>

Excellent explanation. You're mentioning this strikes a memory
chord .. I had dismissed the skew idea (from memory) at the time
as without thinking about I assumed that the 19.2 kBaud data rate
of the SIO would limit the transfer more than the skew would, but
I never worked thru any numbers.

Let me see now ... 19200 Baud ... 1920 Bytes (with start and stop
bits) ... 128 byte sectors ... 15 sectors per second, neglecting
communications headers and overhead.

Floppy RPM rate .. 300 RPM .. 5 revs per second .. so yeap ...
skewing would definitely triple the transfer rate. Or close anyways.

--
Richard Dell

3684. Atari Software Public Domain

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-24 15:42:49 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CDv7nD.9wJ@cbfsb.cb.att.com>
Source record: 104844

My thinking about the sector skewing, and Atari firmware/Rom routines in general got me to thinking, and I would like the status re/copyrights cleared up in my head.

I understand Atari has released (in the US) _all_ of their 8 bit software to Public Domain. Is this correct?

And specifically, would this include the ROM routines and such? I think of this in reference to the Emulator posts that have crossed here recently regarding using ROM code in the emulator.

As well, have any other companies released their old 8 bit software? Perhaps a list of details should be part of the FAQ? (I hope its not there already .. my brain does get fuzzy and I do sometime skim past sections that don't interest me at the moment, but I don't recall it)

Just chewing over options as I slowly bring my home computer systems back up to snuff. Still four weeks from having a _real_ workbench Atari system. Just to drop a hint where my thoughts are headed ... I am contemplating a PBI bus to PC Parallel port interface ... something like the existing Serial interface for PCs, perhaps just modifying the drivers on each end to talk to alternate ports. Speed should easily be increasable by a factor of 20 or so over that of serial interface. But don't hold your breath. This is not the top of my overall priority list, and I do need to learn a lot of details re the drivers.

--
Richard Dell

3685. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 00:36:27 UTC
From: zds@netsys.com
Message-ID: <1993Sep25.003627.12736@netsys.com>
Source record: 104847

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:

: You didn't explicitly mention it, but the BB also gives you a standard RS-232
: serial port (whatever the hell standard RS-232 is), a Centronics parallel
: (printer) port, and a 6502 monitor for examining memory contents.

Great! I can probably use a decent modem and printer, too! Wheee!

: >2) The BB connected SCSI drives are bootable? How are they accessed?
: > What kind of compatibility issues are there here?

: You can set a partition on the hard drive to be your boot drive, yes. The
: documentation for BB states that they have not encountered a SCSI drive
: which wouldn't work with the BB. As to how they are accessed - I'm not sure
: what you mean by that question.

I was wondering if the HD partition is accessed as D1:-D8: and, if so, what
commands suffice for 'sys'ing the HD (writing the boot sector to make it
bootable)?

It really sounds like a great product... I'll probably order one as I tend
to have a lot of SCSI drives around. Have you run into any compatibility
problems at all?

>>>>>---------Danmeister!-----------}

3686. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 00:45:09 UTC
From: zds@netsys.com
Message-ID: <1993Sep25.004509.13115@netsys.com>
Source record: 104848

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: UltraSpeed is implemented by changing the skew on the drive when a disk
: is formatted. By skew, I mean the order in which the sectors are laid down
: on a track. In a standard skew the sectors are laid out sequentially:
..

Hmmm... Very interesting... Sounds like SpinRite for the Atari! Although, I
don't really see the sector skew changing performance too dramatically.
(It doesn't for HD's). That's interesting though... My old Happy 1050 drive
just replaced the drive controller with a faster one and added a track-
buffer (18-sectors), which made a monumental difference. Both would be
a very nice boost, I think...

>>>>>>>>-------Danmeister!----------}

3687. Atari: The Coolest Corp Ever!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 00:54:59 UTC
From: zds@netsys.com
Message-ID: <1993Sep25.005459.13527@netsys.com>
Source record: 104849

I found this little tidbit in an article on Nolan Bushnell in the October issue of Upside magazine ("The Business Magazine for the Technology Elite" - what a self-absorbed title!) and thought that you would enjoy this:

" 'Picture a bunch of hippies rocking to music, smoking pot and working like dogs,' says one former Atari employee, who asked to remain anonymous. 'It was crazy, it was fun, and the average age had to be somewhere around 25.' There were no dress codes and no official working hours - only an amazingly thorough health plan that Bushnell managed to swing because the average employee was so young. The company was living hand-to-mouth, and nearly went bankrupt time and again, but Atari grew nonetheless...."

I have to say that this nearly perfectly fits the picture of Atari I had imagined all of these years... They were simply the coolest :-)

>>>>>>>-------Danmeister!----------}

3688. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 02:15:56 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <91484@cup.portal.com>
Source record: 104850

Is UltraSpeed _only_ related to the skew?

My only exposure to it is with my SIO2PC setup, v3.01 and later support it (README says only to 38.4Kbaud, and that the US Doubler goes faster). SpartaDOS runs high-speed on all of my virtual disks, no matter what formatting (but, how much difference can skew make with non-physical devices?)

Jeff_M_Lodoen@cup.portal.com

3689. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 03:56:46 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep25.035646.6470@newshub.ists.ca>
Source record: 104851

In article <91484@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>Is UltraSpeed _only_ related to the skew?
>
>My only exposure to it is with my SIO2PC setup, v3.01 and later support
>it (README says only to 38.4Kbaud, and that the US Doubler goes faster).
>SpartaDOS runs high-speed on all of my virtual disks, no matter what
>formatting (but, how much difference can skew make with non-physical
>devices?)
>

The skew will probably make little to no difference with virtual disks.
SIO2PC uses only the memory on a PC (unless you're using a newer version of
the software) and you won't have the same timing issues as you would with a
physical disk. When I did some timing tests on SIO2PC back in the February(?)
AC I found that my SIO2PC disks were giving me the equivalent of about
810 RPM, rather than the standard 300. And this was without US formatting them.

This just shows the benefits of using memory vs. a physical device. That's
one of the reasons a RAMdisk is faster than a floppy (although certainly not
the only reason).

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

3690. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 04:03:37 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep25.040337.6606@newshub.ists.ca>
Source record: 104852

In article <1993Sep25.003627.12736@netsys.com> zds@netsys.com (Zoller Data Systems)
writes:
>Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
>
>: You can set a partition on the hard drive to be your boot drive, yes. The
>: documentation for BB states that they have not encountered a SCSI drive
>: which wouldn't work with the BB. As to how they are accessed - I'm not sure
>: what you mean by that question.
>
>I was wondering if the HD partition is accessed as D1:-D8: and, if so, what
>commands suffice for 'sys'ing the HD (writing the boot sector to make it
>bootable)?
>

You can, if you choose, set all of D1: through D8: to be HD partitions. As
far as making a partition bootable, all you need to do is do an (H) Write DOS
if you're running MyDOS or run the BOOT command if you're into SpartaDOS 3.2.

>It really sounds like a great product... I'll probably order one as I tend
>to have a lot of SCSI drives around. Have you run into any compatibility
>problems at all?
>

Actually, I'm in the market for a cheap SCSI hard drive. (No, scratch that.
I'm looking for an *inexpensive* drive. I'm the one who's cheap. :-) If
you've got something you'd like to unload let me know via email.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

3691. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 04:07:54 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep25.040754.6672@newshub.ists.ca>
Source record: 104853

In article <1993Sep25.004509.13115@netsys.com> zds@netsys.com (Zoller Data Systems) writes:
>
>Hmmm... Very interesting... Sounds like SpinRite for the Atari! Although, I
>don't really see the sector skew changing performance too dramatically.
>(It doesn't for HD's).

[Stuff deleted]

Of course, a hard drive spins a hell of a lot faster than 300RPM so you're going to notice minimal difference if you start playing with the sector skew.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

3692. InterNet File Xfers

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 05:01:32 UTC
From: gumby@ace.com
Message-ID: <261.UUL1.3#25274@ace.com>
Source record: 104755

anyone know how i would access FTP (I think they call it) as to download
Atari 8-bit files... This node is not directly connected i believe and
i would have to request the DIR and the files through Email here, but to
what address do i request through???
Thanks Ricky

(gumby@ace.com)

3693. Peterson 320XE docs wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 05:07:31 UTC
From: ab588@yfn.ysu.edu
Message-ID: <280jmj$3gt@news.ysu.edu>
Source record: 104854

If anyone out there has the Scott Peterson 320k memory upgrade
docs for the 130XE.....PLEASE send them email to me or tell me
where I can get these. There was a project to write a book on
all the atari mods but I think it got lost somewhere.
---thanks in advance.
--
Joe Sabatino -->ab588@yfn.ysu.edu

3694. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 05:30:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <Ps4eac2w165w@cyberden.sf.ca.us>
Source record: 104759

rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

>
> Ties in thru the high speed interface bus in these computers. This output
> is not available in the 1200XL or the 800.
>

Not to nitpi<k, but I believe the PBI DOES exist on the 1200xl, but not
as a port... I think it's used by Bob Woolley's "Internal IDE HD" ha<k.

It sounds as though it's hell to mess with.

Do 65xe's have PBIs? Why arent they listed on the bla<k Box
info in @SS's @atalog? THey list 800xl, 130xe, and even 600xl
(upgraded, of @ourse!)

"Huhuh.. SHUT UP!" - Butthead

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3695. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 09:26:22 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2812ru$cdi@nz12.rz.uni-karlsruhe.de>
Source record: 104756

In article <1993Sep25.004509.13115@netsys.com>,
Zoller Data Systems <zds@netsys.com> wrote:
>Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
>: UltraSpeed is implemented by changing the skew on the drive when a disk
>: is formatted. By skew, I mean the order in which the sectors are laid down
>: on a track. In a standard skew the sectors are laid out sequentially:
>..
>
>Hmmm... Very interesting... Sounds like SpinRite for the Atari! Although, I
>don't really see the sector skew changing performance too dramatically.
>(It doesn't for HD's). That's interesting though... My old Happy 1050 drive
>just replaced the drive controller with a faster one and added a track-
>buffer (18-sectors), which made a monumental difference. Both would be
>a very nice boost, I think...

Well, the standrd skew of sectors isn't sequentially at all, Atari developers
weren't too bad on this. Nethertheless Mike exactly got the point with the
different scew for UltraSpeed.

Here I can speek only for the "Turbo 1050" upgrade I have, I'm sure this
is similar with other drive enhancers.

The "Turbo 1050" upgrade can behave like a stock 1050 and switch into the
UltraSpeed mode. The "stock" mode provides a sligtly different sector scew
than real stock drives. This gives you a little speed improvement, but really
not too much. Floppies formated in that mode will even run faster on
stock, not upgraded drives.

The UltraSpeed mode does more: the SIO bus speed is increased up to 70000 baud.
This alone doesn't improve the overall speed very much because even though the
sectors get out very fast from the disk buffer, you have to wait quite
long for the next sector to arrive. Therefore the sector scew has to be changed
to match the new SIO speed.

Now you have really fast access, but only combined with the 70000baud SIO
rate. When you try to read from this "high speed" formatted floppy while
in "stock" mode, it'll be even two times slower than with stock, old fashion
scewed floppies.

As you can see the sector scew has to be different for each SIO bus rate.

Things get different with upgrades like the "Happy 1050" or the "Speedy 1050".
These upgades have added track-buffers, like pointed out in the previous
post.

In this case the effect of a different sector scew is very minimal.
Now the higher SIO rate gets into effect. I guess the "Happy" will be

around 70000baud too, like the "Speedy" in the "Standard high speed" mode.
The "Speedy can go up to 90000-96000baud in the "High Speed Copy" mode, used
by the built in copy program. With the buffer enabled, the whole track
gets read in. In that case it isn't very important which sector gets in
first and which comes next.

BTW: the SIO bus rate can be changed very easily by modyfying the appropriate
register in the POKEY chip. Check the hardware manual for more details,
I don't have it handy.

Of course, a higher SIO bus rate won't work with drives not prepared for
speeds higher than 19200baud. You can try the trick with the XF551 which
is capable of higher SIO bus rates.

-Marek

---

uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3696. DGS $20 BUNDLES

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 14:39:52 UTC
From: djg0@aber.ac.uk
Message-ID: <9309251440.AA27480@deca>
Source record: 104757

DGS Clearance bundles
==========

We are having a clearout at DGS HQ, and HAVE to get some stuff out of the way because we keep tripping over it! In order to get the stuff out of the way as fast as possible, we have decided to sell it in bundles and as cheap as possible. We have 6 of the following bundles to dispose of:

****
ATARI MACRO ASSEMBLER, EASY PROGRAMMING FOR THE ATARI MICRO BOOK, DIGI-STUDIO (OLD PACKAGES 1&1.5. ALL SOFTWARE EXCEPT THE NEW LIDS SYSTEM - 2 DS/SD DISKS AND 2 MANUALS), ONE BACK ISSUE OF EITHER PAGE 6 MAGAZINE OR ATARI USER (THE BRITISH MAG.) OF OUR CHOICE.

All the software is BRAND NEW, except the mags which are used.

PRICE: JUST $20 PER BUNDLE
===

THIS PRICE INCLUDES SURFACE MAIL SHIPPING FROM THE UK! (THE PARCELS WEIGH IN AT 1.2 KILOS SO AIR MAIL IS NOT REALLY A VIABLE OPTION. IF YOU WANT YOUR BUNDLE SENT BY AIR MAIL THEN ADD $15 TO THE PRICE).
****

Ordering info:

First reserve a bundle by email: djg0@aber.ac.uk

Then send US$20 in cash direct to us at DGS. Paying in cash is the easiest way to pay. You can pay by IMO if you prefer but these cost a fortune to arrange. Our address is:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Note: It is important that you send your $20 as soon as we confirm that a bundle is still in stock. We need a rapid turn-around on this stock.

Note 2: please note our address now. We won't give it again when we confirm your reservation by email.

We will put your bundle in the post the same day your $20 arrives. Delivery by surface mail should take about 6 weeks to the US. Delivery by air mail takes about 1 week. We will also throw in a copy of the latest DGS catalogue

of PD and commercial software.

Dean Garraghty.
25 September 1993.

3697. Antic Mag + Disk for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 19:57:24 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CDxE3p.JBu@cbnewse.cb.att.com>
Source record: 104758

I have the following Antic Magazines + disk (all Mint) available:

Vol 4 No 3 (July 85) (disk contains Fontmaker (SG-10 fix), Cryptoquotes
(code breaking help) and the following games:
Slide, Guess That Song, Darkstar, Overflow,
Star Venture, and Miniature Golf)

Vol 4 No 6 (Oct 85) (disk contains Banjo Picker (800 as banjo), Yoga
Breathing (meditating), Graph 3D (3D visuals),
Math Wizard (update), Fine Scrolling World-
Pt 2 (assembly language tutorial), Gem Color
Cascade (converting program to ST), and games
Alien Asylum and Lemonade)

Vol 4 No 7 (Nov 85) (disk contains Morse Code Receiver (convert to ascii),
130XE Memory Management (use the 130's xtra 64K),
Rapid Graphics Converter (universal pic file
converter), Fast Moves (assembly lang. tutorial),
ST Sound (hearing AY-3-8910 chip), and the game
Vampire Rats)

Vol 4 No 8 (Dec 85) (disk contains Diskio Plus (utility), Build your own
EPROM Burner (assembly lang), BBS Crashbuster
(communications prog), Basic to Micro Illustrator
(viewer), several computereyes images in micro
illustrator format, ST Logo Exploration and the
game Box-In (biffdrop classic)

$4 apiece plus $1 per order to cover shipping (continental US).
Wayne Booth (708) 393-1905
29W131 Batavia Rd
Warrenville, Il 60555-2208

3698. PBI usage with HD and serial IO

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-25 21:15:56 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <282cec$s9b@sol.ctr.columbia.edu>
Source record: 104760

One thing that I have wondered about that I have not gotten a decent answer to yet is if it is possible to do disk i/o through the PBI, such as a hard drive, and simultaneously do modem i/o through either the pbi or the serial port? I know that the 8-bit's were set up so that you could not use a modem and drive at the same time due to the fact that the modem completely ties up the serial port. It seems, though, that if the serial port is not needed by the disk drive, then it would be possible to access it through the PBI. Also, it would seem reasonable that if the modem is hooked up through the PBI, then serial disk access could take place. This would probably require rewrites of the handlers involved, but it would open doors to Z-Modem and other streaming protocols. Is it possible?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

3699. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 04:49:50 UTC
From: dragnet@crl.com
Message-ID: <28371e$chn@crl.crl.com>
Source record: 104761

phbill@cyberden.sf.ca.us wrote:

: Not to nitpi<k, but I believe the PBI DOES exist on the 1200xl, but not
: as a port... I think it's used by Bob Woolley's "Internal IDE HD" ha<k.

Where do you find this stuff? I've been looking on the atari.archive
and on GEnie, and I can't find stuff like how to upgrade a 65XE to 128K
or how to upgrade a 600XL to 64K, and I know I used to see that stuff
around, but no more. I'd love to find new things like an IDE HD hack.

: Do 65xe's have PBIs? Why arent they listed on the bla<k Box
: info in @SS's @atalog? THey list 800xl, 130xe, and even 600xl
: (upgraded, of @ourse!)

The 65XE just has a cartridge port on the back. As you might say, it
may exist on the 65XE, but not as a port. :-)

Oh, and the 65XE would have the EC connector, like the 130XE, not a PBI.
Pick, pick. :-)

--dean

--
Dragon Technologies Ltd.
dragon@dragnet.com

3700. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 11:18:40 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1993Sep26.111840.9779@ultb.isc.rit.edu>
Source record: 104762

In article <1993Sep24.125226.12935@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:
>In article 6312@netsys.com, zds@netsys.com (Zoller Data Systems) writes:
>You didn't explicitly mention it, but the BB also gives you a standard RS-232

You failed to mention that the RS232 port on the Black Box is capable of
19,200 baud, the only interface that lets you do that SAFELY.

>You can set a partition on the hard drive to be your boot drive, yes. The
>documentation for BB states that they have not encountered a SCSI drive
>which wouldn't work with the BB. As to how they are accessed - I'm not sure
>what you mean by that question.

There is one drive mechanism that acts a bit funny with the Black Box:
The Miniscribe 8425S. This is due to a screwy design on the drive's
circuit board.

>I should mention I am in no way affiliated with CSS, other than being an
>extremely satisfied customer.

And I am a former employee of CSS. Go figure!

```
//=====================================================================\\
|| Chris Freemesser, RIT CpET (( Visit Rochester, New York: ||
||"Where money is the #1 prioRITy" )) Home of Kodak, Xerox, Ragu, ||
|| Usenet: clf3678@ultb.rit.edu (( Bausch & Lomb, and the world's||
|| It's just me and my LC III )) largest pothole collection! ||
\\=====================================================================//
```

3701. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 14:08:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2847oa$fhh@dux.dundee.ac.uk>
Source record: 104763

SUBJ: FOR SALE!!!

I have the following bits N Pieces of Atari 8bit stuff for sale....

Tapes:
Sidewinder II Ghostbusters Chuckie Egg
Mercenary Gauntlett + DD Encounter
Yogis Great Escape Blinkys Scary School Hardball
Kenny Dalgliesh Soccer Speedrun Henrys House
Boulderdash IV + C. Kit Spy Vs Spy World Soccer
Green Beret Mirax Force Feud
F15 Strike Eagle

Disks:

Decision in the Desert Digidrum Bluemax
Smash Hits 1 & 7 Pole Position Spy Hunter
Mini Office Druid Rescue on Fractalus (rom!)
Hacker TurboBasic ACE C
The Pay Off Home Filing Man Spy Vs Spy Trilogy
Planetarium Dot Magic

Books & Mags

Various Analog Magazines
Various New Atari User Mags, some with disks.
De Re Atari Manual

If you are interested please email me.

Cheers

Roderick McCall

CIS: 100115,1765
Internet: rmccall@mcs.dund.ac.uk

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3702. Classic Atari Cartridge List, v. 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 14:20:04 UTC
From: chase@electron.rutgers.edu
Message-ID: <Sep.26.10.20.03.1993.26686@electron.rutgers.edu>
Source record: 104764

Due to some renewed interest in this old list, and the fact that the most recently posted version was a little out of date, I decided it was time to post a new version. Essentially the list has been refined in numerous small ways. Some highly doubtful entries have been removed, some new years have been added, and any errors pointed out to me by the eagle eyed net readers have been corrected. Oh, and the list of contributors has been brought up to date. If I forgot anyone, sorry. As always, any additions, corrections and/or comments are always welcome in my electronic mail box (chase@physics.rutgers.edu).

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Classic Atari Cartridge List, v. 3.0
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Activision CZ-001-04 83 River Raid
Activision CZ-002-04 83 Kaboom!
Activision CZ-003-04 83 Mega Mania
Activision CZ-004-04 84 Pitfall
Activision CZ-005-04 84 Dreadnaught Factor, The
Activision CZ-007-04 84 H.E.R.O.
Activision CA-011-04 84 Pitfall II
Activision CA-012-04 83 Space Shuttle
Activision CC-101-04 84 Zone Ranger
Activision 84 Keystone Kapers
Activision 84 Zenji
Activision Beamrider
Activision Decathlon
Activision Designer's Pencil, The
Activision Pastfinder
AdventIntl Rally Speedway
Atari CXL4001 79 Educational System Master Cartridge
Atari CXL4002 79 BASIC Computing Language (version A)
Atari CXL4002C? ?83 BASIC Computing Language (version C)
Atari CXL4003 79 Assembler Editor Computing Language
Atari CXL4004 79 Basketball
Atari CXL4005 ?79 Video Easel
Atari CXL4006 79 Super Breakout
Atari CXL4007 79 Music Composer
Atari CXL4008 81 Space Invaders
Atari CXL4009 79 Computer Chess
Atari CXL4010 ?79 3-D Tic-Tac-Toe
Atari CXL4011 79 Star Raiders
Atari CXL4012 81 Missile Command
Atari CXL4013 81 Asteroids
Atari CXL4014 Mailing List
Atari CXL4015 80 Telelink I
```

Atari CXL4016 Telelink II
Atari CXL4018 80 Pilot Computing Language
Atari CXL4019 Store Demo
Atari CXL4020 82 Centipede
Atari RX8021 82 Caverns of Mars (by APX)
Atari CXL4022 82 Pac Man
Atari CXL4024 82 Galaxian
Atari CXL4025 82 Defender
Atari RX8026 83 Dig Dug
Atari CXL4027 82 Qix
Atari RX8028 NR Real Sports Soccer
Atari RX8029 83 Real Sports Football
Atari RX8030 ?83 E.T. Phone Home
Atari RX8031 83 Donkey Kong
Atari RX8032 83 LOGO Computing Language
Atari RX8033 83 Robotron:2084
Atari RX8034 83 Pole Position
Atari RX8035 ?83 Microsoft BASIC II Computing Language (w/ Disk)
Atari RX8036 82 AtariWriter
Atari RX8037 NR Star Trux
Atari RX8039 83 Eastern Front (from APX)
Atari RX8040 83 Donkey Kong Jr.
Atari RX8042 83 Real Sports Tennis
Atari RX8043 83 Ms. Pac Man
Atari RX8044 83 Joust
Atari RX8045 Pengo
Atari RX8048 Millipede
Atari RX8049 Jungle Hunt
Atari RX8052 85 Moon Patrol
Atari RX8053 83 Atari Artist (packaged with CX77 Touch Tablet)
Atari RX8054 83 Atari Graphics (packaged with CX75 Light Pen)
Atari RX8057 Typo Attack (from APX)
Atari RX8059 Skywriter (Educational cartridge)
Atari RX8063 Rescue on Fractalus (by Lucasfilm, from Epyx)
Atari RX8064 Ball Blazer (by Lucasfilm, from Epyx)
Atari RX8067 84 Final Legacy
Atari RX8069 Track and Field
Atari RX8077 87 Battlezone
Atari RX8078 Star Raiders II
Atari RX8079 87 Food Fight
Atari RX8080 85 PLATO Learning Phone
Atari RX8081 ?87 Blue Max (by Synapse)
Atari RX8082 87 Lode Runner (by Broderbund)
Atari RX8083 87 David's Midnight Magic (by Broderbund)
Atari RX8084 87 Hardball (by Accolade)
Atari RX8085 ?87 Fight Night (by Accolade)
Atari RX8086 ?87 Barnyard Blaster (Lightgun game)
Atari RX8087 87 Bug Hunt (Lightgun game)
Atari RX8088 ?87 Crossbow (Lightgun game)
Atari RX8089 ?87 Desert Falcon

Atari RX8090 ?87 Gato
Atari RX8091 ?87 Flight Simulator II (by subLogic)
Atari RX8092 87 Archon (by Electronic Arts)
Atari RX8093 ?87 One-on-One Basketball (by Electronic Arts)
Atari RX8094 Commando
Atari RX8095 Karateka (by Broderbund)
Atari RX8096 Choplifter (by Broderbund)
Atari RX8098 Summer Games (by Epyx)
Atari RX8099 88 Ace of Aces (by Accolade)
Atari RX8101 ?88 Dark Chambers
Atari RX8102 ?88 Crystal Castles
Atari RX8103 88 Mario Brothers
Atari RX8104 Crime Busters (Lightgun game)
Atari RX8108 Necromancer (by Synapse)
Atari RX8109 Airball
Atari RX8111 Tower Toppler
Atari RX8113 Thunder Fox
Atari RX8114 Into the Eagles Nest (by Pandora Software)
Atari RX8118 ?89 Xenophobe
Atari RX8120 Super Football
Atari RX8124 MidiMaze
Atari RX8??? Deflektor
Atari AED80013 83 AtariLab: Temperature Module
Atari AED80014 84 AtariLab: Light Module
Atari 400/800 SALT Diagnostic cartridge
Atari NR SuperPILOT (may exist though)
Atari CB101931 NR Super Pac-Man (prototype)
Atari CA400201 NR XE Demo Cartridge (four games, prototype)
Beaumont PUP (Primary Utility Pack)
Big Five n/a 83 Miner 2049er
Big Five n/a NR Scraper Caper
Big Five n/a ?85 Bounty Bob Strikes Back
Broderbund Choplifter!
Broderbund Sea Fox
Broderbund Serpentine
CBS Soft 22100 82 K-razy Shoot-Out
CBS Soft 22103 82 K-razy Antiks
CBS Soft M8788 82 K-razy Kritters
CBS Soft M8790 82 K-star Patrol
CBS Soft 4L2541 83 Mountain King
CBS Soft Boulders & Bombs
CBS Soft 75010 84 Math Mileage
CBS Soft 75350 84 Sesame Street Astro-Grover
CBS Soft 75370 84 Sesame Street Letter-Go-Round
CBS Soft Big Bird's Funhouse
CBS Soft Big Bird's Special Delivery
CBS Soft Ernie's Magic Shapes
CBS Soft Webster Word Game
CBS Soft Duck's Ahoy!
CBS Soft Movie Musical Madness

CBS Soft Halftime Battlin' Bands
CBS Soft Timebound
CBS Soft Time Trials
CBS Soft Co-Co Notes
CBS Soft Seahorse Hide-n-Seek
CBS Soft Solar Fox
CBS Soft Blue Print
CBS Soft Wings
CBS Soft Omega Race
CBS Soft Domino Man
CBS Soft Satan's Hollow
CBS Soft Madden's Football
CPS 1200xl Diagnostic Cartridge
Dana Alien Ambush
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 83 Monkey Wrench II (right slot only cart)
Epyx n/a 83 Jumpman Jr.
Epyx n/a 83 Gateway to Apshai
Epyx n/a 83 Pitstop
Epyx n/a Lunar Outpost
Epyx n/a Swat Rescue
Epyx n/a Silicon Warrior
Epyx n/a Fun with Music
Epyx n/a Fun with Art
Epyx n/a Monster Maze
Epyx n/a Alien Garden
Epyx n/a Platter Mania
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
First Star ?NR Boulder Dash
First Star ?NR Flip and Flop
First Star ?NR Bristles
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
GeminiSoft Magic Dump (right slot only cart)
HES 83 Gridrunner
Hsu Software Math Encounter
ICD SpartaDOS X
ICD R-Time 8
Imagic 720125-1A 83 Atlantis
Imagic 720149-1A 82 Demon Attack
InHome Baseball

IDSI 81 Pool 400
IDSI Speedway Blast
IDSI Survival of the Fittest
Koala AT00315-1 83 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 85 Supercharger (BBS software)
MPP Assault Force 3-D
OrionMicro Express!
O.S.S. n/a 84 Mac/65
O.S.S. n/a Basic XL
O.S.S. n/a 84 Action!
O.S.S. n/a 85 Basic XE
O.S.S. n/a The Writer's Tool
Pandora Powerstar
ParkerBros PB101689 83 Frogger
ParkerBros PB101303 Star Wars: Return of the Jedi: Death Star Battle
ParkerBros PB1280 84 Gyruss
ParkerBros Frogger II: Three Deep
ParkerBros Q*Bert
ParkerBros 83 Popeye
ParkerBros Astrochase (by First Star Software)
ParkerBros 83 Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 84 Star Wars: The Arcade Game
ParkerBros 83 James Bond 007
ParkerBros Mr. Do's Castle (???)
ParkerBros Montezuma's Revenge (???)
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 83 Gorf ((c)1981 Midway)
Roklan 81 Wizard of Wor
Roklan 83 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Ant Eater
Romox Attack at EP-CYG-4 (by BRAM)
Romox Flapper
Romox Fortune Hunter
Romox Princess and the Frog

Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Typo
Romox Whiz Kid
Scarborough MasterType
Sega 004-03 83 Star Trek
Sega 005-03 83 Buck Rogers: Planet of Zoom
Sega 006-03 83 Congo Bongo
Sega 008-03 84 Zaxxon
Sega Tac-Scan
Sega 83 Spy Hunter
Sega Tapper
Sega Up N Down
Sega Super Zaxxon
SierraOnLin 83 B.C.'s Quest for Tires
SierraOnLin 81 Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot
SierraOnLin 83 Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy
Sirius Worm War
Sirius 82 Turmoil (by 20th Century Fox)
Sirius 82 Fantastic Voyage (by 20th Century Fox)
Sirius 83 Final Orbit
Sirius 83 Squish 'Em
Sirius Capture the Flag
Softmark 86 ESP Mindlock BBS
SoftCountry Chessmaster 2000
Spinnaker 84 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color Caves
Synapse 82 Chicken
Synapse 82 Claim Jumper

Synapse Drelbs
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 82 Picnic Paranoia
Synapse 82 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse File Manager
Synapse Synassembler
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
ThompsonElec Proburner
TigerVision 83 Springer
TigerVision 84 MatterHorn
TG Software n/a 83 Abracadabra
TG Software n/a 83 Droids
TG Software n/a 83 Nightstrike
TG Software n/a Ozzy's Orchard
Thorn EMI THA12001 82 Submarine Commander
Thorn EMI THA12002 82 Jumbo Jet Pilot
Thorn EMI THB12003 82 Soccer
Thorn EMI THB12004 82 Kick Back
Thorn EMI THB12005 83 River Rescue
Thorn EMI THA12010 83 Computer War
Thorn EMI 83 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (???)
Thorn EMI 81 Darts (???)
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. AProm XL
??? Bumper Bash

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---
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--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gauntlet II
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-

3703. Screen Flashing (was: JVIEW, and why APAC works)

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 18:28:24 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H3EOAI1ZP68WVYXP@vax.edinboro.edu>
Source record: 104765

> BTW: have people experienced flashing screens while decoding GIFs (in
> APACVIEW) from RAMdisk? Do their RAMdisks allow Antic banking? Is there
> a good way to detect/avoid this anomaly?
>
> --
> Jeff Potter

This problem is rather pronounced in RAMbo upgraded machines. Since RAMbo does not do seperate CPU/Antic banking, the screen sometimes flickers when a program accesses PORTB in a strange way (ie. Ramdisks, etc.). TurboBASIC XL does this when loading. APACview flickered when loading images (especially when decoding GIFs).

-Adam Conover.
a644690c@edinboro.edu

3704. PaperClip Help -- Thanks...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 18:34:06 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H3EOK8R3XS8WVYXP@vax.edinboro.edu>
Source record: 104766

I just wanted to thank all the people that posted in response to my questions about PaperClip. Now I just wish I could find a (original) copy.....

What I may end up doing is just using AW+ or TextPro to write the bulk of my text and then just take the text file to our campus computer center and use WordPerfect for the formatting and printing.

-Adam Conover.
a644690c@edinboro.edu

3705. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-26 20:28:37 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <e34Hac2w165w@cyberden.sf.ca.us>
Source record: 104767

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

>
> Here I can speek only for the "Turbo 1050" upgrade I have, I'm sure this
> is similar with other drive enhancers.
>
> The "Turbo 1050" upgrade can behave like a stock 1050 and switch into the
> UltraSpeed mode. The "stock" mode provides a sligtly different sector scew
> than real stock drives. This gives you a little speed improvement, but really
> not too much. Floppies formated in that mode will even run faster on
> stock, not upgraded drives.
>

OHHHH! THAT'S how it's done. I have a disk with some Pryzm pi<tures
(the Es<alPaint demo) on it and they all loaded way fast on either of my
sto<k 1050's!

Now I know WHY....

My question be<omes HOW? What does it do to make
even sto<k drives read the disks faster?

"Huhuh.. SHUT UP!" - Butthead

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3706. Help me ID this demo

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 02:11:52 UTC
From: medaniel@news.delphi.com
Message-ID: <285i58$glf@news.delphi.com>
Source record: 104768

Hi! I need to know the name of this demo. Like ultimatly to know if it's available on the archive. But I don't know it's name.

It starts out with a song and a brownish background with piano hammer(s) that follow along with the song. It basically has different scenes with different songs. The second is of a rain drop. (I think it was the second). It has one with what a friend of mine said used a megshift 5th voice while it had a player piano on the screen. I also rememre several klaidascope effects. Can anyone help me out?

There was also a game in which you flew around in Santa's sleigh and delievered presents. Thanks.

I

3707. 130XE Busted Keyboard...solution....

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 09:01:49 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <CE0932.198@bfsec.bt.co.uk>
Source record: 104769

A week or so ago there was a query about the 130XE keyboard problem where the function keys stop working. Here is the solution as printed in an old copy of Atari User here in the UK.

Open the case and remove the keyboard (carefully) and the aluminium shielding. Find the resistor numbered R95 (should be where the Shift and ? keys would be located.
Desolder and remove this resistor and replace it with a 1k (0.25W) resistor.
This should cure the problem, but if not, disassemble the keyboard and clean the membrane with isopropyl alcohol or something similar.

If you aren't happy with the idea of desoldering from your motherboard, get someone else to do it.....I will not be responsible for anyone killing their 130XE by using this information. It is several years since I did this myself, but it did make a noticeable difference to the keyboard.

Geoff

3708. test

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 10:38:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CE0DJD.F4v@cs.vu.nl>
Source record: 104770

This is only a test to see if this msg appears on the newsgroup.

- The Gatekeeper -

ipoorten@cs.vu.nl

3709. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 10:54:09 UTC
From: slackey@acheron.bbn.com
Message-ID: <SLACKEY.93Sep27105409@acheron.bbn.com>
Source record: 104774

In article <1993Sep22.225446.6166@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

Path: news.bbn.com!seismo!darwin.sura.net!howland.reston.ans.net!usenet.ins.cwru.edu!news.ysu.edu!malgudi.oar.net!uoft02.utoledo.edu!jupiter!timuszyn
Newsgroups: comp.sys.atari.8bit
From: timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit)
Date: 22 Sep 93 22:54:45 EST
Nntp-Posting-Host: jupiter.cse.utoledo.edu
X-Newsreader: TIN [version 1.2 PL0]
Lines: 26

A while back I posted an article briefing mentioned that it would be nice
to have MY-DOS on a cartridge to "instantly" boot from.

This would be nice but there is a fair reprogramming job along with
it.. for example I know of one place where it's self modifying; there
may be more. Also if someone were to go to this effort presumably
he'd want to put more than just mydos in... perhaps a bunch of the
standard utilities too, then you'd need a loader. Also presumably
you'd want to use the RAM under the cartridge, so you'd need mapping
hardware.. also you'd probably want to put some of the DOS up there
with DUP to free up RAM.. it's getting to be quite a job. Not that
it's not possible, just a lot of work. -Stan

3710. Re: Ultraspeed

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 11:07:50 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CE0Ex3.G6p@cs.vu.nl>
Source record: 104771

My test worked, so here is some more...

PhBill@Cyberdan.SF.CA.US writes :

> OHHHH! THAT'S how it's done. I have a disk with some Pryzm pi<tures
> (the Es<alPaint demo) on it and they all loaded way fast on either of my
> sto<k 1050's!
>
> Now I know WHY....
>
> My question be<omes HOW? What does it do to make
> even sto<k drives read the disks faster?

This, again, is due to a modified sector skew. (The order in which the sectors are laid down on a track.) On a standard unmodified 1050 the sectors are not placed immediately after eachother (1,2,3...) like said before, but they are interleaved. This means that there is a distance between sector 1 and 2, filled up with other sectors. The format of a standard 1050 is as follows :

Single Density (Interleave factor 9)
1,3,5,7,9,11,13,15,17,2,4,6,8,10,12,14,16,18

Enhanced Density (Interleave factor 13)
1,3,5,7,9,11,13,15,17,19,21,23,25,2,4,6,8,10,12,14,16,18,20,22,24,26

So, after the drive read sector 1, it has halve a cycle time to send it to the computer. Then it can read sector 2 and so on... In practice, it turns out that the drive is already finished when the drive-head is positioned above sector 23 or 25. Now if you format the disk in such a way that sector 2 is on that place, the delay between reading two sectors is shorter. This means that you simply decrease the interleave by one, resulting in the following sequences...

Interleave factor 12 :
1,14,12,25,10,23,8,21,6,19,4,17,2,15,13,26,11,24,9,22,7,20,5,18,3,16
Interleave factor 11 :
1,20,13,6,25,18,11,4,23,16,9,2,21,14,7,26,19,12,5,24,17,10,3,22,15,8

As you see, there are less sectors between sector 1 and 2.

Now you probably want to know how you can achieve the higher speed without having to format your disks at a friend's modified drive. Well, here are two options :

i) It is also possible to read faster with the standard sector skew. You just read the sectors of a track in a different sequence. Not 1,2,3,... but, for interleave factor 11, you read :

Fast Read sequence for virgin 1050 :
1,23,20,15,12,7,4,26,21,18,13,10,5,2,24,19,16,11,8,3,25,22,17,14,9,6

I used something similair to this in my Miracle demo. (Well, I read the whole disk backwards. This does not result into a fixed interleave factor, but it's slightly faster and very simple to implement.)

ii) You could also read out the 1050 drive's ROM, replace the sector skew lists by faster ones and burn a new EPROM. Now, every disk you'll format will read faster on a standard 1050.

At last, I would also say some more about those baudrates. The 19200 baud of the 1050 does not mean that the transmission rate is 1920 bytes/second. It's much lower. A few months ago I did some timing and I found a rate of about 1100 bytes/second. With the fast-read sequence it slightly increased, and even loading from a simulated drive gave me no more than 1500 bytes/second.

- The Gatekeeper -

ipoorten@cs.vu.nl

3711. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 13:22:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19930927082256MIS0160@MVS.UDEL.EDU>
Source record: 104772

In article <28371e$chn@crl.crl.com>,
dragnet@crl.com (deaN brunettE) writes:

>phbill@cyberden.sf.ca.us wrote:
>
> <stuff deleted>
>
>: Do 65xe's have PBIs? Why arent they listed on the bla<k Box
>: info in @SS's @atalog? THey list 800xl, 130xe, and even 600xl
>: (upgraded, of @ourse!)
>
>The 65XE just has a cartridge port on the back. As you might say, it
>may exist on the 65XE, but not as a port. :-)
>
>Oh, and the 65XE would have the EC connector, like the 130XE, not a PBI.
>Pick, pick. :-)
>
>--dean
>
>--
>Dragon Technologies Ltd.
>dragon@dragnet.com

The early 65XE's only had a cartridge port. Some 65XE's manufactured
toward the end had an ECI connector. An addendum sheet was included
in the manual mentioning the additional connection.

Roger Cole

P.S. Unfortunately, my 65XE is an earlier model.

3712. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 14:01:09 UTC
From: mek@acs.bu.edu
Message-ID: <286rn5$df6@news.bu.edu>
Source record: 104773

In article <19930927082256MIS0160@MVS.UDEL.EDU> MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
>The early 65XE's only had a cartridge port. Some 65XE's manufactured
>toward the end had an ECI connector. An addendum sheet was included
>in the manual mentioning the additional connection.

What is an ECI or PBI? What do they stand for and how can I tell if I
have them or not? Thanks.

Markus

3713. Re: Help me ID this demo

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 15:58:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2872jd$khp@usenet.INS.CWRU.Edu>
Source record: 104776

In a previous article, medaniel@news.delphi.com (MEDANIEL@DELPHI.COM) says:

>Hi! I need to know the name of this demo. Like ultimatly to know if
>it's available on the archive. But I don't know it's name.
>
>It starts out with a song and a brownish background with piano
>hammer(s) that follow along with the song. It basically has different
>scenes with different songs. The second is of a rain drop. (I think
>it was the second). It has one with what a friend of mine said
>used a megshift 5th voice while it had a player piano on the screen.
>I also rememre several klaidascope effects. Can anyone help me out?

This is the "Awesome" Demo, which is on the Archive. One of my favorites!

>There was also a game in which you flew around in Santa's sleigh
>and delievered presents. Thanks.

Don't know that one.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3714. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 16:04:15 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2872tv$l5v@usenet.INS.CWRU.Edu>
Source record: 104775

In a previous article, mek@acs.bu.edu (Mark Kern) says:

> What is an ECI or PBI? What do they stand for and how can I tell if I
>have them or not? Thanks.

The PBI is the Parallel Bus Interface, which is found on the back of the
600XL and 800XL.

The ECI is the Enhanced Cartridge Interface, which is found on the back of
the 130XE and is software, but not physically, compatible with the PBI.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3715. Re: Classic Atari Cartridge List, v. 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 16:11:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE0szF.IMx@barclays.co.uk>
Source record: 104787

I'm pretty sure Thorn EMI Darts only ever came out as a tape, not a cart.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3716. EPROM burner

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 16:13:24 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CE0t2C.3sp@cs.vu.nl>
Source record: 104777

gumby@ace.com (Ricky) wrote he is developing an EPROM read/write package. I am eager to know more about it. Are you going to publish the diagrams and release the software for P.D. or are you going to sell it ? And if so, how much will it cost ? And what are its capabilities ?

- The Gatekeeper -

ipoorten@cs.vu.nl

3717. Re: Help me ID this demo

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 17:57:19 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <8PRJac2w165w@cyberden.sf.ca.us>
Source record: 104779

medaniel@news.delphi.com (MEDANIEL@DELPHI.COM) writes:

> It starts out with a song and a brownish background with piano
> hammer(s) that follow along with the song. It basically has different
> scenes with different songs. The second is of a rain drop. (I think
>
> There was also a game in which you flew around in Santa's sleigh
> and delievered presents. Thanks.

Well, the Demo was "The Awesome #1 Demo" released by a PD place. The demo was from Germany. And yeah, it's pretty neat. About 80k I think, diskcomm'd.

The game.. I remember the file name: "Deliver". It was pretty weird/neat.

"Statistics showed that today New Yorkers were spending all their money on doctors are car wheels. Let's face it, New Yorkers were sick and tired." - Mathnet

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3718. Re: PaperClip Help -- Thanks...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 18:49:33 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CE10Ao.AFL@cbnewsc.cb.att.com>
Source record: 104778

From article <01H3EOK8R3XS8WVYXP@vax.edinboro.edu>, by (Adam Conover):

> I just wanted to thank all the people that posted in response to my questions
> about PaperClip. Now I just wish I could find a (original) copy.....
>
> What I may end up doing is just using AW+ or TextPro to write the bulk of my
> text and then just take the text file to our campus computer center and use
> WordPerfect for the formatting and printing.

Didn't Broderbund also sell a version of Bank Street Writer for the Atari
8bit? I never actually saw a working version, but I saw it advertized in
magazines and in their catalog. I suppose it would be even harder to find
a copy of than PaperClip.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

Tuesday, August 29th -- The day the running stopped. -- "The Fugitive"

3719. 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 19:31:32 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep27.193132.31140@austin.onu.edu>
Source record: 104780

[No readable article body recovered]

3720. Re: 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 19:42:05 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Sep27.194205.147657@austin.onu.edu>
Source record: 104781

I just wanted to say thanks to everyone for helping me with my upgrade. Especially Jeff McWilliams and "Coz" Collins. I finally id'ed my upgrade as being the original Claus Buchholz upgrade presented in the Sept. '85 issue of BYTE. Now the repair process is underway to make it XE compatible. Thanks to everyone again.

Lance Murdock
Senior EE Student
Ohio Northern University

3721. Atari 2600 &7800 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 19:43:30 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <009732D5.83B1CEC0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104786
Cross-posted to: alt.games.video.classic,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Here is a list of Atari 2600 and 7800 items that I have for sale.
Everything is working (tested prior to posting).

I would like to sell to best (reasonable) offer withing a few days.
You can make offers on any nmber of items you are interested in (no need
to buy everything).

Please e-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU ot call (in case you
have no e-mail account) (804) 293-8973 (prefer e-mail, please).

Thanks!
****

Atari 2600 system and items for sale:

Atari 2600 complete unit- original style:
in excellent condition, with all cables, TV/GAME switch box, and
(if you need one) a 300 ohm-->75 ohm adapter (allows hooking to the cable-
ready connector (75 ohm) on newer TV's that do not have the 300 ohm antena
connectors found in older TV sets), and a 75 ohm-->300 ohm adapter (allows
a direct connection of cable to the "TV in" port on the switch box, as nowadays
vitrually nobody uses the 300 ohm antena cables that the switch box is built
for). (The above adapters can be readily purchased from TV shops and from
Radio Shack and electronics suppliers, I mention them just to let you know
that in case you need them, I can supply them...)

Atari 2600 unit- jr. style-
This is the newer model, which is MUCH smaller, and looks similar to the
7800 design. This is also a complete unit with all parts.

VID-TARI:
A black hard plastic protective hood that goes on top of the Atari 2600, with
a place to put the cartridges and manuals on the top of it; it also allows
joysticks and power supply cable to be connected, so the whole system can be
conveniently operated with it

Atari joysticks

Higher quality game joysticks (various types).

Atari paddles

Official Atari Log Book (like new)

A series of Atari catalogs from different dates.

A storage box for 24 cartridges (Atari 2600/5200/7800) or cassettes or even 8-track casettes if the need arises. Wooden base, smoked clear hard-plastic top, blue velvet-like inside.

CARTRIDGES-

GunSlinger/Target Shoot
Pele's Soccer
Joust
Raiders of the Lost Arc (Lucasfilm/Atari)
Space Jokey (Vidtec)
Strategy X (Konamy)
Chase
Jr. Pac Man
M.A.D. (US Games)
Name This Game (US Games)
Pac-Man
Berzerk
Boxing (Activision)
Home Run
Video Pinball
Astroblast
Outlaw
Star Wars- The Empire Strikes Back (Lucasfilm/Parker Brothers)
Super Challenge Baseball
Grand Prix
RealSports Volleyball
Donkey Kong
Fishing derby
Yar's Revenge
Breakout
Indy 500
Astroids
Activision Freeway
Skiing
Target Fun 27 TeleGames
Activision Kaboom!
Activision Kung-Fu Master
20th Century Fox Revenge of the Beefsteak Tomatoes
20th Century Fox M*A*S*H
Laser Blast (Activision)
Star Master (Activision
Apollo Final Approach
BurgerTime (Data East)
Astroblast (Mattel)
Space Attack (Mattel)
Football
Night Driver
Championship Soccer
SwordQuest-EarthWorld
Basketball
Midnight Magic (Borderbund/atari)

Video Olympics
Space Invaders
Adventures of Tron (Disney)
Circus Atari
Air-Sea Battle
Defender
Combat
Fast Food (Telesysy)

Book for sale-
Hirschfeld- How to Master the Video Games (30 most popular games, includes "Hottest Tips on Pac-Man")

Atari 7800 ProSystem and items for sale-

I have Atari 7800 main unit with one original Atari 7800 joystick, but I do not have the power supply for this unit (takes 9V DC @ 1 Amp.). It works well. (This might be useful for somebody who wants to replace a broken unit, or owners of 7800 systems who want a backup main unit/joystick, or for those who are willing to get the power supply cable on their own.

Atari 7800 cartridges-
Pole Position II
Super Huey
Xevious
Touchdown Football.

Also have the Atari 7800 color poster.

I also have a large number of Atari 2600 items (joysticks, many cartridges) that are fully compatible with the Atari 7800 ProSystem and run perfectly on it (see list above).
****

Please e-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU ot call (in case you have no e-mail account) (804) 293-8973 (prefer e-mail, please).

Thanks!

3722. Re: Peterson 320XE docs wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 20:44:56 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <287jc8$qrj@newscast.West.Sun.COM>
Source record: 104782

I have the Docs, but I have been laid off here and will not be able to access the net for much longer. Send Me a FAX number and I will get them to you.

3723. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 21:56:04 UTC
From: dragnet@crl.com
Message-ID: <287nhk$sd1@crl.crl.com>
Source record: 104785

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:

: The early 65XE's only had a cartridge port. Some 65XE's manufactured
: toward the end had an ECI connector. An addendum sheet was included
: in the manual mentioning the additional connection.

: Roger Cole

: P.S. Unfortunately, my 65XE is an earlier model.

That sucks!

Thanks for the correction, Roger.

Anyone with an ECI connector-equipped 65XE want to trade?

--dean

--
Dean Brunette, Dragon Technologies Ltd.
dragon@dragnet.com

3724. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 22:05:35 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <287o3f$7ug@dr-pepper.East.Sun.COM>
Source record: 104783

To add to Mike's explanation of Ultra Speed....

As I recall, the scew is only part of it. If it was just the scew, then you could ultra speed format your disks and use them in a plain 1050. As I recall, they read a track of data into memory in the drive, then the sector requests from the computer are pulled out of RAM on the drive (read ahead caching). Doing it this way allowed them to use a better scew on the disketts because the overhead of communicating with the Atari computer was removed.

This is all from memory, and I'd have to look, but I believe this was explained in the documentation that used to come with the US Doubler (guess I'm a proud owner....).

Hope this finishes off the explanation...

-- Curt

Curtis H. Wilbar Jr.
Sun Microsystems
curtis.wilbar@east.sun.com

3725. tThanx

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-27 23:27:28 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CE1D5s.K7x@freenet.carleton.ca>
Source record: 104784

I just want to thank the 10 or so people who emailed me about
the vendors list

THANKYOU!!!!!!!!!!!!!!!
--
Aon~~donai .... Email-~~~~~~~~
Email-ai187@freenet.carleton.ca
Mirror Mirror on the wall

3726. Re: Help me ID this demo

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 00:24:53 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <28808l$72g@charm.magnus.acs.ohio-state.edu>
Source record: 104788

In article <285i58$glf@news.delphi.com> medaniel@news.delphi.com (MEDANIEL@DELP
HI.COM) writes:
>
>There was also a game in which you flew around in Santa's sleigh
>and delievered presents. Thanks.
>

This Must be special delivery. If it had anything to do with catching packages
from good and bad angels while dodging clouds and lightening bolts, and dodging
flames in a chimney, then delivering the goodies and getting a key to leave.

Wow, I haven't played that game in ages, brings back many happy memories...

I guess I better look for an 8-bit for Christmas...

Michael Steve jr.
The sequel

These are my opinions, anyone else with my opinions is plagiarising...

3727. Re: Drive # switcher!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 02:02:34 UTC
From: gumby@ace.com
Message-ID: <305.UUL1.3#25274@ace.com>
Source record: 104789

I do drive swapping with an MIO, and yes i boot off of RAM

3728. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 02:02:37 UTC
From: gumby@ace.com
Message-ID: <306.UUL1.3#25274@ace.com>
Source record: 104791

I know nothing about Amigas, but i would imagine that it is possiable.
But you still will need a drive to boot the Atari anyways! Unless you
burn yourself some custom OS ROMS...

3729. Re: Remote fileserver for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 02:02:39 UTC
From: gumby@ace.com
Message-ID: <307.UUL1.3#25274@ace.com>
Source record: 104790

the voltage convertions from 5 volts to rs232c are handled by 2 ICs, one for each direction... they are 1488, and 1489s i believe....

The hardware is the easiest of problems i would say...The handlers required to operate the link effectivley would be the real time consuming challenge!

3730. FOR SALE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 04:57:38 UTC
From: z_tolmandb@ccsvax.sfasu.edu
Message-ID: <1993Sep27.225738.7245@ccsvax.sfasu.edu>
Source record: 104792

For sale:

Atari 800 computer with power supply
and LEFT CARTRIDGE (BASIC LANGUAGE) -> $25.00 <- (??make offer??)
Atari SF354 3.5 inch drive -> $25.00 <- (??make offer??)
Atari 1050 5.25 inch drive -> $20.00 <- (??make offer??)

All the above listed merchandise works, I just simply haven't got any use
for it... Any offers will be considered... You Pay Shipping!
replies to Z_TOLMANDB@CCSVAX.SFASU.EDU
Thanks!
Daniel TOlman

3731. Percom Drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 05:40:15 UTC
From: bookie@tatertot.com
Message-ID: <s0Nkac7w165w@tatertot.com>
Source record: 104793

I picked up a Percom Drive,model AT88-S1,at the flea market not to long
ago for a real cheap price.I have some questions.
1)What is the Density of this drive?
2)How do I change the drive number that it is? (it is currently drive
1,but I would like to make it drive 3.)
3)Would it be possible to change teh MECH and put a 3-1/2" in?

=-=-=-

3732. JVEIW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 11:35:32 UTC
From: animatsuri@genie.geis.com
Message-ID: <9309281135.AA08582@relay2.geis.com>
Source record: 104794

On 23 Sep 93 12:32:19 GMT
spool.mu.edu!uwm.edu!rpi!news.crd.ge.com!sunblossom!sunny60!potter@uunet.
uu.net (Jeff Potter) Sez:

>BTW: have people experienced flashing screens while decoding GIFs (in
>APACVIEW) from RAMdisk? Do their
>RAMdisks allow Antic banking? Is there
>a good way to detect/avoid this anomaly?

Sure, happens all the time. The way I get rid of the flashing is to turn the
screen before decoding. ;^)

BTW: Why didn't you ask us on GEnie? I could have told you the same thing
there too. =)

Wendell Hong
animatsuri@genie.geis.com
"Colrview Squash Pics 'R' us on the Atari 8bit RT on GEnie!"

3733. CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 12:54:02 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CE2EI3.66s@cs.vu.nl>
Source record: 104795

CC65 as cross-compiler

Recently I have downloaded the CC65 C-compiler from the atari.archive.umich.
edu archive. After installing it on my 800XL, the compile/assemble/link
process turned out to be very slow. I remembered reading
something about CC65 as a cross-compiler. Sadly, I can't get it to work
properly. I have already made several changes to the 'makefile' but it still
gives a lot of warnings. :-(

Does anyone know how to create this cross-compiler or is there anyone out
who has already managed to work with CC65 on a UNIX machine ???

Please response on this newsgroup or mail to :

ipoorten@cs.vu.nl

Thanx,
- The Gatekeeper -

3734. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 13:00:23 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.93Sep28130023@paris.utdallas.edu>
Source record: 104798

>>bunch of stuff on mydos on eprom deleted

> I am currently designing an EPROM programmer/reader... the hardware
> is allmost complete... The software will be another story, but i see no
> large obsticles...
> Ricky
> (gumby@ace.com)
About 10 years ago I designed an eprom programmer using three
joystick ports on the atari 400. The problem I had was generating
the time critical programming pulse. I used a software loop to generate
this pulse and this method was very unreliable. I haven't dealt with
eproms since then so the programming pulse may be a non-issue. Anyway
I thought I would pass this information on in case you or anyone else
was trying a similar thing.

Mike

3735. ST & PC Discussions

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 16:02:26 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9309280955.aa01696@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 104796

Gads! I go away for two weeks and when I come back, I get bombarded by
nothing by PC and ST emulation messages. What gives with this? When do we get
back on track and discuss nothing _BUT_ raw 8-bit items?

Disgruntled in Utah!

James King
aka
Kamaro Kid

AC Exhange Editor
Delphi 8bit database SysOp

3736. Demo Maker from DGS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 17:17:46 UTC
From: djg0@aber.ac.uk
Message-ID: <9309281715.AA08686@deca>
Source record: 104797

~
ANOTHER NEW PRODUCT FROM D.G.S.
==========

Well, we don't waste any time! When there are new products around we find them and publish them! Last time we linked with Rambit software, now we link with Richard Gore to bring you: DEMO MAKER.

Demo Maker is a piece of software to allow you to easily make flashy looking screens with multi-coloured scrolling text. Demo Maker contains everything required to produce the background picture and the text itself.

Basically, you start off with a blank disk, and then you copy a few things on to this disk from the Demo Maker master disk. Then on goes your picture file and text for scrolling along with the actual software to produce the demo. The text is in Antic mode 4 or 5, and so is huge.

In order for you to draw the background picture, a graphics program called Edit 7 has been included on the disk. This allows you to draw a picture in mode 7. Edit 7 has all the usual facilities that you would expect from a drawing program including line, circle, border, spray can, text, and so on. You use Edit 7 to produce the background picture for your demo screen.

You also get an editor where you type in your text for the scroll line. This program will also produce the special files used in your demo screen.

Included on the Demo Maker disk is a ready done demo for you to look at. You also get 2 music files to merge into your final demo screen to liven it up a little! You also get commented source code for all machine code routines used. Several font files are also included for Edit 7.

Demo Maker requires no specialist knowledge. You will just need a very basic knowledge of Basic and DOS 2.5.

Demo Maker is written in Turbo Basic. A copy of this is included on the disk. This means that Demo Maker will only run on XL/XE machines with 64K minimum. It comes on a DS/SD disk with a 12 page printed manual explaining everything you need to know in order to create your own demo screen.

Demo Maker is available direct from DGS in the UK. The price to the U.S is $10 including Air Mail shipping. U.K price is 3.99 (pounds). Price to EEC countries: 5pounds. U.S users pay in cash in US$. EEC pay in cash in UK pounds, or by IMO in UK pounds.

Get Demo Maker direct from:

DGS
62 THOMSON AVE

BALBY
DONCASTER
DN4 0NU
ENGALND

Dean Garraghty.
27 September 1993.

3737. EPROM Reader

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 18:45:10 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9309281237.aa02037@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 104799

Someone at ARGUS Computer Systems was mentioning the creation of an Eprom reader:

Why go through all the trouble of creating yet another 8-bit Atari based Eprom burner? Several already exist - and most (if not all) work via the joystick port. I just sold a ByteWriter. Contact BEST for the GANG Eprom burner..

Just a suggestion

James King
aka
Kamaro Kid

AC Exchange Editor
Delphi Atari 8bit database SysOp

3738. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 21:08:12 UTC
From: zds@netsys.com
Message-ID: <1993Sep28.210812.28161@netsys.com>
Source record: 104800

Curtis Wilbar (curtis@darkwing.East.Sun.COM) wrote:
: To add to Mike's explanation of Ultra Speed....

: As I recall, the scew is only part of it. If it was just the scew, then you could

Right. But don't confuse two concepts...
Sector Interleave is the pattern of sector follow within a track, which makes a
HUGE different in performance. 1:1 interleave is generally considered optimal,
which means all sectors of a track are read in one pass.
Sector skew is similar, but refers to the sector alignment between tracks.
A 1:1 interleave arrangement would be like this with no skew:

```
-------------------------------------------------------------------------
1| 2| 3| 4| 5| 6| 7| 8| 9|10|11|12|13|14|15|16|17
-------------------------------------------------------------------------
1| 2| 3| 4| 5| 6| 7| 8| 9|10|11|12|13|14|15|16|17
-------------------------------------------------------------------------
```

As you can see, after the head passes sector 17, track-to-track transfer
time would put the fastest drives past sector 1 of the next track, therefore
sequential reads would have to wait an extra revolution before reading where thedata
continues. At 275-290 rpm this may not seem bad but it adds up.
A much better skew for a fast 1:1 interleave drive would be 3...

```
------------------------------------------------------------------------- 1| 2| 3| 4|
5| 6| 7| 8| 9|10|11|12|13|14|15|16|17
...|13|14|15|16|17| 1| 2| 3| 4| 5| 6|...
-------------------------------------------------------------------------
```

(Apologies for the rendition... It's devilish hard to draw circular tracks
on a linear medium :)
With this scheme, the head-positioner will change tracks just in time to
read sector 1 of the next track on a sequencial read operation, thereby
speeding the drive up a little bit (though not nearly as much as interleave).

Daniel Hoff
Zoller Data Systems
zds@netsys.com

3739. Need atari-dos

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-28 21:10:01 UTC
From: dakota@dopey.cc.utexas.edu
Message-ID: <28a979$rnj@dopey.cc.utexas.edu>
Source record: 104801

I now have an atari 1200xl. I need a diskette with atari-dos (mydos ?).
I need someone to send me a copy or tell me how to ftp it to a unix
or dos box and then get it onto a diskette that the 1200xl can read.

thanks in advance

richard friedrich

3740. Re: CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 01:51:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <91845@cup.portal.com>
Source record: 104802

I built CC65 as a cross-compiler on a Sun SPARCstation 1 about four years ago. I didn't do much work with it, but I did enough to get it to work before we got rid of the SPARCstation. What kinds of problems are you experiencing?

One thing I noticed was that CC65 assumes a case-INsensitive environment such that it failed to operate properly "as shipped" when built on the case-SENSITIVE Sun system. I had to do some finagling to get the assembler to accept the output file of the compiler as I recall.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3741. Re: CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 01:51:41 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <91847@cup.portal.com>
Source record: 104803

Oh, and I think I remember John Dunning telling me one time that HE used
CC65 as a cross-compiler on his Atari ST.

Chris

3742. Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 02:00:27 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1993Sep29.020027.10337@ultb.isc.rit.edu>
Source record: 104804

Here's a simple question about color composite monitors:

Can I use a US 8-bit computer on my European friend's color composite monitor?

More specifically, is it true that color composite monitors do not use a "format" like NTSC or PAL?

```
//=====================================================================\\
|| Chris Freemesser, RIT CpET (( Visit Rochester, New York: ||
||"Where money is the #1 prioRITy" )) Home of Kodak, Xerox, Ragu, ||
|| Usenet: clf3678@ultb.rit.edu (( Bausch & Lomb, and the world's||
|| It's just me and my LC III )) largest pothole collection! ||
\\=====================================================================//
```

3743. Re: Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 06:12:43 UTC
From: bmarcum@news.delphi.com
Message-ID: <28b90r$arn@news.delphi.com>
Source record: 104705

clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:

>Here's a simple question about color composite monitors:

>Can I use a US 8-bit computer on my European friend's color composite
>monitor?

>More specifically, is it true that color composite monitors do not use a
>"format" like NTSC or PAL?

Afraid not. Composite monitors do use NTSC or PAL, depending on the
country. NTSC and PAL are different ways of encoding R,G,B, luminance and
sync into a single composite video signal. You might be able to get a
black-and-white image, and you'd have to adjust the vertical hold.

Bill Marcum bmarcum@delphi.com

3744. Black Box & Css

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 06:58:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <749317670.AA03275@tdkt.kksys.com>
Source record: 104717

Quoting from MIKE JEWISON to ALL

> Anyone who's been following my exploits in Atari Classics will realize by
> now that CSS is probably my favourite company still supporting the 8-bit
> machine. Let's see, in the last little while I've bought a Black Box,
> Floppy Board, US+ - I've still got my old "Impossible" for the 800 which
> I purchased many moons ago. And I'm think very seriously of purchasing
> their EPROM burner, as well.
>
> Sigh. If only I made money as easily as I spend it. At least it's going
> to a worthwhile cause.
>
>

I know what you mean! Just picked up a used XF551 myself which I
plan to upgrade with a 3.5" drive, but right now, just don't have the
money! Can't wait though...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "This tagline is umop apisdn" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3745. Re: CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 09:49:06 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CE40Lv.F8q@cs.vu.nl>
Source record: 104706

Well, let's tell what I have changed up to now and what problems still occur.

I have replaced the #asm .... #endasm sequences by /* #asm .... #endasm */ because both cc and gcc didn't excepted it.

Now I don't get errors but still a whole bunch of the same warnings. (illegal combination of pointer and integer, op =).

The changes in makefile are mostly changed back again. Most of them where due to my lack of knowledge about the system. e.q. it couldn't find gcrt0.o because $GNULIB wasn't defined. Now it is. But there is still one thing. The -lgnu switch for the linker. I don't know where to find the gnu-library, so I changed it into # -lgnu.

After this, if I type make, cc65.ttp and some other ttp files are created, but if I run it, it says Memory fault - core dumped.

Kevin Chase mailed me that he sucessfully set up a cc65 cross compiler. He told me that 32bit architectures want ints aligned on 4 byte boundaries. Probably that's what is wrong. But how do I fix it ?

- Ivo -

____
\ Ivo P. van Poorten - The Gatekeeper \
\-------------------------------------\
\ Internet ipoorten@cs.vu.nl \
\-------------------------------------\
\ Home Leenderbos 5 \
\ 1447 TR Purmerend \
\ Holland \
\ (0)2990 - 44836 \
_____________________________________\

3746. Re: Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 10:23:19 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1993Sep29.102319.19921@ericsson.se>
Source record: 104707

Don't forget also that Europe and the states work on different mains supply frequencies.
This will cause problems with the sync's, as the frame rate will be
different. Can get adaptors though, I believe.

Zargwog

3747. Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 12:44:54 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Sep29.124454.9772@apgea.army.mil>
Source record: 104708

I want an Atari track ball. Just got missle command for my atari 8 bit
computer and I just NEED the arcade feel.

Light gun for the 7800. Crossbow is a bitch with the joy stick..

If you have any of those for sale or trade, let me know!

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3748. Antic binders for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 13:07:01 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Sep29.130701.12482@newshub.ists.ca>
Source record: 104709

I've got a couple of empty binders for Antic magazine which I'd like to unload. These are the ones sold by Jesse Jones Corp. in PA (check old issues of Antic for their ad) for US$10 ea. They do not have any of the rods for holding the magazines in place (I know you can order these from Jesse Jones), so I'm willing to let them go for just the postage.

If you're interested in them let me know.

- Mike Jewison
"The Fitting ROom"
Atari Classics

mjewison@nereid.sal.ists.ca

3749. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 14:16:53 UTC
From: bbs@neb
Message-ID: <CE4D06.Bxu@neb>
Source record: 104713

The ATR8000 plugs into a standard SIO port. From there, you can install virtually any size/density drive by attaching it via a standard 34pin ribbon cable on the rear of the unit.

You also have ports for the Rs232 (modem) and a printer.

I just gave a friend here in town my ATR (after his hard disk and controller died).

They are very handy for high density uses.

Somewhat slow, but at least functional!

James King
aka
Kamaro Kid
AC Exchange Editor
Delphi Atari 8bit SysOp

Posted by BBS User: James King
Mail: bbs!james.king@neb
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

3750. MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 16:59:28 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9309291635.AA21057@smithkline.com>
Source record: 104710

Sorry to bring up old business here. Things at AC have kept my nose to the grindstone, I'm just now catching up on old Digests.

This is an update for Mike Clemmons & others who may have wondered how I fared in my attempt to bring TurboFile back to the market. (Note: I was only interested in TurboFile, not TurboBase. I believe TurboBase incorporated TurboFile, it was a much more comprehensive business program.)

I'm sorry to say the negotiations have been broken off. I found the man just too frustrating to deal with. I sent him two well-drawn contracts. The first one was instantly trashed because the man failed to inform me he was using an assumed name (!). After several hours of long-distance phone calls to Florida, plus all the time I spent drawing up contracts which MicroMiser turned into chopped liver, I gave up. I put a good 20 hours into the thing, the initiative of communication was all on my side, & it was sucking too much time away from my responsibilities to the magazine.

To his credit, MicroMiser did actually sign my 2nd contract, but not before scribbling all over it (5 pages worth) & adding a page of additional clauses we didn't discuss on the phone & which I felt were absurd. He pretty much did the same thing to my first contract, the frustration was too much.

MicroMiser also claimed that, of their 3 products (TurboFile, TurboWord, & TurboBase) the TurboFile code was the "cleanest" of the lot. Baloney. It's spaghetti. And not commented. And the program has bugs which I've discovered the hard way.

Just keeping AC alive is sucking every resource I can muster, I have nothing left over to give. It will have to devolve upon others to rescue products for our market. I extended myself beyond my limits & learned a hard lesson. I won't try anything like this again.

Most regrettable.

- BEN POEHLAND
Managing Editor
ATARI CLASSICS Magazine

****

3751. Re: Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 18:08:39 UTC
From: jim@skipjack
Message-ID: <1993Sep29.180839.24090@jpl-devvax.jpl.nasa.gov>
Source record: 104711

In article <1993Sep29.124454.9772@apgea.army.mil> rcmerrit@apgea.army.mil
(Robert C. Merritt <rcmerrit>) writes:
>I want an Atari track ball. Just got missle command for my atari 8 bit
>computer and I just NEED the arcade feel.
>
Yes, you definitely want the trackball for Missile Command. It will
double your score. Sorry, mine is not for sale.

3752. Re: PaperClip Help -- Thanks...

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 18:35:31 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wTiNac3w165w@cyberden.sf.ca.us>
Source record: 104714

kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:

> Didn't Broderbund also sell a version of Bank Street Writer for the Atari
> 8bit? I never actually saw a working version, but I saw it advertized in
> magazines and in their catalog. I suppose it would be even harder to find
> a copy of than PaperClip.
>
> Kit Kimes
> AT&T Resource Link (under contract to NCR)
> Naperville, IL
> ...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)
>
> Tuesday, August 29th -- The day the running stopped. -- "The Fugitive"

I have Bank Street Writer! :)

It sucks! Hehe.. it was the best I had for quite a while.

Before that it was BASIC screen editing with a dump -> P:rinter feature.

:) haha

"Statistics showed that today New Yorkers were spending all their money
on doctors are car wheels. Let's face it, New Yorkers were sick and
tired." - Mathnet

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3753. MYDOS DISKS TO BE MAILED!

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 18:39:07 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <wZiNac4w165w@cyberden.sf.ca.us>
Source record: 104715

Ok... How's this... I've had at least three people request copies of
MyDOS for use on their "drived but diskless" Atari systems. (ie they
have a drive, but nothing to boot it with!)

I'm willing to send out one disk which will include MyDOS, it's DOCs, and
some other stuff and their DOCs (what exactly will end up being what
everyone really wants right off... it's all PD and easily gotten).

What I'll do is this:

I'll send the disk to Mr.X
Mr.X boots up the disk and makes a copy for himself.
Mr.X will send the disk to Mr.Y
Mr.Y boots up the disk and makes a copy for himself.
Mr.Y will send the disk to Mr.Z
Mr.Z boots up the disk and makes a copy for himself.
Mr.Z, in fairness, will mail the disk back to me.. so he spends the same
amount as the rest of us (postage + 1 disk), instead of just the
price of one disk.

Also, this will enable me to send it out on another journey.. The
problems are:

the more journeys, the more postage >I< pay :)

the fact that the post office isn't always kind to Atari disks ;)

But other than that, I think this may work out.

So... to ALL THOSE WHO HAVE MAILED ME BEFORE AND ALL THOSE WHO
DON'T HAVE A BOOT DISK FOR THEIR SYSTEM (or access to a
place with MyDOS and good utilities) E-MAIL ME NOW WITH
YOUR POSTAL ADDRESS!

:)

I'll then perhaps mail it out alphabetically..? Or first come, first
served (hopefully I can remember who mailed me first about this in the
FIRST place! ;))....?

Also, please tell me what all you'd like to see on the disk.

The base of it will be: DOS.SYS, DUP.SYS (MyDOS boot files),
VTOCFIX.COM (and any other utils that came with MyDOS), MYDOS.DOC,
TECH.DOC (the MyDOS documents. My TECH.DOC is killed though.. sorry.),
and possibly things like TurboBASIC XL, Bob Puff's Super ARC and unARC
2.4 programs, DiksCommunicator 3.2, etc.....

WRITE ME! :)

"Statistics showed that today New Yorkers were spending all their money on doctors are car wheels. Let's face it, New Yorkers were sick and tired." - Mathnet

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3754. Re: Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 18:51:41 UTC
From: popp@fledge.West.Sun.COM
Message-ID: <28clft$1na@newscast.West.Sun.COM>
Source record: 104712

Call Best Electronics (408) 243-695o

3755. EPROM Reader

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-29 23:33:58 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <28d616$1t4@news.cs.tulane.edu>
Source record: 104716

Quoting Jking%smtpgate@uxscosv1.a From a Message Dated: 09-28-93

ja>Why go through all the trouble of creating yet another 8-bit Atari based
ja>Eprom burner? Several already exist - and most (if not all) work via the
ja>joystick port. I just sold a ByteWriter. Contact BEST for the GANG Eprom
ja>burner..

You know, I'd thought of saying much the same thing but I figured,
what the he**... I've got the E-Burner from CSS, don't think there is
much out there that can really beat it. Works from the cart port and has
been able to handel everything I've wanted it to do. Now all I got to
do is learn how to do bank selected programs like the utilities found
in SDX...

Mike Todd
snyder10@convex1.tcs.tulane.edu GEnie = s.snyder10
bz284@cleveland.freenet.edu CIS =

* DeLuxe2/386 1.25 #771sa * Atari Archive Project Louisiana

3756. ROM Magazines for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 01:55:17 UTC
From: a9355@mindlink.bc.ca
Message-ID: <29817@mindlink.bc.ca>
Source record: 104718

```
The Rom Magazine Collector's Series
Canada's first Atari only Magazine (1983-1985)

- the series includes:

* numerous technical articles about Atari 8-bit systems
* reviews of many original 8-bit products
* interviews with may early 8-bit Software developers

PRICES: (all prices in U.S. dollars)
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2 8.00 7 6.50
3 8.00 8 7.00
4 5.50 9 9.25
5 5.50 10 5.50

- plus $3.00 mailing and handling
- money order or certified cheque please

Send To: ROM
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions to a9355@Mindlink.bc.ca
```

3757. MAJOR PROBLEMS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 10:19:26 UTC
From: djg0@aber.ac.uk
Message-ID: <9309301019.AA07133@deca>
Source record: 104719

It looks like I may not have e-mail anymore after today. The site I use is banning all accounts that are not registered - like mine! I can't do anything about this, other than to try again and
get an account on Freenet - it failed last time -- I didn't get the thing to sign.

Sorry about all this.

Dean Garraghty.

3758. Atari 800 package wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 12:58:40 UTC
From: rr@sherwood.digital.ufl.edu
Message-ID: <28el60$i8e@bigguy.eng.ufl.edu>
Source record: 104720

I'm interested in an Atari 800 package, with a 5.25" floppy drive,
and as many games in disk or cartridge for that is available.
If you have just one part of this package, please go ahead and
mail me your info. Anyone interested in parting with this stuff
please email me at rr@eng.ufl.edu. Thanks!

-Robbie

rr@eng.ufl.edu

3759. Re: Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 14:28:52 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <28eqf4$4mu@usenet.INS.CWRU.Edu>
Source record: 104721

In a previous article, jim@skipjack (James Brown 525-3610 6-6055) says:

>Yes, you definitely want the trackball for Missile Command. It will
>double your score. Sorry, mine is not for sale.

I don't know, I managed to roll it over using a joystick. :)

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3760. E-mail addresses wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 15:00:29 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <28esad$887@usenet.INS.CWRU.Edu>
Source record: 104722
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.misc

I'm looking for any e-mail addresses of companies that have formerly
produced software for the 8-bit Atari computers. Examples include:

Atari Corp.
Electronic Arts
Broderbund
Sierra On-Line
Accolade

Hopefully there are many more possibilities than these. E-mail me!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3761. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 15:43:15 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <28euqj$j3f@dr-pepper.East.Sun.COM>
Source record: 104723

In regards to Daniel's addition to my follup posting...

Yes, I had reversed the two words in my head... I was intending interleav,
and said scew. Both each have their effect.

I know that 1:1 is optimal, but not possible with standard drives. I do not know
what the optimal value is for Ultra-speed drives, but I'm sure they use a different
interleave and scew to obtain their performance, and I do believe they use read
ahead and a RAM cache on the drive.

Thanks Dan,

-- Curt

Curtis H. Wilbar Jr.
SunService
curtis.wilbar@east.sun.com

3762. Re: E-mail addresses wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 15:44:39 UTC
From: woodcock@bnr.ca
Message-ID: <28eut7$anh@crchh327.bnr.ca>
Source record: 104724
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.misc

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

> I'm looking for any e-mail addresses of companies that have formerly
> produced software for the 8-bit Atari computers. Examples include:

Well, you may be able to use the following service (I glommed this
post from another newsgroup but have tried made a query on myself and
can vouch that it works in a *BIG* way):

From crchh327.bnr.ca!corpgate!news.utdallas.edu!wupost!csus.edu!netcom.com!tnoel.slip.netc
om.com!user Wed Sep 29 10:24:47 1993
Newsgroups: misc.forsale.computers.mac
Path: crchh327.bnr.ca!corpgate!news.utdallas.edu!wupost!csus.edu!netcom.com!tnoel.slip.net
com.com!user
From: tnoel@netcom.com (Thomas W. Noel, M.D.)
Subject: Re: Ripped Off by Todd Puch of Chicago**********
Message-ID: <tnoel-270993215041@tnoel.slip.netcom.com>
Followup-To: misc.forsale.computers.mac,misc.forsale.computers.other
Sender: netnews@netcom.com (USENET Administration)
Organization: CASE Medical Group, Inc
References: <27t4rn$65k@clarknet.clark.net>
Date: Tue, 28 Sep 1993 05:07:49 GMT
Lines: 40

In article <27t4rn$65k@clarknet.clark.net>, jmeacham@clarknet.clark.net
(James D. Meacham) wrote:

>
> Hello fellow net browsers,
>
> I didn't wat to think it was true, but today I got my bank statement
> confirming that I was indeed ripped off by Todd Puch of Chicago. I sent
> him a check in early August for a Hewlet Packard laptop, which was never
> sent, nor has he tried to get in touch with me by email. His phone is
> disconnected, and his regular mail has not been answere either. I've lost
> his e-mail address, so I was hoping that some you you might be able to
> help out. My questions are three:
>
> 1) Is there an archive of the misc.forsale.computers.* heirarchy that I I
> could access to fing his e-mail address, so as to put some pressure on
> that way?
>
To quote from the new book by Michael Fraase "If the person you are trying
to locate has ever posted a message to any of the USENET newsgroups, you
may be able to locate him or her by using a specialized mail server at the

MIT. The MIT server constantly monitors incoming USENET postings and
extracts each poster's name and e-mail address.

To use the service:
1. Send an e-mail message consisting ONLY of the single line:

send usenet-addresses/NAME
where NAME is the name of the person you are trying to locate.

2. Address the e-mail message to mail-server@pit-manager.mit.edu

3. Send the message. You will soon receive a reply listing past USENET
posting addresses

Hope this is some help, and that knowledge of this service will make
dirtbags think twice before rip-offs.

TWN
--
THANX...Gregg day 214.684.7380 night 214.495.5280 TEXAS NOT CANADA!
woodcock@bnr.ca woodcock@sdf.lonestar.org bn202@cleveland.freenet.edu
CLASSIC VIDEOGAME COLLECTOR BUY/SELL/TRADE PRE-NINTENDO (ARCADE/HOME)
"If you quote me on this I'll have to deny it; I won't remember because
I have such a bad memory. Not only that, but my memory is *terrible*."

3763. Re: E-mail addresses wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 19:36:50 UTC
From: ant@palm21.cray.com
Message-ID: <1993Sep30.143650.27029@hemlock.cray.com>
Source record: 104726
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.misc

Michael Current (aa700@cleveland.Freenet.Edu) wrote:
:
: I'm looking for any e-mail addresses of companies that have formerly
: produced software for the 8-bit Atari computers. Examples include:
:
: Atari Corp.
: Electronic Arts
: Broderbund
: Sierra On-Line
: Accolade

Mail these days is handled via MX records in the name server.
If the companies have any form of internet address (rather than x.uucp, or
a bang address), then they will be on file with a NIC.
For a site on the US Internet network (note: not the same as The Internet)
contact the Internet Network Information Center.

% telnet internic.net

I went into wais, and with 0 effort got the information at the end of this
posting.

If you are not on the US internet, the easiest way to find the address
for your NIC (or somewhere to start your search) is to look up the Start of
Authority record for the domain you think they are in.

If you wanted the email address for a company in the United Kingdom, you
might try.

```
% nslookup
> set type=soa
> uk.
Non-authoritative answer:
uk origin = ns1.cs.ucl.ac.uk
mail addr = liaison.ess.cs.ucl.ac.uk
serial=930929, refresh=14400, retry=1800, expire=3600000, min=360000
```

If there is no anonymous telney service, then sending mail to
'liaison@ess.cs.ucl.ac.uk' in this case might get you what you want.

tony

BRODERBUND SOFTWARE (BRODER-DOM)
500 REDWOOD BLVD
NOVATO, CA 94948

Domain Name: BRODER.COM

Administrative Contact:
Leeds, Matthew (ML175) M.LEEDS@BRODER.COM
(415) 382-4400
Technical Contact, Zone Contact:
Fardella, Tony (TF105) T.FARDELLA@BRODER.COM
(415) 382-4400

Record last updated on 08-Dec-92.

Domain servers in listed order:

ROGER.PIXAR.COM 138.72.30.28
PIXAR.PIXAR.COM 138.72.10.20

Electronic Arts (EA2-DOM)
1450 Fashion Island Blvd
San Mateo, CA 94404

Domain Name: EA.COM

Administrative Contact:
Schoffstall, Martin L. (MS9) SCHOFF@PSI.COM
(703) 620-6651
Technical Contact, Zone Contact:
Network Information and Support Center (PSI-NISC) hostinfo@psi.com
(518) 283-8860

Record last updated on 14-Apr-93.

Domain servers in listed order:

GATEKEEPER.EA.COM 159.153.88.2
NS2.PSI.NET 192.35.82.2

--
Tony Jones (ant@cray.com, ..!uunet!cray!ant)
CMCS Codegeneration Group, Software Division
Cray Research Inc, 655F Lone Oak Drive, Eagan, MN 55121

3764. Re: JVEIW, and why APAC works

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 21:01:08 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <L9JPac4w165w@cyberden.sf.ca.us>
Source record: 104727

animatsuri@genie.geis.com writes:

> Wendell Hong
> animatsuri@genie.geis.com
> "Colrview Squash Pics 'R' us on the Atari 8bit RT on GEnie!"

HEY! Why aren't there any .RGB's on good ol' Atari.Archive at U.Mich.!?

I WANT PIX! NOW! :)

- Shut up! We're missing the video! And it doesnt even su<k!
>>> anyone@cyberden.sf.ca.us <<<

3765. Re: UltraSpeed was Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1993-09-30 21:25:14 UTC
From: zds@netsys.com
Message-ID: <1993Sep30.212514.15438@netsys.com>
Source record: 104725

Curtis Wilbar (curtis@darkwing.East.Sun.COM) wrote:
: In regards to Daniel's addition to my follup posting...

: Yes, I had reversed the two words in my head... I was intending interleav,
: and said scew. Both each have their effect.

: I know that 1:1 is optimal, but not possible with standard drives. I do not know
: what the optimal value is for Ultra-speed drives, but I'm sure they use a different
: interleave and scew to obtain their performance, and I do believe they use read
: ahead and a RAM cache on the drive.

: Thanks Dan,

Right. I believe one of the reasons for replacing the drive controller on
the 810 and 1050 is that they can't meet the timing requirements for reading
at 1:1 interleave and short-skew timing... Although, all of the high-density
drives (1.2Mb, 1.44Mb and 2.88Mb) only read/write at 1:1.

Yeah, I think the combination of improvements really 'feed' one another...
1:1 int. capability makes caching more efficient, cacheing makes sector access
more efficient, etc. I just wonder what the difference is between the
US DOubler Drives and the Happy 1050 drives (I have a Happy 1050)?

Daniel Hoff
Zoller Data Systems
zds@netsys.com

3766. Re: CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 01:44:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <92024@cup.portal.com>
Source record: 104728

Ivo P. van Poorten (ipoorten@cs.vu.nl) writes:

>Well, let's tell what I have changed up to now and what problems still
>occur.

I hope this wasn't directed specifically to ME just because I responded to your previous posting! It's been YEARS since I fooled with building CC65 as a cross-compiler, and it took MONTHS even then, with John Dunning holding my hand all the way. I knew/know just enough Unix to get into trouble, likewise just enough C -- and NO GNU whatsoever.

>I have replaced the #asm .... #endasm sequences by /* #asm .... #endasm */
>because both cc and gcc didn't excepted it.

Offhand, I'd say the "#asm ... #endasm" sequences were probably there for a reason, and that commenting them out might in itself be responsible for misbehavior in the end product. But I don't know that for sure. As it's been such a long time, tell me: what kind of ML appears BETWEEN "#asm" and "#endasm"? 6502? Or whatever the ST uses? You DO realize that CC65 is intended to generate 6502 code as output, right?

>Now I don't get errors but still a whole bunch of the same warnings.
>(illegal combination of pointer and integer, op =).

I vaguely recall some of these. If they're just WARNings, you can probably ignore them. Use'ta be in the early days of C, there was little or no type-checking, and you could blithely assign any "type" of pointer to any "type" of variable. Today's compilers allow that too but flag it as a warning that "the types don't match." Personally I find that a little annoying, but then, I come from a long stretch of assembly programming and don't like "data typing" to begin with. :-)

>The changes in makefile are mostly changed back again. Most of them where
>due to my lack of knowledge about the system. e.q. it couldn't find
>gcrt0.o because $GNULIB wasn't defined. Now it is. But there is still one
>thing. The -lgnu switch for the linker. I don't know where to find the
>gnu-library, so I changed it into # -lgnu.

I have no idea. Try reading the man pages for your compiler. Usually the "-lsomename" compiler switch causes the compiler to strip off the "-l" portion, tack an extension such as ".a" onto the "somename" portion, and look for "somename.a" in a predefined system directory -- maybe /lib or /usr/lib. I'd use the Unix "find" command to search for "-name *.a". Don't forget "-print" on the find command.

>After this, if I type make, cc65.ttp and some other ttp files are
>created, but if I run it, it says Memory fault - core dumped.

Sounds like you're on the right track, but without that Gnu lib I'd say
your system either doesn't have Gnu installed on it, or that your system's
Gnu C configuration doesn't match what CC65's makefile expects.

>Kevin Chase mailed me that he sucessfully set up a cc65 cross compiler.
>He told me that 32bit architectures want ints aligned on 4 byte
>boundaries. Probably that's what is wrong. But how do I fix it ?

That ought to happen automatically, I would think. If not, perhaps your
C compiler supports #pragmas or language extensions to force data alignment.
Gotta find manuals somewhere.

>- Ivo -

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3767. St & Pc Discussions

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 05:21:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <749492292.AA03990@tdkt.kksys.com>
Source record: 104734

Quoting from JKING to ALL

> Gads! I go away for two weeks and when I come back, I get bombarded by
> nothing by PC and ST emulation messages. What gives with this? When do we get
> back on track and discuss nothing _BUT_ raw 8-bit items?
>
> Disgruntled in Utah!
>
> James King
> aka
> Kamaro Kid
>
> AC Exhange Editor
> Delphi 8bit database SysOp

Hey, welcome to the wonderful world of cross-posting...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "To gain extra time on the BBS, press <ALT-H> now:" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3768. EPROM Reader

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 07:00:32 UTC
From: gumby@ace.com
Message-ID: <391.UUL1.3#25274@ace.com>
Source record: 104729

M{>Quoting Jkingo`#># |(GDr);mtpgate@uxscosv1.a From a Message Dated: 09-28-93

M{>ja>Why go through all the trouble of creating yet another 8-bit Atari based
M{>ja>Eprom burner? Several already exist - and most (if not all) work via the
M{>ja>joystick port. I just sold a ByteWriter. Contact BEST for the GANG Eprom
M{>ja>burner..

M{>You know, I'd thought of saying much the same thing but I figured,
M{>what the he**... I've got the E-Burner from CSS, don't think there is
M{>much out there that can really beat it. Works from the cart port and has
M{>been able to handel everything I've wanted it to do. Now all I got to
M{>do is learn how to do bank selected programs like the utilities found
M{>in SDX...

M{>Mike Todd
M{>snyder10@convex1.tcs.tulane.edu GEnie = s.snyder10
M{>bz284@cleveland.freenet.edu CIS =

M{> * DeLuxe2/386 1.25 #771sa * Atari Archive Project Louisiana
M{>

The biggest reason is cost! I can build one myself for around $30,
as opposed to $100 and up...
(gumby@ace.com)

3769. General questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 07:00:54 UTC
From: markh@kirk.inmos.co.uk
Message-ID: <1993Oct1.070054.25394@inmos.co.uk>
Source record: 104730

Well, this is my second attempt at this post - the first disappeared without a trace!

If any of this is in the FAQ, then could someone please post it!

1) Does anyone still sell hard disks/interfaces for the 8 bits, if so who, and how much?

2) Is there a combined hardware/software solution to reading/writing IBM format disks on the 8 bit (5.25" and 3.5")

3) What other archives are there than atari.archive.umich.edu ?

4) Has anyone built a composite video -> rgb convertor?

5) Has anyone added a real time clock to their 8 bit?

Thanx,

Mark.

3770. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 16:18:52 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H3LGJM17EQ8Y58EA@carleton.edu>
Source record: 104731

```
Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 31-Aug-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)
Hence no automatic archiving of this FAQ List occurs, though there's usually
a fairly recent copy on the Atari Archive (see below) as the file
8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx, "Jaguar")
```

rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
atari.archive.umich.edu is an Internet site which contains many files for the 8-bit Atari computers. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu. The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the one nearest you first)

a) FTP to atari.archive.umich.edu (141.211.165.41) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]

```
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your Gopher server
doesn't provide a path to atari.archive.umich.edu, try the command:
gopher gopher.ius.itd.umich.edu

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
```

and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.1)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and it
is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Free-Net via modem at (216) 368-3888. Those persons
with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for accounts
are handled online. Once logged-in, type "go atari" to reach the Atari SIG.
Those who add their names to the Atari SIG user directories are automatically
members of the official Atari user group CAIN - Central Atari Information
Network. Send correspondence and press releases to xx004@po.cwru.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)

Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

STAK Atari
Revista STAK
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

Swiat Atari
Poland

Tajemnice Atari
Poland

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-W-6457 Maintal
Germany
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT
L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Excel
Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde

Scotland KA11 1HZ
L2.50/1 disk
L15.00/6 disks
overseas shipping extra

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60 (or, Puttershoeksestraat 63a - which is right?)
3114 RK Schiedam (or, 3114 PK Schiedam - " ?)
Holland
fl10.00/disk

News-Disk
Dean Garraghty
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
L4.00/4 disks
(all issues also available on the Atari Archive)
djg0@aber.ac.uk

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
Tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)

User Mag

What product developers or vendors support the 8-bit Atari?
See the companion frequently posted text file, "All Known World-Wide 8-Bit Atari Vendors and Developers" for complete information. This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS

800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????, a U.K. variety...
65XE/800XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari user group?
Where is my nearest 8-bit Atari BBS?
Lawrence Estep at Atari Classics magazine maintains lists of 8-bit Atari
BBSs and 8-bit Atari user groups, each of which is too long to include here.
Contact him at 71450.1050@compuserve.com.

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12

1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE only):
A B C D E F H

1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1

5 4

2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6

3 1

5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5

6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(needs to be added)

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1

15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

[Pinouts for the XEP80 printer port should be added.]

End of FAQ List.

3771. Re: CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 17:03:14 UTC
From: chase@electron.rutgers.edu
Message-ID: <Oct.1.13.03.13.1993.18673@electron.rutgers.edu>
Source record: 104733

Chris_F_Chiesa@cup.portal.com writes:

>Ivo P. van Poorten (ipoorten@cs.vu.nl) writes:

>Offhand, I'd say the "#asm ... #endasm" sequences were probably there
>for a reason, and that commenting them out might in itself be responsible
>for misbehavior in the end product. But I don't know that for sure. As it's
>been such a long time, tell me: what kind of ML appears BETWEEN "#asm" and
>"#endasm"? 6502? Or whatever the ST uses? You DO realize that CC65 is
>intended to generate 6502 code as output, right?

Kill all the #asm stuff. Although there inclusion is nice for those
who want to build C code with embedded asm statements, it just
wrecks a lot of other C compilers. This code should be in separate
files and included at the as stage, not at the cc stage.

>>Now I don't get errors but still a whole bunch of the same warnings.
>>(illegal combination of pointer and integer, op =).

cc65 often treats char * and int as the same beast. These warnings
should not present problems on most computers. Some will be killed
by this, however.

>>The changes in makefile are mostly changed back again. Most of them where
>>due to my lack of knowledge about the system. e.q. it couldn't find
>>gcrt0.o because $GNULIB wasn't defined. Now it is. But there is still one
>>thing. The -lgnu switch for the linker. I don't know where to find the
>>gnu-library, so I changed it into # -lgnu.

Most compilers don't need this. This is an Atari ST specific thing.

>>Kevin Chase mailed me that he sucessfully set up a cc65 cross compiler.
>>He told me that 32bit architectures want ints aligned on 4 byte
>>boundaries. Probably that's what is wrong. But how do I fix it ?

>That ought to happen automatically, I would think. If not, perhaps your
>C compiler supports #pragmas or language extensions to force data alignment.
>Gotta find manuals somewhere.

Not necessarily. One problem with cc65 was that it used
its own malloc() to set up space for various structures. The routines
assumed a 68000 style architecture, with everything aligned on even
boundaries. My Sparcstation crashed big time on this, but was easy to
diagnose. Here is my patch

```
in Gmalloc()
- nbytes = (nbytes + sizeof(int) - 1) & (~(sizeof(int) - 1));
+ nbytes += sizeof(char *) - (nbytes & (sizeof(char *) - 1));
```

```
and in addmac()
- gsptr += (((long) gsptr) & 0x1);
+ gsptr += sizeof(char *) - ((long)gsptr & (sizeof(char *) - 1));
```

>>- Ivo -

>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com


```
--
||| ! Atari 800/130XE ! Kevin Chase ! Game of the week
||| ! 2600/7800/NES ! chase@physics.rutgers.edu ! Gauntlet II
/ | \ ! Genesis/MacSE30 ! Classic Game Collector ! -=-=-=-=-=-=-=-=-
```

3772. A few days grace?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 17:11:19 UTC
From: djg0@aber.ac.uk
Message-ID: <9310011711.AA19788@deca>
Source record: 104732

It looks like I have a few days more of email access - they haven't closed
my account u yet.

I have a quick e question:

I've just got a new Panasonic KX-P1123 printer which I have connected to an
850. BUT, it refuses to print anything when used with AtariWriter (or +). I
can get it working with Textpro, Basic, Daisy 3, DOS, and various graphics
programs but not A/W! Can anyone help?
Is it the 850 that is the bad a part of this set-up?

If you can get email to me by Monday then we should be OK.

Dean Garraghty
djg0@aber.ac.uk

3773. SUBSCRIBE me to the Info-Atari8 Digest please.

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 18:37:49 UTC
From: rmartin@zk3.dec.com
Message-ID: <9310011838.AA15974@krisis.zk3.dec.com>
Source record: 104735

```
Here is some body text so that mail-to-news will not barf.

thanks,

Rich Martin
```

3774. Re: E-mail addresses wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 20:11:56 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CE8Is2.Ko5@cbnewsc.cb.att.com>
Source record: 104737

From article <28esad$887@usenet.INS.CWRU.Edu>, by (Michael Current):
>
> I'm looking for any e-mail addresses of companies that have formerly
> produced software for the 8-bit Atari computers. Examples include:
>
> Atari Corp.
> Electronic Arts
> Broderbund
> Sierra On-Line 76004.2143@compuserve.com
> Accolade

Most major software companies can be reached via the link to Compuserve.
I have added the ones I know above and additions below:

Lucas Arts 75300.454@compuserve.com
Origin 76004.2612@compuserve.com
Activision 76004.2122@compuserve.com

As pointed out in an earlier post some also have direct internet
connections.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com) or (Kit.Kimes@NapervilleIL.NCR.COM)

Tuesday, August 29th -- The day the running stopped. -- "The Fugitive"

3775. EPROM Reader

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 21:17:52 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <28i6q0$hn4@news.cs.tulane.edu>
Source record: 104736

gg> The biggest reason is cost! I can build one myself for around $30,
gg> as opposed to $100 and up...

By the time I figure out how to build a burner, program the software and actually build the thing, the $100 was more than worth it. Still, I've never said you shouldn't do it...what I did say was I'd thought about saying it. Non the less, I do wish you the best of luck, if you can produce your burner for a reasonable cost, you'll likely find a number of people knocking a your door.

Mike
--- MegaMail 2.10 #1430

3776. Re: MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-01 22:36:16 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <6aJRac1w165w@cyberden.sf.ca.us>
Source record: 104738

poehland%phvax.dnet@smithkline.com writes:

> left over to give. It will have to devolve upon others to rescue products fo
> our market. I extended myself beyond my limits & learned a hard lesson. I
> won't try anything like this again.
>
> Most regrettable.
>
> - BEN POEHLAND
> Managing Editor
> ATARI CLASSICS Magazine

Hey... you gave it an ex<ellent try, it sounds like... you took a good
initiative, and if the guy wasnt su<h a dolt (he sounds like it!),
you'd've done something that I havent yet heard happen to the 8bi atari -
bring ba<k an old title from the dead! :)

Soo.. has it been done before?

Anyways... it stinks that you didnt have enough time, but I'm sure
someone (DONT LOOK AT ME! ;)) would have the time to get some software
out of the @losets of sin<e-IBM'd @ompanies and ba<k into produ<tion...

-babble...sorry :)

"Well, you should stop sleeping with bowling balls on your chest."
"Yeah, but you know... ever since that accident...."

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3777. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 04:35:56 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <28j0fc$cin@terminator.rs.itd.umich.edu>
Source record: 104739
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 464 Sep 28 23:22 ./8bit/Demos/top9308.txt
-rw-r--r-- lenn 119990 Sep 28 23:22 ./8bit/Demos/top9308a.dcm
-rw-r--r-- lenn 95376 Sep 28 23:22 ./8bit/Demos/top9308b.dcm
-rw-r--r-- lenn 639 Sep 28 23:23 ./8bit/ass130.txt
-rw-r--r-- lenn 84410 Sep 28 23:23 ./8bit/ass130a.dcm
-rw-r--r-- lenn 86348 Sep 28 23:23 ./8bit/ass130b.dcm
-rw-r--r-- lenn 40587 Sep 28 23:27 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3778. Disk booting

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 07:33:33 UTC
From: ScottM@cup.portal.com
Message-ID: <92141@cup.portal.com>
Source record: 104741

Could someone explain (in as much depth as possible) the boot process for an Atari disk? Things like the format of the boot sector(s) and how DOS is loaded. Thanks in advance.

/==\
|Scott Maxwell * This is my mistake, |
|scottm@cup.portal.com * let me make it good - R.E.M. |
|Amiga 1000, 2000, *-----------------------------------|
|1200, Pet 2001, Vic, * I sit at my table, |
|64, 128D, 800XL, //e * and wage war on myself - R.E.M. |
\==/

3779. Used Atari Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 07:41:20 UTC
From: bwu@panix.com
Message-ID: <28jbb0$db8@panix.com>
Source record: 104740

Hi, I just dug out my old 8-bit Atari from storage and I'm starting to play some old games on it - but since I'm just playing games, I'm wondering how much I can get for the other peices. I have and 850 adaptor, (broken? actually, no power supply) Supra DD drive and also have a 7800 system with various carts (xevious, food fight, etc.).. Please reply by e-mail to me since I don't read this group often - but anyone know how much I could expect for these? My friend has similar hardware he might have for sale too..

Thanks!
Bryan

3780. Re: Disk booting

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 13:50:17 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <28k0up$a8p@usenet.mcs.kent.edu>
Source record: 104742

Article <92141@cup.portal.com> ScottM@cup.portal.com (Scott - Maxwell) writes:
>Could someone explain (in as much depth as possible) the boot process for
>an Atari disk? Things like the format of the boot sector(s) and how DOS
>is loaded. Thanks in advance.

If you check out the Atari Archive, I'm pretty sure they have a copy
of the OS Technical Manual. Its a sizable piece of text which explains
a great deal on nearly everything you could think of. [Unless you're
already an advanced Atari programmer/guru then its kinda sparse] You
can also check out the Atari 8-bit Sig on Freenet. We have a copy of
this Technical Manual as well as other informative articles. The
address is: hela.ins.cwru.edu [go atari, then 8-bit selection]

clisowsk@mcs.kent.edu
ds994@po.cwru.edu

3781. Re: EPROM Reader

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 16:45:09 UTC
From: jharris@cup.portal.com
Message-ID: <92174@cup.portal.com>
Source record: 104744

Anybody using Bob Puff's EPROM burner should be aware that I have had major reliability problems with chips burned on this device. I was burning my production EPROMs with this, and had many failures in the field that were all attributed to EPROMs losing their programming. His algorithm does not burn the chips hard enough, and it creates weak bits that can revert to 1's somewhere down the road. I had two units that did the same thing, and they were sent back and hand tweaked by Bob after I mentioned the problems I was having. I only know one other person who used it, and he had similar troubles. In fact, one of the software upgrade EPROMs that Bob sent to me had the same failure of weak bits.

I don't know if this is a result of Bob trying to make the burning process as fast as possible, and cutting it too close. At first I was burning my chips at speed 3, but later slowed it down to 5, which is much slower than the RS-232 based system I have to use now. Even at this speed, I still had problems. It also fails to burn some chips, even at its slowest speed, which will all burn without any problems in the RS-232 burner. And I've tried multiple suppliers of EPROMs.

I really wish Bob could fix the problems. He said he hasn't gotten complaints from very many users, and doesn't seem to be convinced that there really is a problem. If there is anyone out there using Bob's EPROM burner, and if you've experianced any chip failures or hard to burn chips, I really hope that you can tell Bob about it. If he gets more reports of people with problems, then he may take action to fix the device. It would be a nice tool to have, but only if the EPROMs can be trusted.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3782. XE Xenophobe cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 16:46:54 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <28kb9u$t29@hub.ucsb.edu>
Source record: 104743

Does anyone actually own the rumored XE Xenophobe cartridge?

Also, I'm looking for copies (in box, preferably) of the
following XE carts:
Thunderfox
CrimeBusters

anybody have them for trade or sale?

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

3783. DGS MAGAZINE - FULL DETAILS

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-02 21:31:34 UTC
From: djg0@aber.ac.uk
Message-ID: <9310022131.AA16946@deca>
Source record: 104745

```
THE NEW D.G.S MAGAZINE - FULL DETAILS
=====================================

You should all have read on the net that we here at DGS are turning the
News-Disk into a new printed magazine. Last time I didn't have many details
to give you all, but pretty much everything is sorted out now.

Name
----

The magazine is going to be called "The Atari 8-bit News-Paper". We have
decided to try and keep the name as similar to "News-Disk" as possible so
people will know what it is! We have changed "Disk" to "Paper" because it
is now on paper and not disk!

Issues per year
---------------

We feel that we should be able to produce 6 issues of the magazine per year.
We will try and keep to issue deadlines, but there is only me and a couple
of guys who help out now and again so the magazine takes a lot of work to put
together.

Content & Style
---------------

The content and style of the magazine will be exactly like the News-Disks.
It will be "light" in style and easy to read. It will cover lots of different
areas including games, hardware, software/hardware reviews, hints, tips,
hardware modifications, new product information, and more! It will also carry
adverts from both UK and US companies. These ads are going to be given free
in the first issue. The magazine is in a very relaxed style and should
hopefully appeal to a wide section of the Atari community. If you have read
and enjoyed the News-Disks then you will like the new magazine!

Subscription Rates
------------------

We have kept costs down to a bare minimum in order to bring you the magazine
at a reasonable price. The first issues are going to be printed in A5 format
in order to keep start-up costs as low as possible. Here are the subscription
rates. We are initially offering subscriptions on a 4 issues basis (as we did
with the News-Disks):

U.K ------------- 6 pounds / 4 issues
Europe ---------- 8 pounds / 4 issues
U.S.A. ---------- 10.50 pounds ($21) / 4 issues
```

Far East
& Rest Of World - 13 pounds / 4 issues

We are able to accept payment in UK Pounds or US$. The price to the USA is quoted in both pounds and dollars. If you are in the UK then payment should be made by cheque or Postal Order. If you are in Europe or the rest of the world then you should pay in UK Pounds by IMO/Bank Draft or other suitable method (no credit cards - sorry!). If you are in the USA then the easiest way to pay is in US$ in cash. We accept payment in US$, but only if paid in cash. If you wish to pay by IMO instead, the cost in pounds is also given above.

All prices shown INCLUDE shipping by Air Mail.

Issue date

The first issue of the magazine is reaching the end of its production stage. The articles have been collected and edited, and final prints have been done. We now need to finish the cover and drop in the adverts, get the copies down to the printers, and pray! We are hoping to release the issue at AMS 7 in just 6 weeks time! That means that the copies have to be with the printers in err well last week really, but I begged them to hold on for them! If we get them back before the show then you should expect to get the first issue around mid-November time.

We need your help!

In order to make the magazine work properly, we need a minimum of 100 subscribers. We currently have around 30 in the UK, but only 2 in the US. The printers will not consider doing a run of less than 100, so at the moment we are having to do far more than we need to and swallow the cost. All I can do is BEG you to subscribe. $21 isn't too much to pay! Also, please tell all the Atari people you know about the News-Paper, and get them to subscribe also.

Help spread the word - upload this posting to as many BBSs as you can. Tell people we exist, get them to subscribe!!

Our details

Please send your name and address with your subscription directly to:

DGS (SUBS.)
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

Thank you!

Dean Garraghty.
02 October 1993.

3784. Re: Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-03 05:37:25 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Oct3.053725.29008@apgea.army.mil>
Source record: 104746

In article <28eqf4$4mu@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, jim@skipjack (James Brown 525-3610 6-6055) says:
>
>>Yes, you definitely want the trackball for Missile Command. It will
>>double your score. Sorry, mine is not for sale.
>
>I don't know, I managed to roll it over using a joystick. :)
>
>--
>Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

Me too. I've played it 8 hours. one game. I kept the cities from getting hit for 3 hours. Anyways, now I was looking for some arcade feel..
Rob Merritt

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone.
Sysop of Moon Base Tycho BBS. **not of my employer, not of my friends,
(410)391-6291, Running Renegade **and family, and not of a co-worker.
"Nostalgia isn't what it used to be" -unknown

3785. Re: E-mail addresses wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-03 09:36:03 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <si9Tac3w165w@cyberden.sf.ca.us>
Source record: 104748
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.misc

ant@palm21.cray.com (Tony Jones) writes:

> BRODERBUND SOFTWARE (BRODER-DOM)
> 500 REDWOOD BLVD
> NOVATO, CA 94948
>

Hmmmmmmmmm hehee.. I also have their BBS #! It's 415/883-5889!

I @all it all the time! Only to email a few friends (not workers
their, either).. to me it's just a mailbox :^P hehe

"Roh kay, raggy..."

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3786. Couple of things I fogrgot

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-03 11:01:52 UTC
From: djg0@aber.ac.uk
Message-ID: <9310031102.AA24197@deca>
Source record: 104747

I forgot to mention a couple of things about our new mag in the last posting.

I forgot to mention that it will be about 20-24 pages in length.

I also forgot to mention that all cheques/IMOS etc should be made payable to:
DGS.

Dean Garraghty.

3787. Re: Disk booting

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-03 18:20:12 UTC
From: zxmbm09@hp14.zdv.uni-tuebingen.de
Message-ID: <28n54s$dos@infoserv.zdv.uni-tuebingen.de>
Source record: 104749

Scott - Maxwell (ScottM@cup.portal.com) wrote:
: Could someone explain (in as much depth as possible) the boot process for
: an Atari disk? Things like the format of the boot sector(s) and how DOS
: is loaded. Thanks in advance.

Well, I can try to give you a short introduction how the boot process is working while loading from a disk. But I think you should better consult some books and papers.

As I can remember (I used to 'play' with the soul of my ATARI 130XE 4 years ago) the booting is like this:

If you have a normal Disk (5 1/4" with a normal DOS) and you watch with an editor onto the first sectors (that means sector 1 to 4) you will notice that there is kinda program code. It is equal to a normal cassette-program. The first byte of the 1th sector is uninteresting. the second will say how much sectors will follow after the 1th to load while booting. If you are checking a normal DOS-Disk it will be the value of 03. 3th and 4th byte is the address where the programm code has to be loaded to. 5th & 6th byte is the start address, where the machine will jump into after loading all the sectors shown in the 2nd byte. All other data will be program code. (Well, it used to be..)

If you boot the DOS-Disk the ATARI will start the small programm on the specified address. The programm itself will load the DOS now.

You see, it is kinda easy to make a normal cassette-file to a disk-file. (If I say normal cassette-file I mean a file, which does not have any boot-program)
You simply have to copy the file onto the disk starting at the sector 1.
I remember that I wrote a small copy-programm for this reason, so I could load my cassette-programs from disk. (I know, there are other methods to do this, but it was only for testing reasons ;)

In this way you will understand, that is possible to make very long 'boot-routines'. What they do doesn't count to much. (Do they load DOS or let you play a game, ...)

If you have a Quad-Disk the code will make the Quad-format understandable (for instance). You can write small program code where you can decide which program on disk you will load by typing a letter on the keyboard. You can write a small hack on the disk while you copy the original sectors into the 1010th (and up) sector. The ATARI will start your hack (showing a frog jumping over the screen) and after that you will start the original code from the behind sectors.

Hope I could give you a overview of the disk-working.
If not then it was a good try (at least).

Hack on!
:c)

Mike

3788. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-03 21:53:37 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097379E.AF95CE60@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104750

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@GOMEZ.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again). I intend to finalize sales within a few days, and will
accept immediately offers that look very good (if there will be any).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Computer- Atari 600XL, with power supply and video cable; no manuals.
Works fine!

Printer- Gemini-10X (Centronics parallel standard interface, for use with Atari
850 unit and parallel cable sold below or equivalent)
Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

Koala Pad Touch Tablet, complete package, cartridge version. In original box,
all part and manuals included, like new condition.

Atari CX853 16K RAM memory module for Atari 800
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
MPP CARD?/AT centronics parallel printer interface (hooks up a standard parallel
printer to Atari I/O port, no need for 850 unit).
Atari power supply model # C061982 (for the XL/XE series I think).
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer

(I think this connects to the joystick port)
Atari 410 Program Recorder (the original one).
Atari 1010 Program Recorder - I have 2 units, Work fine.
Atari 1010 Program Recorder - save: ok, load: no.

4 DISK DRIVES-
2 Atari 1050 drives, 2 Atari 810 drives, all sold as is.
They had various levels of problems, the 1050 spins and the light comes up
but it won't load, and one 1050 and one of the 810 were dead as I recall.

Atari 400- sold as-is, gives no picture on the TV screen.

***** SOFTWARE *****

Cartridges-
==========

Dig Dug
Mountain King by K.BYTE (CBS Software)
Cloudburst by Tensor Technologies (DANA)
Space Invaders
Koala Pad Touch Tablet, complete package, cartridge version. In original box,
all part and manuals included, like new condition.
BASIC (CXL4002) with manual

Disks- (All are original disks)
======
TimeWise with manual and original box
Epyx Summer Games with manual and original box
Strategic Simulations Inc. Computer Baseball with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Micro League Baseball with manual and original box
Micro League Baseball General Manager/Owners Disk with original box
Atari Translator
Ghostbuster by Activision
CONAN (Datasoft)
Computer Baseball
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 100 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Thorn EMI Snooker and Billiards (in original box with instructions)

Atari Statistics I (with manual and original box)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition
COMPUTE!/Richard Mansfield- Machine Language for Beginners

Please e-mail offers to COHEN@GOMEZ.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

3789. Atari 8 bit software/hardware forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-04 00:45:15 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <28nrmr$hra@usenet.INS.CWRU.Edu>
Source record: 104751

After a few years of collecting classic videogame and computer systems i have
accumulated MANY duplicates of hardware/software which i have decided to
sell off.

If you would like a copy of my list (prices all listed) please send e-mail to
me at the above address (dh395@cleveland.freenet.edu), also note if you
would like to receive copys of it in the future when i change prices
or add items.

Listed are: 066 Hardware Itmes (Videogame & Computer)

111 Atari 2600 Carts
**********> 059 Atari 8 Bit Disk/Cart/Tapes
045 Books
021 Vic 20 Carts/Tapes
019 5200 Carts
017 PC Software Titles
006 7800 Carts
006 Odyessey 2 Carts
005 Colecovision/ADAM Carts
005 Turbo Grafx 16 Cards
004 Bally Carts
003 Sega Master System (I/II) Carts
002 Telstar Arcade Carts
002 Timex Sinclair Tapes
002 Ti99/4a Carts
002 NES Carts
001 Super NES Carts
001 C64 Softs (Disk)

Packages 004 Intellivision I/II Packages
001 Timex Sinclair Packages
001 Bally Computer Packages

Please reply via e-mail if you would like my list! :)

Thanks

Steve
--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vectrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

3790. MAG UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-04 17:08:53 UTC
From: djg0@aber.ac.uk
Message-ID: <9310041709.AA20739@deca>
Source record: 104752

Well, I still seem to have email access. Mayvbe somebody was telling me
lies?! Keep emailing at djg0@aber.ac.uk
and if it bounces you know I've been cut off!

MAG UPDATE:

The first issue (called issue 15) is ready. It goes to print on Friday. 200
copies of this issue are being printed.
PLEASE subscribe! Issue 15 is 20 pages.

Dean Garraghty,
djg0@aber.ac.uk (but I don't know for how long!)

3791. CX85 NumberPad

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-04 17:26:36 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9310041118.aa15917@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 104753

Have any new drivers been created lately for this old workhorse peice of equipment?

I've just dug mine out of the closet and thought how nice it would be to use it in conjunction with my BBS or something - supposing that good drivers already exist.

I found 2 "fair" drivers on GEnie, but nothing really appealling or useful.

Jim King
aka
Kamaro Kid

AC Exchange Editor
Delphi Atari 8bit database SysOp

jking@uxscosv1.asit.utah.gov
or
kamaro_kid@delphi.com

3792. Adaptec 4000a ROM

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-04 17:34:30 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9310041126.aa15944@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 104754

Help! I have two Adaptec 4000a boards without ROMS, and one complete functional board.

What I need to do is copy the ROM on the good, working Adaptec and make copies for the two empty boards.

Does anybody know what type of ROM/PROM Adaptec used on that card? Without that info, I'm unable to duplicate that chip to fix my other Adaptec boards.

Trying to add another 100meg to my little Atari 130xe (with 1meg) BBS system! <grin>

Jim King
aka
Kamaro Kid

AC Exchange Editor
Delphi Atari 8bit Database SysOp

jking@uxscosv1.asit.utah.gov
or
kamaro_kid@delphi.com

3793. New 835 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-04 20:35:56 UTC
From: Allan Hamill <p00722@psilink.com>
Message-ID: <2958848841.0.p00722@psilink.com>
Source record: 104655

I recently acquired 4 new (i.e. never used) 835 direct connect modems
(sold as The Communicator II). These are in original boxes and plastic,
with all contents intact. Any interested Atari collectors? Please
e-mail with any offer and please allow $4.00 for shipping.

3794. HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 00:18:57 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CEEE7L.Mxp@freenet.carleton.ca>
Source record: 104656

I am trying to download files from the archive..

I'm using a frenet as my mailbox and then putting the mail in my work dir.

Then I download it to my 130xe and try and use UUDECODE ..

But the program (taken from the archive)doesnt want to decode!!!
HELP!!!

Please e-mail me as soon as you can !!

Thanks in advance!!!
--
Andrews there but not all there
He's here but not all here
He's.....Well who cares
CHEERS

3795. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 04:13:57 UTC
From: bmarcum@news.delphi.com
Message-ID: <28qsa5$hb2@news.delphi.com>
Source record: 104657

ai187@Freenet.carleton.ca (Andrew Cochran) writes:

>I am trying to download files from the archive..
>I'm using a frenet as my mailbox and then putting the mail in my work dir.
>Then I download it to my 130xe and try and use UUDECODE ..
>But the program (taken from the archive)doesnt want to decode!!!
>HELP!!!
>Please e-mail me as soon as you can !!

First, if the file has ascii cr/lf characters, you need to convert them to Atari EOL characters. Next, if the file was split into two or more e-mail messages, you need to append them together and edit out the headers and footers. If you still have trouble, post again.

Bill Marcum bmarcum@delphi.com

3796. Relocating loader

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 11:14:42 UTC
From: u9012092@muss.cis.mcmaster.ca
Message-ID: <1993Oct5.111442.12017@muss.cis.mcmaster.ca>
Source record: 104658

I was looking through "Mapping the Atari" (Revised Edition) and I found
some references to a "relocatable loader" in the 500 (decimal) range.
Is there really a relcating loader on the 8 bit? How do >I< use it?
Way back when (7 years ago?) I remember people were trying to hash out
such a format, but I don't remember if any standard was achieved.
Even if such a format was created, how would I get my compiled Action!
code into the proper format?

Anyone know what this relcatable loader is all about?
Enquiring minds etc...

3797. Technical manuals for XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 12:51:06 UTC
From: maugt@csv.warwick.ac.uk
Message-ID: <28rqjq$80l@borage.csv.warwick.ac.uk>
Source record: 104659

Does anyone out there know If I can obtain any detailed technical (programming) information for my 130XE... I dug it out the other day, but couldn't remember half the memory locations I need to write any decent programs, and I got rid of my entire collection of atari user mags ages ago, which untill now I had used as my reference. Really I'm looking for something like mapping the atari, which is now sadly out of print (well, thats what the bookshop told me)

~Giles

3798. Re: Technical manuals for XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 15:31:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931005103133MIS0160@MVS.UDEL.EDU>
Source record: 104660

In article <28rqjq$80l@borage.csv.warwick.ac.uk>,
maugt@csv.warwick.ac.uk (Mr G R Douglas) writes:

>Does anyone out there know If I can obtain any detailed technical (programming)
>information for my 130XE... I dug it out the other day, but couldn't remember
>half the memory locations I need to write any decent programs, and I got rid
>of my entire collection of atari user mags ages ago, which untill now I had
>used as my reference. Really I'm looking for something like mapping the atari,
>which is now sadly out of print (well, thats what the bookshop told me)
>
> ~Giles
The latest catalog which I have from American Technavision lists 2
versions of Mapping the Atari, one for the older 400/800 and one for
the later XL/XE versions (which has a section on 130XE memory
management). They have a toll-free order number (800) 551-9995

Roger

3799. bundles

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 17:05:18 UTC
From: djg0@aber.ac.uk
Message-ID: <9310051705.AA06386@deca>
Source record: 104661

Still plenty of $20 bundles left.

Just one point. If you want to pay by IMO, rather than cash, then please
drwa drwaw the IMO in UK pounds (for 10pounds). Also make IMOS out
to Dean Garraghty, not DGS (the bank
don't like them!).

djg0@aber.ac.uk

Dean Garraghty.

3800. Re: New 835 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-05 20:41:18 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct5.154119.6402@uoft02.utoledo.edu>
Source record: 104662

Wow, I remember these. Anyone remember the old terminal programs for these suckers? Well, the ones circa 1984 or 1985... neat, eh? 300 baud ancient version of "BIMODEM" for the PC. Transferred in an xmodem-like routine, but would allow both users to type "back-and-forth" while the transfer went on! Came out just after T-scope (RLE viewing ON-LINE) I believe. I actually think I have a copy or two laying about. Hope the disks are still good!

-Tim

3801. Re: New 835 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 01:10:25 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <28t5u1$2om@unix1.cc.uop.edu>
Source record: 104663

Actually the Communicator II packages are quite cool! They are the usual
oversized silver boxes from the good old days of yore. But they
contain, within their midst, the often hard to get ahold of Telelink II
cartridge. Telelink I is relatively easy to find but II was always a source
of consternation for me (Yup, I used to collect 8-bit carts). Besides
if they are still sealed like they contain $15 worth of CIS time which
is still valid AND is actually worth more time NOW than when they
issued the credits! If I still had an 8-bit I would have snapped 'em
up. OOOOOH, it is soooo hard not to get back into the good ol' 8-bit!
-Norman
The Fuji is my deity of choice!

3802. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 02:27:00 UTC
From: james.micallef@canrem.com
Message-ID: <60.8893.4513.0N185653@canrem.com>
Source record: 104664

You might have not seen the idol in montozumas revenge because there are
2 versions 16k and 32k the 32k is better...

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

3803. LAST CALL! MAILOUT NEXT MONDAY! ALL MYDOS WANTERS!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 07:24:15 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <5emZac1w165w@cyberden.sf.ca.us>
Source record: 104668

Alright. The MyDOS disk is currently going to be mailed to the following people:

"Dallas" California

Shawn Ledbetter California

Richard Friedrich Texas

The following files will be included on the disk:

DOS.SYS MyDOS 4.53/4
DUP.SYS MyDOS menu interface
MYDOS.ARC ARC-compressed copy of the MyDOS Documents
TECH.ARC ARC-compressed copy of the Techincal Documents
VTOCFIX.COM Volume Table of Contents (disk directory) fixer
UNARC24.COM Super UnARC 2.4
ARC24.COM Super ARC 2.4
DSKCOM32.COM Disk Communicator 3.2
FILEFIX2.COM Disk Comm. file fixer
HYPER2.COM Hyper E: screen accelerator
CUSTOM.AR0 Simple autorun file to set screen up nicely
README.TXT File version of documents for this disk

Included will be:

The disk You make your own backup copy of it
The README.TXT printed So you know how to boot up the disk, etc.
Receivers' names printed So you can mail the next person

The mail out will be handled as follows (note: once mailed out, this things out of my hands, so to speak!):

You receive the disk and printed pages in the mail
You get a blank disk and duplicate the MyDOS disk as explained
You cross out your name from the name/address list
You package it all up with postage and send it off to the next person on the list after yourself.

So you're left with your own copy of a disk, and a little less postage money and a warm feeling in your heart :) ...

SO!!! LAST CALLS! Who requires a copy of MyDOS and some utils and has no access to them! (ie, no modem, no Atarian friends close by, etc.)

I'm not including a terminal, as BobTerm is a bit big and may require an extra disk (I'm going to format this double-sided, SINGLE-DENSITY for any 810 users..)

REPLY NOW! MAILOUT STARTS ON MONDAY (if I'm lucky)

..... and they're OFF!

"Roh kay, raggy..."

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3804. Re: Technical manuals for XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 08:54:30 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <CEGwqv.JsK@bfsec.bt.co.uk>
Source record: 104665

In article 80l@borage.csv.warwick.ac.uk, maugt@csv.warwick.ac.uk (Mr G R Douglas) writes:
>used as my reference. Really I'm looking for something like mapping the atari,
>which is now sadly out of print (well, thats what the bookshop told me)
>
> ~Giles

You could try the Page 6 Accessory Shop, or Gralin International, both in the UK. Page 6 are in Stafford, and Gralin are in Poole, but I can't remember the addresses exactly

Page 6 is something like
PO Box 54
Stafford

and Gralin is something like
Parkstone Road
Poole
Dorset

If you can find the faq file, the Page 6 address is definitely there, and you could try getting in touch with Gralin via the address for 8:16 (I think it's the same people) if their address is not in the faq.

If anyone in the UK has Mapping the Atari, it will be one of these two sources.

I'll check out the correct addresses when I get home.

Hope this helps
Geoff

3805. I'm back

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 09:31:28 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Oct6.093128.23355@cs.nott.ac.uk>
Source record: 104666

Well after ten weeks away I'm back, did I miss anything?

While on my journeys (in Panama) I saw brand new 130XE's boxed and straight
off the shelf going for $238. How's about that! Do Atari Corp. still make
8-bits or were these just just left over stock?
Didn't see any drives tho, but I did see loads of 2600 still on sale!

Raphael Espino, rje@cs.nott.ac.uk

3806. Does MODPL122.DCM work on 800 classic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 16:02:23 UTC
From: chacala@vcd.hp.com
Message-ID: <CEHGK0.14s@vcd.hp.com>
Source record: 104667

I appologize if this has been discussed before...

Does the mod player program work on an Atari 800, or do I need an XL/XE system?

I have downloaded MODPL122.DCM and used DISKCOMM.COM to unpack the disk. When I boot it on my Atari 800 (classic, no XL) it loads for a while and comes up with the title screen. Then it displays a message that there are no MODs on the disk, even though there is the one that comes with it. The audio has been quieted by the program, but you can still (barely) hear it loading, then it starts making a "boot error" sound and the drive just spins indefinitely.

If you know whether this program works or not on an Atari 800, I would appreciate your response.

Thanks,
Chuck
chacala@vcd.hp.com

3807. WANTED: Atari 800[XL] to play games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 18:30:22 UTC
From: s272b@stat.Berkeley.EDU
Message-ID: <28v2ru$17c@agate.berkeley.edu>
Source record: 104669
Cross-posted to: comp.sys.atari.8bit,misc.wanted,ba.market.misc,misc.forsale

My parents gave away [GAVE AWAY, #$@*&($@!!!] my Atari computer and
all the concomitant cartridges [Star Raiders, Missile Command, etc.]
I'm trying to rebuild by system from the ground up, starting with a
computer. Does anyone out there have an Atari computer that they'd
be willing to see for cheap? Thanks!

With itchy fingers,
Tony
(tlin@stat.berkeley.edu)

3808. Re: New 835 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 21:11:23 UTC
From: cwebb@mksol.dseg.ti.com
Message-ID: <1993Oct6.211123.25513@mksol.dseg.ti.com>
Source record: 104672

Hey all you Atari-ists out there in Dallas!

Our faithful dealer (the ONLY one left) is having a used hardware sale.

Here's what he's got:

Mega 4ST with 19" 2-page moniterm mono monitor + 16 Mhz accelerator
This system is IDEAL for desktop publishing
$899.95

Mega 4ST with 19" 2-page moniterm mono monitor 8 Mhz $750.00

Mega 4STE with 120 MB HDD $900.00

Syquest Dual 44 MB removable HDD with 2 drives/cartridges
plus ICD link (GREAT for backup system) SOLD!!!

SC1224 color monitor $200.00

SLM 804 laser printer with extra toner cartridge $450.00

160 MB HDD $400.00

1040 ST with TOS 2.06 $300.00

1040 STE with 1 MB RAM $300.00

SM124 mono monitor $ 75.00

Omniswitch interface for multisync monitor $ 50.00

Plus HUGE discounts on all new and old software like :

Word Writer ST, Data Manager, SwiftCalc, BEST Accounting, Timeworks DTP
Word Flair, Word Up and TONS more

All prices are negotiable - no reasonable offer will be refused.

Help us keep our last dealer in Dallas alive and well!

Computer Discoveries
3033 Modella Avenue
Dallas, Texas 75229
214-484=9104

Call for more details and an update on what's in stock.
--
Cristine A. Webb cwebb@mksol.dseg.ti.com

There is only one hope for this world...Jesus Christ!

3809. FOR SALE: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 21:12:54 UTC
From: eric@spyglass.com
Message-ID: <28vccm$g0b@vixen.cso.uiuc.edu>
Source record: 104671
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.8bit

I have an Atari 800 for sale, with lots of stuff to go
with it:

Indus GT drive
Koala Pad
13 inch color monitor
4 joysticks
gobs of software (originals, not pirated)
cassette tape drive
lots of floppy diskettes
disk box
Gorilla printer interface

There are probably some things I'm forgetting to mention. If you
have an interest in the system or any part of it, email me and we'll
work something out.

--
Eric W. Sink, Spyglass | "Why would anyone write obscure code | Opinions
1800 Woodfield Drive | ON PURPOSE?" | mine
Savoy, IL 61826 | -Michael Peirce | only
---- eric@spyglass.com -------|---------- 217-355-6000 ext 237 ----------------

3810. Re: Does MODPL122.DCM work on 800 classic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-06 21:43:48 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <1993Oct6.214348.16864@ge-dab.GE.COM>
Source record: 104670

In article <CEHGK0.14s@vcd.hp.com>, chacala@vcd.hp.com (Chuck Hacala) writes:
|> Does the mod player program work on an Atari 800, or do I need an XL/XE
|> system?

Not that I can see. I tried booting it up on my old 800, and got similar
results to what you describe. I don't know what the problem is.

Does anyone out there know how to make MODPL122 play DSDD disks? I find
I can only use SSSD or SSED disks. With .mods in the 60K - 90KByte range,
you can usually only fit one per side per disk.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3811. 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 02:55:08 UTC
From: kisrael@jade.tufts.edu
Message-ID: <KISRAEL.93Oct6225112@jade.tufts.edu>
Source record: 104673
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hey there-
I'm one of those people who look bittersweetly upon their
recollections of their old Atari 800XLs....but I digress.
What I'm interested in now is the Atari 800, and
especially the four joystick ports. This is such a brilliant
idea! the only games I play now are 2 or more players (Yey
college life) Why didn't the XLs have this? Is there a good
reason beyond the official "well, most games didn't support
four anyway"??? And what games *did* support it? Did they
have M.U.L.E. for the 800(classic)? I'm really interested in this---
If the hardware and 4 player software were readily availible
I might try to get back into it...
KIRK
--

Kirk Israel _/O_ | the truth that lies closest, however, is only this,
kisrael@jade.tufts.edu| that you are beating your head against the wall of
kisrael@cs.tufts.edu | a windowless and doorless cell. --Kafka 10/21/1921

Hi! I'm a replicating .sig virus! Join in the fun and copy me into yours!

3812. test

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 03:36:00 UTC
From: Tim.Gearin@f47.n282.z1.tdkt.kksys.com
Message-ID: <749991978.AA06168@tdkt.kksys.com>
Source record: 104680

If anyone gets this message that is not on flightline, please just reply to it. I only want to know if my messages are going anywhere.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3813. Re: Relocating loader

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 04:11:56 UTC
From: jharris@cup.portal.com
Message-ID: <92520@cup.portal.com>
Source record: 104674

>I was looking through "Mapping the Atari" (Revised Edition) and I found
>some references to a "relocatable loader" in the 500 (decimal) range.
>Is there really a relcating loader on the 8 bit? How do >I< use it?
>Way back when (7 years ago?) I remember people were trying to hash out
>such a format, but I don't remember if any standard was achieved.
>Even if such a format was created, how would I get my compiled Action!
>code into the proper format?
>
>Anyone know what this relcatable loader is all about?
>Enquiring minds etc...

I can't help you on the OS part, but I do know of a few relocatable formats.

The MAE assembler, from 1982-3 or so, created a completely relocatable file format that was actually pretty nice. It allowed separate relocation of code, data, and zero-page addresses. It required a utility program to load the files.

The SpartaDOS X cartridge has a relocatable format built into it. I don't know much about it, since a utility was never distributed to create files in this format. It would have to be reverse engineered.

The driver for the XEP80 80 column module comes with source code for a crude relocation system. Again, I don't know of any ability to easily create files with this scheme though.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3814. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 04:52:43 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <92524@cup.portal.com>
Source record: 104675
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> What I'm interested in now is the Atari 800, and
> especially the four joystick ports. This is such a brilliant
> idea! the only games I play now are 2 or more players (Yey
> college life) Why didn't the XLs have this? Is there a good
> reason beyond the official "well, most games didn't support
> four anyway"??? And what games *did* support it? Did they
> have M.U.L.E. for the 800(classic)? I'm really interested in
> this--- If the hardware and 4 player software were readily
> availible I might try to get back into it...

There weren't all that many games supporting 4 ports, but MULE
was definitely one of them. And the others were:

Basketball (Atari) -- pretty much like the 2600 game (as seen
in the movie "Airplane") but supported 4 players.

Breakout (Atari) -- Supported EIGHT players (2 paddles per
port); overkill considering it wasn't head-to-head

Maze War -- a freeware maze/shoot-out game.. would be neat
to play! (ask and I'll upload it to atari.archive.umich.edu)

MULE (EA/Ozark) -- well, y'know, great game, yadda-yadda-yadda.

Silicon Warrior (Epyx) -- Kind've a Tic-Tac-Toe and Shoot-Out.
Defend the houses of Peanut, Apple, Adam and... a 4th I can't
remember.

Survivor (Synapse) -- I _think_ it supports 4.

And that's all I know of... Once Atari made the 1200XL they
weren't about to make use of the 400/800's special features.

I wonder if they planned an enhanced 4-player port of the 2600
"Indy 500" game? (or an 8 player "Video Olympics"... Octapong?
8 player Fooz-Ball?)

Jeff_M_Lodoen@cup.portal.com

3815. Atari ST/8-bit software/7800 games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 05:17:25 UTC
From: Rob-G@cup.portal.com
Message-ID: <92529@cup.portal.com>
Source record: 104676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
################################################################################
Atari Closeout!
################################################################################

Atari CX85 Numeric Keypad.....................................................5
Atari Basic Cartridge (no manual).............................................5
------------------------------ ST SOFTWARE ----------------------------
Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).........20
Abacus GEM Programmer's Reference (book)..............................7
GFA Basic (manual only, v2.0).........................................3
---------------------------- 8-BIT SOFTWARE --------------------------
Star Raiders (cartridge, box, instructions)........................... 10
Atari's Timewise (disk, manual, box)..................................7
Tigers in the Snow (disk, box, manuals)...............................7
Silent Service........................................................4
Touchdown Football....................................................4
Text Wizard (Datasoft)................................................4
Jewels of Darkness (with docs)........................................4
Silicon Dreams (with docs)............................................4
SSI Tigers in the Snow (in box w/all docs)............................4
Zork I (two available)................................................4
Fort Apocalypse.......................................................4
F-15 Strike Eagle (w/docs)............................................4
OSS's Action! Runtime Library.........................................7
Hardball..............................................................4
Print Power (Commodore/Atari) (w/all docs)............................4
Award Ware (Commodore/Atari) (w/all docs).............................4
Spell Checker!........................................................1
Crush, Crumble & Chomp! (cassette -- in box w/docs)...................4
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....2
Zaxxon (cassette -- in box w/docs).....................................2

Take ALL 8-bit software listed above, NOT for the $71 total price, but ALL of
it for $35 plus shipping!
################################################################################
Atari 7800 Games -- $5 each
################################################################################

Choplifter
Robotron: 2084
Crossbow
Food Fight
Asteroids
Ballblazer
```

##

Please send me Email if interested. Thanks!

Prices do not include shipping.

Rob_G@Delphi.com or Rob-G@cup.portal.com

3816. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 09:05:41 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct7.040543.6443@uoft02.utoledo.edu>
Source record: 104677

John D Harris (jharris@cup.portal.com) wrote:
: >What's extremely slow on the old OS is characters printing on screen.
: >The E: and S: handlers don't seem to be a masterpiece of programing.

: Yeah, the OS spends a bunch of overhead with its device independance, and
: screen mode independant routines. It offers some great flexibility, but is
: not very fast. There are PD hacks available that more than double the
: display speed, at a memory cost of only 100 bytes or so.

Umm... by any chance, do you know the names of any of these PD hacks? Are
they on the Michigan Atari archive?

-me

3817. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 09:16:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct7.041658.6444@uoft02.utoledo.edu>
Source record: 104678
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Kirk Israel (kisrael@jade.tufts.edu) wrote:
: If the hardware and 4 player software were readily availible
: I might try to get back into it...

Not many I can remember... there were:

1. M.U.L.E.
2. TANK COMBAT (4 player version of the 2600 cartridge COMBAT)
3. Air Battle/Combat (not sure of name) - you had one of four P/M single color airships and would try to eliminate the other players.
4. Vo... shoot... can't recall... some commercial game, something like Gauntlet... came out a few years before it too I think... Low res. graphics, but playable.
5. Return of Heracles - but not all 4 moved at once!

(#2 and 3 were PD as I recall)

-me

3818. Re: Does MODPL122.DCM work on 800 classic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 11:28:50 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CEIyK3.CK2@cs.vu.nl>
Source record: 104679

Jeff Potter writes :
> In article <CEHGK0.14s@vcd.hp.com>, chacala@vcd.hp.com (Chuck Hacala) writes:
> |> Does the mod player program work on an Atari 800, or do I need an XL/XE
> |> system?

> Not that I can see. I tried booting it up on my old 800, and got similar
> results to what you describe. I don't know what the problem is.

I use all the RAM underneath the ROM. Sadly, it is impossible to disable
the ROM on an old 800...

> Does anyone out there know how to make MODPL122 play DSDD disks? I find
> I can only use SSSD or SSED disks. With .mods in the 60K - 90KByte range,
> you can usually only fit one per side per disk.

This is impossible. You need disks with 128 Bytes per sector. The reason of
that is very simple. I do not use any DOS.SYS, to save memory space for
bigger MOD-Files. (Compare : DOS.SYS is ca. 5KB and my loader is only a
few hundred bytes.) My loader directly reads the directory sectors and
finds out what sectors to read for a certain mod-file. I do not support
256 Bytes/sector because I am not able to test it myself. (I am one
of the rare owners of a virgin 1050) I decided that it's better that I
don't support it rather then having lots of bugs...

> --
> Jeff Potter
> ....potter@sunny.dab.ge.com
> ....74030.2020@compuserve.com
> ....JDPOTTER@genie.geis.com

Ivo van Poorten.

____
\ Ivo P. van Poorten - The Gatekeeper \
\-------------------------------------\
\ Internet ipoorten@cs.vu.nl \
\-------------------------------------\
\ Home Leenderbos 5 \
\ 1447 TR Purmerend \
\ Holland \
\ (0)2990 - 44836 \
_____________________________________\

3819. CC65 as cross-compiler

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 13:41:03 UTC
From: jrd@STONY-BROOK.SCRC.Symbolics.COM
Message-ID: <19931007134607.2.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 104681

Date: Fri, 1 Oct 1993 13:03 EDT
From: wwtc.timeplex.com!bigguy.timeplex.com!newsserver.jvnc.net!igor.rutgers.edu!dziuxsoli
m.rutgers.edu!electron.rutgers.edu!chase@uunet.uu.net (Kevin Chase)

Chris_F_Chiesa@cup.portal.com writes:

>Ivo P. van Poorten (ipoorten@cs.vu.nl) writes:

>Offhand, I'd say the "#asm ... #endasm" sequences were probably there
>for a reason, and that commenting them out might in itself be responsible
>for misbehavior in the end product. But I don't know that for sure. As it's
>been such a long time, tell me: what kind of ML appears BETWEEN "#asm" and
>"#endasm"? 6502? Or whatever the ST uses? You DO realize that CC65 is
>intended to generate 6502 code as output, right?

Kill all the #asm stuff. Although there inclusion is nice for those
who want to build C code with embedded asm statements, it just
wrecks a lot of other C compilers. This code should be in separate
files and included at the as stage, not at the cc stage.

... except that if I'd built it that way, I'd never have been able to
get CC65 to fit in the space required. The inline assembly code really
is there for a reason.

>>Now I don't get errors but still a whole bunch of the same warnings.
>>(illegal combination of pointer and integer, op =).

cc65 often treats char * and int as the same beast. These warnings
should not present problems on most computers. Some will be killed
by this, however.

>>The changes in makefile are mostly changed back again. Most of them where
>>due to my lack of knowledge about the system. e.q. it couldn't find
>>gcrt0.o because $GNULIB wasn't defined. Now it is. But there is still one
>>thing. The -lgnu switch for the linker. I don't know where to find the
>>gnu-library, so I changed it into # -lgnu.

Most compilers don't need this. This is an Atari ST specific thing.

Right. It was supposed to have said so, in the doc. That makefile was
only supposed to be used as an example, it was never purported to work
on any old random system.

3820. Re: Relocating loader

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 14:03:41 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <92553@cup.portal.com>
Source record: 104683

The code produced by CC65 (John Dunning's C package for the Atari 8-bit) is also relocatable. I believe the assembler component can be used in and of itself to produce relocatable code; this does require a special loader which is also part of the CC65 package.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3821. No Color On 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 14:53:15 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9310071445.AA11495@smithkline.com>
Source record: 104682

This is for M.S. Cheers, sorry if I repeat any answers already made, I'm behind in catching up with old Digests.

No color is most usually due to: 1.) a misadjusted color pot 2.) a bad GTIA 3.) bad diodes or transistor in the color adjust circuit

The December issue of ATARI CLASSICS will be focused almost entirely on video in the 8bits & will include 2 articles describing how to properly adjust the color pot & also describing the theory of operation of the color circuit & how the color bias on GTIA is derived directly from the clock crystal.

- BEN POEHLAND
Managing Editor/8-Bit Alchemist
ATARI CLASSICS Magazine

****

3822. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 15:12:54 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <93280.111254IO20816@MAINE.MAINE.EDU>
Source record: 104684
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <KISRAEL.93Oct6225112@jade.tufts.edu>, kisrael@jade.tufts.edu (Kirk Israel) says:
>
>four anyway"??? And what games *did* support it? Did they
>have M.U.L.E. for the 800(classic)? I'm really interested in this---
>If the hardware and 4 player software were readily availible
>I might try to get back into it...

The old classic Asteroids supported this. It was great, especially in Combat mode + bounce. Games didn't last too long, but was exciting.

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu

3823. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 16:58:59 UTC
From: 00drcarroll@leo.bsuvc.bsu.edu
Message-ID: <1993Oct7.115859.23044@bsu-ucs>
Source record: 104687
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <KISRAEL.93Oct6225112@jade.tufts.edu>, kisrael@jade.tufts.edu (Kirk Israel) writes:
> Hey there-
> I'm one of those people who look bittersweetly upon their
> recollections of their old Atari 800XLs....but I digress.
> What I'm interested in now is the Atari 800, and
> especially the four joystick ports. This is such a brilliant
> idea! the only games I play now are 2 or more players (Yey
> college life) Why didn't the XLs have this? Is there a good
> reason beyond the official "well, most games didn't support
> four anyway"??? And what games *did* support it? Did they
> have M.U.L.E. for the 800(classic)? I'm really interested in this---
> If the hardware and 4 player software were readily availible
> I might try to get back into it...
> KIRK
> --
>
> Kirk Israel _/O_ | the truth that lies closest, however, is only this,
> kisrael@jade.tufts.edu| that you are beating your head against the wall of
> kisrael@cs.tufts.edu | a windowless and doorless cell. --Kafka 10/21/1921
> --
Hi! I'm a replicating .sig virus! Join in the fun and copy me into yours!

I can only remember MULE and Snowball Fight! SF was a GREAT!
^^^^^^
game! I think it was prob'ly one of the most fun games I had...
Too bad it crashed all the time. You controled a little man
on a hill covered with snow. You would press down to collect
snow and you could either drop it to build a wall (fort) or
throw it. The wind would blow a small snowball off course and
you couldnt throw a large one very far. It was actually
pretty complex... What a blast from the past... sigh
--
:):):):

3824. Atari emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 18:30:28 UTC
From: fcsaszar@dcc.dcc.uchile.cl
Message-ID: <1993Oct07.183028.17271@dcc.uchile.cl>
Source record: 104685

I would like to know if there exists an Atari 8 bit emulator
for the PC.
A PC with VGA and sound card have should suffice.
Imagine... in 1 meg of HD space we could have more the 100 games.

Felipe Csaszar
fcsaszar@dcc.uchile.cl

3825. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-07 18:49:33 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <291obtINN6qj@moon.cis.ohio-state.edu>
Source record: 104686
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <92524@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:

>> What I'm interested in now is the Atari 800, and
>> especially the four joystick ports.

>There weren't all that many games supporting 4 ports, but MULE
>was definitely one of them. And the others were:
>
>Basketball (Atari)
>Breakout (Atari)
>Maze War>
>MULE (EA/Ozark)
>Silicon Warrior (Epyx)
>Survivor (Synapse)

Add to the list "TGIF" (forget what company). Sort of a financial
game of chance where 4 players use the joysticks to make decisions...
landing on various categories like "payday", "windfall", "disaster" etc.
My memory of it is very vague, since I haven't played it for 10 years!
And the original disk has gone bad... (krrrrrrch! blip- krrrrch! blip)

Mark

--
"IF YOU SEE ONLY ONE MOVIE THIS YEAR..." | Mark A. Fontana
... you should get out more often! | Computer and Information Science
- Does "anal retentive" need a hyphen? - | THE Ohio State University

3826. UUDECODING

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 01:31:05 UTC
From: gumby@ace.com
Message-ID: <471.UUL1.3#25274@ace.com>
Source record: 104688

I am haveing a problem UUdecoding a small ARC'd file.... It is UUE.ARC.

It Uncodes and Unarcs, but when i go to run it, It comes back with a
ERROR saying not a binary file
(erro 152 i think)
please help someone (Gumby@ace.com)

3827. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 02:46:41 UTC
From: Raul Romero <ROMBH@CUNYVM.CUNY.EDU>
Message-ID: <93280.224642ROMBH@CUNYVM.CUNY.EDU>
Source record: 104697
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
In article <1993Oct7.041658.6444@uoft02.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:
>
>Kirk Israel (kisrael@jade.tufts.edu) wrote:
>: If the hardware and 4 player software were readily availible
>: I might try to get back into it...
>
>4. Vo... shoot... can't recall... some commercial game, something like
> Gauntlet... came out a few years before it too I think... Low res.
> graphics, but playable.

The game was called 'Dandy'. Great four player game. You could make your own
mazes.
```

Thanks for your time.

• NameNet Raul A. Romero • 'When I am wrong everybody blames me, •
• BitNet rombh@cunyvm.bitnet • but when I am right no one remembers.' •
• InterNet rombh@cunyvm.cuny.edu • I am usaully right! By Unkown •
• At&t Net (212)794-5398 ----------

• My toys are SNES, Genesis, TurboDou, TG-16, Game Gear, Atari 800 & 2600,•
• IBM Computer and a GameBoy. What toys do you have? Coming soon 3DO & 7800.•

3828. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 02:55:57 UTC
From: killer@jhunix.hcf.jhu.edu
Message-ID: <292krtINNbj8@jhunix.hcf.jhu.edu>
Source record: 104689
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct7.041658.6444@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>4. Vo... shoot... can't recall... some commercial game, something like
> Gauntlet... came out a few years before it too I think... Low res.
> graphics, but playable.

I think the game you're thinking of is one called 'Dandy,' which was a very primitive (but surprisingly similar, I wonder if this resulted in the arcade game) version of what we'd see as Gauntlet a few years later. APX was the publishing house that produced it - I'm thinking it was a game by John Palevich.

Not too sure for certain, but I think it was the one. 1983 or so. I used to drool over games in the APX catalog when I was a little kid with a 400, but alas, those days are gone...

--
Francis Park, Johns Hopkins Dept/Military Science killer@jhunix.hcf.jhu.edu
---
"...when I made my first jump, I was terrified to take the first step out of the plane...into the abyss." - Vladislav Tamarov

3829. User group meeting notice

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 03:53:50 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Oct8.035350.7918@vpnet.chi.il.us>
Source record: 104695
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Suburban Chicago Atarians (SCAT) will hold its
October meeting on Tuesday 10/19 at 7:30 PM (room opens at
7:00) at the College of DuPage, Room K157 (Building K is just west of
Lambert Rd. on 22nd St.), in Glen Ellyn, Illinois. There
are Falcon030 demos and an 8-bit demo planned.

For more information, call the SCAT BBS (708) 545-2554 (24 hrs.,
3/12/24; 14.4Kbps coming soon), or contact Nick (see below).

Nick DiMasi
(SCAT V.P.)
phone: (708) 790-3435
Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

3830. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 05:24:48 UTC
From: dmb@case.ai.mit.edu
Message-ID: <292tj0INNsd5@life.ai.mit.edu>
Source record: 104692
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct7.115859.23044@bsu-ucs> 00drcarroll@leo.bsuvc.bsu.edu writes:
> I can only remember MULE and Snowball Fight! SF was a GREAT!
> ^^^^^^
> game! I think it was prob'ly one of the most fun games I had...

Yep, SF was a true classic. If you have an Atari ST, you can get my
updated version with digitized voices for the kiddies, too. (It doesn't
crash as much as the original either!). It's on atari.archive.umich.edu,
in the Double-Click directory. It might also be cross-linked into the
games directory.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3831. Bill's auction update - XEgs

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 05:51:02 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.2cmo@amiganet.chi.il.us>
Source record: 104690
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

Xe system and 6 cartridges. No keyboard. All carts are new except for Bug hunt which is cart only.

Bug Hunt
Barnyard Blaster
Hardball
David's Midnight Magic
Fight Night
One on one Basketball High Bid
$55 Hugh

3832. Bill's auction update - XEgs

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 05:54:11 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.2cmu@amiganet.chi.il.us>
Source record: 104691

```
XEgs machine with no keyboard in very good condition. One original controller
and one regular atari controller. (the only difference is the color) Includes
the following games.
Bug hunt (only one without a box)
Barnyard Blaster
Hardball
David's midnight magic
Fight night
one on one basketball High Bid
$55 Hugh
```

3833. Re: What's Drol?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 06:13:09 UTC
From: jharris@cup.portal.com
Message-ID: <92633@cup.portal.com>
Source record: 104693

>Hyper E: v.2.?j I believe is what I have. (The "?" is some number which
>escapes me). It makes the E:ditor go WAY fast... but ESCape codes screw up
>(trying using it with the View command on BobTerm! BOB! SET LOCATION 766
>TO ONE! DONT SEND ESCAPES TO THE EDITOR! ARGH!) Sorry..

Hyper E: is version 1.2JH. It's my not-so-subtle way to stick in my
initials without removing the credits of the original author.

I found the problem that causes BobTerm to display all those Esc codes. I
was not clearing $2A2 after displaying characters. I'm still puzzled about
why Bob is sending all those useless Esc bytes mixed in with normal text.
It sure slows down the View function too. (Maybe that's a deliberate
attempt???)

I also fixed a crashing problem on system reset.

Watch for a version 1.3JH soon.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3834. Re: Does MODPL122.dcm work on 800 classic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 09:42:54 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CEKoBJ.MBF@cs.vu.nl>
Source record: 104694

Somebody(?) wrote :
> Hey! Speaking of Poorten not having "the best" hardware ;) Anyone wanna
> donate/loan a spare RAM-upgraded XL/XE to him? I'm frustrated that
> MODPLayer can only do up to 96k MODs when theoretically my 256k machine can
> handle up to 512k! (as if >I< have a drive that can handle it.. but hey,
> some people do!)

That's no argument. You can't expect me to let software be compatable with
hardware I do not own...

> Or perhaps at least send him some DETAILED, GOOD info on doing RAM
> banking... maybe I could be a tester? :)

I know how bankswitching works, but for the argument, see above...

> Anyone seen Friday-Soft's MOD player? I heard it dies with low bass, but
> from TRYING to make sense out of the German description of it on the Demo
> of "Crystal Hammer" from the Halle-93 demo (disk B) it sounds like it has
> some snazzy stuff for loss of sound quality...

> :) This may suck for you, Poorten.. maybe your reeeally nifty #1 MOD
> player may be put WAY out of date by #2?

I don't think so. First of all, my MOD-Player isn't the first, but there
was a Polish one before. Let's compare...

Polish MOD-Player - MODs need to be converted to MD8 format first.
Need a 130XE for that !
Sound quality slightly worse then my player.
Player is PD but converter has to be bought.
Does not use RAM-Banks.
MODPlay v1.22 - Loads standard 31-channel MOD-Files.
No conversion needed.
100% Public Domain.
Does not use RAM-Banks.
Friday's Player - MODs need to be converted to MD8 format first.
It's *not* Public Domain but comercially sold !
It does use 130XE extra RAM
Sound quality comparable to MODPlay

O.K., the Polish one is out of date, but it's up to you, to choose between
buying Friday's Player and having to convert all your MOD-files first but
being able to play files of +-220KB, or just copy MODPlay for free...
(I think the difference isn't too much. It's just a matter of what
suits your needs best.)

> But hey... people still use SpartaDOS! Go figure! ;)

And... loose all the RAM underneath the ROM plus some more in lowmem...
14K+2=16 --> 48-16=32
That leaves you with a buffer of 32 KB (= Modfiles of max. 64KB)
Sounds great ! (NOT!)

> (jk everyone hehehehehehe)

> Anyways... do you get your player to use up ALLLLL the cycles?

Offcourse, all is done in the mainloop. Only one flag is set in the NMI once
in the (SPEED) times.

- Ivo van Poorten -
^^^

3835. Atari 800Clas. Games (2+ players)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 13:10:22 UTC
From: kisrael@jade.tufts.edu
Message-ID: <KISRAEL.93Oct8090625@jade.tufts.edu>
Source record: 104696

Hey there-
I'm thinking about getting a used Atari 800 just for the
4 player capacity...is there anyone one out there who has a lot of
old classic 4 player games (I've heard of M.U.L.E., Soccer,
Asteroids, and the PD games Snowball and maybe Dandy?) or for
that matter, lots of regular games, who would be willing to send
me copies for the price of the disks+shipping+some for your
time? (I hate to sound like an ass, but I have no qualms
about copying games that are essentially impossible to now
acquire through legitimate means...)
Would Archon, Archon 2, Mail Order Monsters, et al, be
playable on an 800 Classic, or do they require 64K?
And I remember once seeing a (gray/black-market?) catalog
sheet from a company that would sell you like 4 commercial games on
one disk- can anyone give me any information on that, and the legitimacy
of that?
Thanks,
KIRK
--

Kirk Israel _/0_ | the truth that lies closest, however, is only this,
kisrael@jade.tufts.edu| that you are beating your head against the wall of
kisrael@cs.tufts.edu | a windowless and doorless cell. --Kafka 10/21/1921

Hi! I'm a replicating .sig virus! Join in the fun and copy me into yours!

3836. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 13:33:18 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <CEKyzI.2JB@bfsec.bt.co.uk>
Source record: 104698

In article 224642ROMBH@CUNYVM.CUNY.EDU, Raul Romero <ROMBH@CUNYVM.CUNY.EDU> () writes:
>In article <1993Oct7.041658.6444@uoft02.utoledo.edu>,
>timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:
>>
>>Kirk Israel (kisrael@jade.tufts.edu) wrote:
>>4. Vo... shoot... can't recall... some commercial game, something like
>> Gauntlet... came out a few years before it too I think... Low res.
>> graphics, but playable.
>
>The game was called 'Dandy'. Great four player game. You could make your own
>mazes.
>
Actually, Gauntlet was based on this game as far as I recall, so it's hardly surprising that the two games are similar.
Dandy Dungeons was one of the user-written programs released by the APX (Atari Program eXchange) which was a wonderful idea - write software for the Atari, send it to Atari, if they like it, they market it and you're in with the chance of winning prizes - I think the big prize used to be $25000. Pity Atari dropped it (then again, pity Atari dropped everything they ever developed!)

Geoff
gmchugh@bfsec.bt.co.uk

3837. Re: UUDECODING

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 15:53:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2942d9$sk1@usenet.INS.CWRU.Edu>
Source record: 104699

In a previous article, gumby@ace.com (Ricky) says:

>
>
>I am haveing a problem UUdecoding a small ARC'd file.... It is UUE.ARC.
>
> It Uncodes and Unarcs, but when i go to run it, It comes back with a
>ERROR saying not a binary file
>(erro 152 i think)

What uudecoder are using? (apparently not uue!)

So let's see, first you had a uuencoded copy of uue.arc. You uudecoded
this with some uudecoder, which gave you uue.arc.

Then, you un-arc'd uue.arc with some arc program (which one? Super
Un-Arc?), and what files did you come up with at this point?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3838. Futura - A Disk Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 18:04:11 UTC
From: Michael Edwards <Q0J0@UNB.CA>
Message-ID: <08OCT93.15195335.0195@UNBVM1.CSD.UNB.CA>
Source record: 104700

I was wondering if people are aware of a disk based magazine coming out of Aberdeen in Scotland called 'Futura' Its rather good with lots of text articles and some of the more obscure public domain programs. I don't have the address and subscription rates on hand but if anyone is interested then get in touch and I will let you know. It is actually from the North Of Scotland Atari User Group of which I am the co-founding member but now I am in Canada at university so am doing some additional advertising!

I am also looking for 2600 VCS cartridges as I am trying to put together a very extensive library so anyone willing to sell can also get in touch.

Thanks a lot - Michael Edwards.

3839. Help with "Sands of Egypt"

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 19:45:53 UTC
From: berts@empros.com
Message-ID: <CELG8I.A3A@empros.com>
Source record: 104701

HELP!!

Has anyone solved the old program "Sands of Egypt"? If
so, how do you get out of the treasure room. I know
I am very close but after close to 10 years, I give up.

Please e-mail me the answer.

Thanks

Bert

--

_____
_____| | |_____
\ | Bert Sheldon | email: bert@empros.com | /
\ | | | /
/ |_____| \
/_____) (_____\

3840. wanted for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 20:25:53 UTC
From: otto@garnet.acns.fsu.edu
Message-ID: <otto-081093162320@hotline.cc.fsu.edu>
Source record: 104702

Does anyone have any of the following for an Atari 800xl:

Hayes Smartmodem 1200 or 2400 baud or compatible with cable
which has a speaker and status indicator lights
terminal emulator
including VT-100
handle down-/up-loads
directory

Adapter cable for Gorilla Bananna printer (25 pin) or
just a decent, cheap printer with cable

1050 disc drive or equivalent

Also, I'm having a problem with the XL. If I use the
computer for any amount of time, and then turn it off,
I have to wait 30-45 minutes before I can turn it on again
and boot up. It'll just give me a black to grey screen
and not the blue for booting.

jgo for Eric Simpson <eric6@freenet.tlh.fl.us>

3841. 2 stick games (Was Re: 4 player games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 22:09:59 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <294ofnINNqve@uwm.edu>
Source record: 104703
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

OK, how about games that could use 2 sticks for 1 player to control game action? I know Robotron could use 2, and I think Food Fight might have supported it as well. I'm sure there were others I'm forgetting. Flight Simulator may have as well, now that I think about it. How about Battlezone?

--

= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3842. IBM software to write Atari disk format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 22:34:39 UTC
From: ind00052@pegasus
Message-ID: <294ptv$qio@osceola.cs.ucf.edu>
Source record: 104704

I'm looking for some software that will allow my IBM to write Atari format disks which will be readable by my 1050 drive. Does anything like this exist? I have a few programs I'd like to run, but they're doing no good sitting on my IBM. I would use the 850 interface, but it just makes fuzzy noise when I try to initialize it (when it worked it used to beep). Anyone have any ideas?

Sen

3843. Re: Atari 800Clas. Games (2+ players)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-08 23:59:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct8.185938.6478@uoft02.utoledo.edu>
Source record: 104555

Kirk Israel (kisrael@jade.tufts.edu) wrote:
: Would Archon, Archon 2, Mail Order Monsters, et al, be
: playable on an 800 Classic, or do they require 64K?

Archon was written on an 800, same with the other two if I recall. What's so funny is that some of the mail order companies "THEN and NOW" mention in their ads that the games "listed below" won't work on the older 800's - I have MOST of the games they list, and they work perfectly fine on the old 800!

BTW: Good luck finding soccer... it's a great game tho!

-me

3844. Re: 2 stick games (Was Re: 4 player games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 00:52:26 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <92701@cup.portal.com>
Source record: 104556
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> OK, how about games that could use 2 sticks for 1 player to
> control game action? I know Robotron could use 2, and I think
> Food Fight might have supported it as well. I'm sure there
> were others I'm forgetting. Flight Simulator may have as
> well, now that I think about it. How about Battlezone?

F-15 Strike Eagle (and some other earlier MicroProse sims,
Hellcat Ace was one) supported a second stick for throttle
and weapons control.

Space Dungeon used two (ported from the 5200).

Food Fight and Battlezone I don't think supported two.
Robotron came with a large holder for two standard Atari
sticks.

Jeff_M_Lodoen@cup.portal.com

3845. FOR SALE: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 03:22:12 UTC
From: ScottM@cup.portal.com
Message-ID: <92717@cup.portal.com>
Source record: 104557

```
Atari 800XL in prime condition.
Still in original box with manuals
All offers considered.

/============================================================\
|Scott Maxwell * This is my mistake, |
|scottm@cup.portal.com * let me make it good - R.E.M. |
|Amiga 1000, 2000, *-----------------------------------|
|1200, Pet 2001, Vic, * I sit at my table, |
|64, 128D, 800XL, //e * and wage war on myself - R.E.M. |
\============================================================/
```

3846. Re: Futura - A Disk Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 19:23:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <29733g$551@usenet.INS.CWRU.Edu>
Source record: 104558

In a previous article, Q0J0@UNB.CA (Michael Edwards) says:

>I was wondering if people are aware of a disk based magazine coming
>out of Aberdeen in Scotland called 'Futura' Its rather good with
>[...]

From the FAQ List:

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL (or AB1 3DC - which is right?)
L1.95/1 disk
L3.95/1 cassette or 1 printed
overseas shipping extra

If anyone can confirm the right postal code, or anything else about this
subscription information, please let me know.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3847. Re: IBM software to write Atari disk format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 19:34:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2973od$663@usenet.INS.CWRU.Edu>
Source record: 104559

In a previous article, ind00052@pegasus (Sen) says:

>I'm looking for some software that will allow my IBM to write Atari format
>disks which will be readable by my 1050 drive. Does anything like this
>exist? I have a few programs I'd like to run, but they're doing no good
>sitting on my IBM. I would use the 850 interface, but it just makes fuzzy
>noise when I try to initialize it (when it worked it used to beep). Anyone
>have any ideas?

From the FAQ List:

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the
SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs
are:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C
sources 8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite
popular. 8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and
ataridsk.arc)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3848. Re: Atari emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 20:05:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <FN66ac1w165w@cyberden.sf.ca.us>
Source record: 104575

fcsaszar@dcc.dcc.uchile.cl (CSASZAR BRAVO FELIPE ANDRES) writes:

> I would like to know if there exists an Atari 8 bit emulator
> for the PC.
> A PC with VGA and sound card have should suffice.
> Imagine... in 1 meg of HD space we could have more the 100 games.
>
> Felipe Csaszar
> fcsaszar@dcc.uchile.cl

:) You've probably never heard of SIO2P@ or the Bla<k Box, have you?
Neither are EMULATORs, BUT:

SIO2P@ lets you use an IBM as tho it were a fileserver...
ie, use ITs hard drive
and
Bla<k Box lets you @onne<t up to about 130meg of HD spa<e at
any given time, and in @onjun<tion with the Floppy-
Board, also allows you to @onne<t IBM floppies!
As BB stands it does S@SI hard drive, up to 14.4k bps
modem (19.2k? yeah I think thats more like it, altho
I've never seen any over-the-phone modes that spe<ifi<-
ally SUPPORT 19.2k.. only up to 14.4k anyways who
@ARE!?), and @entroni<s-type printers.

Details are probably in the F.A.Q., and I'm sure @.S.S.'s address (they
make it) is in the vendors-list
part of the F.A.Q.

"Roh kay, raggy..."

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3849. Re: IBM software to write Atari disk format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 22:59:50 UTC
From: billt@NeoSoft.com
Message-ID: <CEnJvr.9wD@sugar.NeoSoft.COM>
Source record: 104560

In article <294ptv$qio@osceola.cs.ucf.edu> ind00052@pegasus (Sen) writes:
>I'm looking for some software that will allow my IBM to write Atari format
>disks which will be readable by my 1050 drive. Does anything like this
>exist? I have a few programs I'd like to run, but they're doing no good
>sitting on my IBM. I would use the 850 interface, but it just makes fuzzy
>noise when I try to initialize it (when it worked it used to beep). Anyone
>have any ideas?
>
>Sen
>

Yes the do but be warned, most like UTIL will only work with an IBM
180K disk drive. If you only have a 1.2M like most do then you are
out of luck.
--

3850. Re: Does MODPL122.dcm work on 800 classic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-09 23:03:14 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <4VD7ac1w165w@cyberden.sf.ca.us>
Source record: 104574

ipoorten@cs.vu.nl (Poorten van IP) writes:

> Somebody(?) wrote :
> > Hey! Speaking of Poorten not having "the best" hardware ;) Anyone wanna
> > donate/loan a spare RAM-upgraded XL/XE to him? I'm frustrated that
> > MODPLayer can only do up to 96k MODs when theoretically my 256k machine can
> > handle up to 512k! (as if >I< have a drive that can handle it.. but hey,
> > some people do!)
>
> That's no argument. You can't expect me to let software be compatable with
> hardware I do not own...
>
> I don't think so. First of all, my MOD-Player isn't the first, but there
> was a Polish one before. Let's compare...
>
> Polish MOD-Player - MODs need to be converted to MD8 format first.
> Need a 130XE for that !
> Sound quality slightly worse then my player.
> Player is PD but converter has to be bought.
> Does not use RAM-Banks.
> MODPlay v1.22 - Loads standard 31-channel MOD-Files.
> No conversion needed.
> 100% Public Domain.
> Does not use RAM-Banks.
> Friday's Player - MODs need to be converted to MD8 format first.
> It's *not* Public Domain but comercially sold !
> It does use 130XE extra RAM
> Sound quality comparable to MODPlay
>

Hey.. thanx for clearing all that up. I didn't know that Friday's was
commercial! I can imagine how yours would be better because it uses as
many cycles as possible. From what I tried to read of Friday's, it looks
like it has a bunch of extra fancy stuff. Oh well. Hmm.. maybe if
Friday's is cheap enough, I might buy it just to see what else it can
do.. but I suppose I'm gonna stick to yours for quite a while!

And, Mr. Gatekeeper, that original Somebody (?) was ME :^P .. and I
knew all about your lack of hardware. I still think it'd be really nice
to put this extra RAM of mine to work, seeing as I can't even use it as a
RAMdisk.

But still..! don't get all upset at me! I sit here complaining about
superb things like BobTerm! I'm just never satisfied!

and don't say "switch platforms"].. never gonna happen.
Sure, I'll be forced to conform and probably buy an IBM or Mac, but I'm sticking with my beautiful 1200xl's (and whatever other Atari's I eventually get my hands on) forEVER! :)

And when did that Polish player come out?? Who wrote it? Why hadn't we seen that one or yours until now!!! Almost a year later at least!

Thanx again...

"Roh kay, raggy..."

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3851. Re: 2 stick games (Was Re: 4 player games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 01:03:22 UTC
From: ant@palm.cray.com
Message-ID: <1993Oct9.200322.25394@hemlock.cray.com>
Source record: 104561
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Andrew Krieg: Man or Android? (ultron@csd4.csd.uwm.edu) wrote:
: OK, how about games that could use 2 sticks for 1 player to control game
: action? I know Robotron could use 2, and I think Food Fight might have
: supported it as well. I'm sure there were others I'm forgetting. Flight
: Simulator may have as well, now that I think about it. How about
: Battlezone?

Battlezone has two sticks, but each controls a seperate tank tread.

Black Widow pops to mind (especially since its sitting in my spare room at the moment) as using the same 1 joystick to move, 1 joystick to fire as Robotron 2084 did.

tony
--
Tony Jones (ant@cray.com, ..!uunet!cray!ant)
CMCS Codegeneration Group, Software Division
Cray Research Inc, 655F Lone Oak Drive, Eagan, MN 55121

3852. 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 01:44:31 UTC
From: ScottM@cup.portal.com
Message-ID: <92787@cup.portal.com>
Source record: 104562

```
Atari 800XL (Excellent Comndition)
Still in original box.
Make an offer (all considered).

/============================================================\
|Scott Maxwell * This is my mistake, |
|scottm@cup.portal.com * let me make it good - R.E.M. |
|Amiga 1000, 2000, *-----------------------------------|
|1200, Pet 2001, Vic, * I sit at my table, |
|64, 128D, 800XL, //e * and wage war on myself - R.E.M. |
\============================================================/
```

3853. 5200 Carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 01:47:02 UTC
From: ScottM@cup.portal.com
Message-ID: <92788@cup.portal.com>
Source record: 104563

I have the following Atari 5200 cartridges for sale:
Star Raiders
Super Breakout
Defender
Missile Command
Qix

All in original boxes and sealed. Make me an offer.

/==\
|Scott Maxwell * This is my mistake, |
|scottm@cup.portal.com * let me make it good - R.E.M. |
|Amiga 1000, 2000, *-----------------------------------|
|1200, Pet 2001, Vic, * I sit at my table, |
|64, 128D, 800XL, //e * and wage war on myself - R.E.M. |

3854. AtariUser

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 04:21:38 UTC
From: rwilmott@news.delphi.com
Message-ID: <2982ki$luj@news.delphi.com>
Source record: 104564

Odd how ya forget about things sometime isn't it? Like I was heavily into the Atari 8-bit from 1980-1993. I was always "on top of things" Atari so to speak. But back several months ago, I took the plunge and got a Mac. Between that, and a particularly hot and sunny summer here in the northeast, the Atari got pushed aside. I still have been getting my AtariClassics magazines, and my New Atari User from England, but it just occured to me now that I haven't gotten an AtariUser in a LONG time even though I know I had many issues left on my subscription. So, the obvious question : whatever happened to them????????????

-Ray

3855. Laptop, refrigerator, end-tables, coffee table for sale in Berkeley

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 05:26:16 UTC
From: s215ad@stat.Berkeley.EDU
Message-ID: <45580@ucbvax.BERKELEY.EDU>
Source record: 104565
Cross-posted to: ba.market.misc,misc.forsale,misc.forsale.computers.pc-clone,comp.sys.atari.8bit

I have a bunch of miscellaneous items taking up space ...

1) A laptop computer: two 3.5" drives, complete with power cables and manuals, PC-compatible. Also has a Toshiba ink-jet printer that I'll include. Works fine, but now I have a PC. Asking $250 obo.

2) A mini-refrigerator. The standard cubic model for a dorm. Works fine; paid $100, make offer.

3) Coffee table. Very nice, with two pieces of glass. It's just that I have another coffee table that I like better. =) Asking $50.
Also, I have two hexagonal end tables; both for $20.

Call me (510) 549-2921 to come by and see them, or [if my line is busy] send me email: tlin@stat.berkeley.edu

P.S. I would love to trade some of these for Atari 8-bit hard- and soft-ware. =)

3856. file sites?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 05:41:12 UTC
From: jfoy@rbdc.wsnc.org
Message-ID: <CEo2Gp.Lv4@rbdc.wsnc.org>
Source record: 104566

I am looking for Atari 8 Bit sites and have seen the list on UMICH
but it does not have any educational stuff for my 2 year old (none that
I saw anyway). I read the FAQ and it mentioned several FTPs, but I do
not have FTP on my account. Does anyone know how to access the FTP
sites using email? Are there any others not mentioned in the FAQ?

thanks
jfoy@rbdc.wsnc.org

3857. Re: AtariUser

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 14:07:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2994ur$qvr@usenet.INS.CWRU.Edu>
Source record: 104567

In a previous article, rwilmott@news.delphi.com (RWILMOTT@DELPHI.COM) says:

>from England, but it just occured to me now that I haven't gotten
>an AtariUser in a LONG time even though I know I had many issues
>left on my subscription. So, the obvious question : whatever
>happened to them????????????

I don't remember the story as to why they couldn't get an issue out for a
while (it wasn't just financial reasons), but they just recently got one
out again. If you're still subscribed, I supposed you'll see it soon.

But they haven't had any 8-bit coverage since their first year, have they?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3858. Re: file sites?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 14:15:38 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2995eb$rsv@usenet.INS.CWRU.Edu>
Source record: 104568

In a previous article, jfoy@rbdc.wsnc.org (John Foy) says:

>I am looking for Atari 8 Bit sites and have seen the list on UMICH
>but it does not have any educational stuff for my 2 year old (none that
>I saw anyway). I read the FAQ and it mentioned several FTPs, but I do
>not have FTP on my account. Does anyone know how to access the FTP
>sites using email? Are there any others not mentioned in the FAQ?

The FAQ List mentions two FTP sites: atari.archive.umich.edu and its
mirrors, and one other one that hasn't seen any uploads in ages. Very
likely that's all there is.

Besides BART (the file-mailer for atari.archive.umich.edu), the FAQ List
also contains information on how to use two all-purpose FTP-by-mail
services.

Anyone who wants the latest copy (it's still at 30-Aug-93) just let me
know.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3859. Wanted: XF551 & SX212

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 16:01:29 UTC
From: jsupe@cybernet.cse.fau.edu
Message-ID: <71o8ac3w165w@cybernet.cse.fau.edu>
Source record: 104569

A friend of mine wants to purchase a XF551 or SX212.
Since he doesn't have an account, please direct all offers to me at:

jsupe@cybernet.cse.fau.edu

Thanks in Advance,

Jerolim Supe'
CS&E Major
Florida Atlantic University
Boca Raton, Florida

3860. Raindrop demo (was Re: Help me ID this demo)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 19:18:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <299n59$cmb@charm.magnus.acs.ohio-state.edu>
Source record: 104570

In article <2872jd$khp@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>In a previous article, medaniel@news.delphi.com (MEDANIEL@DELPHI.COM) says:
[...]
>>It starts out with a song and a brownish background with piano
>>hammer(s) that follow along with the song. It basically has different
>>scenes with different songs. The second is of a rain drop. (I think
[...]
>This is the "Awesome" Demo, which is on the Archive. One of my favorites!

Yes, I liked that one, but did anyone notice the physical problem with
the raindrop demo? (Come on, you physics people, you can get it!)

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

3861. Re: Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 19:23:53 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <299ng9$cnc@charm.magnus.acs.ohio-state.edu>
Source record: 104571

In article <1993Sep29.124454.9772@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>I want an Atari track ball. Just got missle command for my atari 8 bit
>computer and I just NEED the arcade feel.

Try an ST mouse. It might not be _quite_ as hard to find, and I think
it gives better control.

A few weeks ago I saw a PC clone with arcade games like Missile
Command and Centipede running under windows-- looked and played better
than on my 1200XL, especially since I could use the mouse with
Centipede. Why didn't Atari let us use the trackball for Centipede?
(In trackball mode, not joystick mode)

--
Rob Funk |Internet: funk.17@osu.edu
events editor for THE INDEPENDENT| or cc787@cleveland.freenet.edu
"It's such a fine line between |"I'm just a soul whose intentions are good;
'stupid' and 'clever'." | Please don't let me be misunderstood"

3862. Re: Futura - A Disk Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 20:37:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <yT28ac1w165w@cyberden.sf.ca.us>
Source record: 104576

Michael Edwards <Q0J0@UNB.CA> writes:

> programs. I don't have the address and subscription rates on hand
> but if anyone is interested then get in touch and I will let you
> know. It is actually from the North Of Scotland Atari User Group of
> which I am the co-founding member but now I am in Canada at
> university so am doing some additional advertising!
>

OF @OURSE WE'RE INTERESTED!! DETAILS! DETAILS! :)

"Do you know what that is?" - Rimmer
"Yeah! It's MINE!" - Cat

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3863. Re: wanted for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 20:39:17 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <7V28ac2w165w@cyberden.sf.ca.us>
Source record: 104577

otto@garnet.acns.fsu.edu (John G. Otto) writes:

>
> Also, I'm having a problem with the XL. If I use the
> computer for any amount of time, and then turn it off,
> I have to wait 30-45 minutes before I can turn it on again
> and boot up. It'll just give me a black to grey screen
> and not the blue for booting.
>
> jgo for Eric Simpson <eric6@freenet.tlh.fl.us>

Have you tried pressing [RESET] when you first power up, or as you power up? Then release it. My 1200xl used to get like that a lot, esp. after using @arts. It just refused to boot! (@an anyone explain?)

"Do you know what that is?" - Rimmer
"Yeah! It's MINE!" - Cat

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3864. Re: file sites?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-10 20:48:20 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <0a38ac4w165w@cyberden.sf.ca.us>
Source record: 104578

jfoy@rbdc.wsnc.org (John Foy) writes:

> I am looking for Atari 8 Bit sites and have seen the list on UMICH
> but it does not have any educational stuff for my 2 year old (none that
> I saw anyway). I read the FAQ and it mentioned several FTPs, but I do
>

I never got the blurb on it I guess, but @aveman.ar< is a little kiddy story (animated, w/ sound FX and some musi<).. :) To tell the truth, I was hoping it was a game, but I wasnt disappointed.. it was pretty nifty! :)

To tell the truth AGAIN, >>I<< havent seen barely any edu<ational stuff nowadays EITHER.

"Do you know what that is?" - Rimmer
"Yeah! It's MINE!" - Cat

PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
William James Kendrick Atari Classics Cyberden: San Rafael, CA

3865. Atari 800 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 02:49:50 UTC
From: mrsma@uno.edu
Message-ID: <1993Oct11.024950.808@cs.uno.edu>
Source record: 104572

the following items are for sale:
all reasonable offers considered.
don't forget the shipping though.

Hardware
atari 800 personal computer
atari 1050 disk drive (2)
microbits peripheral products printer interface
atari joystick
quickshot II joystick
atari paddle controller
t.v. switchbox ca010112 (2)
sound adapter cable 5din to 2-male RCA

Software
Master Diskette 3 DX5052
Atari 810/1050 Master Diskette II CX8104
Dimension X game disk (synapse)
GraphicMaster disk (data soft inc) ser#51105
Solo Flight disk (microprose software)

Cartridges
Basic Computing Language CxL4002
Computer Chess Cxl4009
Submarine Commander

Books
Mapping The Atari (compute! books publication)
The Atari Assembler (Inman & Inman) (Reward Books)
Your Atari Computer (osborne mcgraw-hill)
Assembly Language Programming For The Atari Computers (a byte book by Chasin)
Inside Atari Dos (Bill Wilkinson) (2)
6502 Assembly Language Routines (Lance Leventhal)
The Atari Experience (A. Lamonthe Jr.)
The Third Book of Ohio Scientific (outline of expansion for the Atari 800)
Pocket Guide to Forth
Intro to Atari Disk Operating System DOS 3
OS/A+ Systems Software (optimized systems softwae inc)
Atari Disk Operating System Reference Manual DOS 3
Inside Atari Basic (Carris)
Understanding Atari Graphics
The Analog Compendium
Basic Reference Manual
ASM/Editor Documentation

Misc
Atari 800 cover
Atari 1050 cover
2 floppy holders
Gemini 10x serial printer
personal computer system operating system listing and documentation *****
hardware description documentation ***** (together about 200 pages)

also various languages.
p.s. this thing is a great game machine...

3866. I'M Back

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 07:00:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <750468806.AA08724@tdkt.kksys.com>
Source record: 104613

Quoting from RJE@CS.NOTT.AC.UK to ALL

> Well after ten weeks away I'm back, did I miss anything?
>
Nice to see you back in the newsgroup!

> While on my journeys (in Panama) I saw brand new 130XE's boxed and straight
> off the shelf going for $238. How's about that! Do Atari Corp. still make
> 8-bits or were these just just left over stock?
> Didn't see any drives tho, but I did see loads of 2600 still on sale!
>

I don't think Atari is still producing the 8-bit in any quantity,
probably just left over stock. Pretty good if they can be sold at
those prices...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "[Pause] - [Press any key to continue or press any other key to abort]" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3867. Does Modpl122.Dcm Work On

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 07:07:03 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <750468806.AA08725@tdkt.kksys.com>
Source record: 104612

Quoting from POTTER@SUNNY3.DAB.GE.COM to ALL

> Does anyone out there know how to make MODPL122 play DSDD disks? I find
> I can only use SSSD or SSED disks. With .mods in the 60K - 90KByte range,
> you can usually only fit one per side per disk.
Unfortunately, I don't think there is a way to do it right now,
unless MODPL's disk routines are rewritten to access DOS. I assume it
was probably done to make the player as small as possible to larger .MOD
files can be played. Sure wish it would work with DSDD (or hard drives)
for that matter.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Diplomacy is the art of letting other people have your way!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3868. Re: Wanted: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 13:54:34 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CEqJz0.5DC@cbnewse.cb.att.com>
Source record: 104573

In article <1993Sep29.124454.9772@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>I want an Atari track ball. Just got missle command for my atari 8 bit
>computer and I just NEED the arcade feel.

You might try MTS Creations (POBox 56762 Chicago, Il 60656) or call 1-312-763-1822 (as advertised on page 80 of Current Notes - Sept 93 edition). Their ad copy did not include an 8 bit trackball, but he has them and will sell them for $5 plus shipping (at least that was the price he quoted me - I did order the 8 bit ball along with a pair of ST converted trak-balls - one set up for a left-hander with the buttons switch reversible. Just order Friday so haven't received them yet.) Wayne

3869. Re: IBM software to write Atari disk format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 19:41:56 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Oct11.194156.38120@austin.onu.edu>
Source record: 104580

Bill Tart (billt@NeoSoft.com) wrote:
: In article <294ptv$qio@osceola.cs.ucf.edu> ind00052@pegasus (Sen) writes:
: >I'm looking for some software that will allow my IBM to write Atari format
: >disks which will be readable by my 1050 drive. Does anything like this
: >exist? I have a few programs I'd like to run, but they're doing no good
: >sitting on my IBM. I would use the 850 interface, but it just makes fuzzy
: >noise when I try to initialize it (when it worked it used to beep). Anyone
: >have any ideas?
: >
: >Sen
: >

: Yes the do but be warned, most like UTIL will only work with an IBM
: 180K disk drive. If you only have a 1.2M like most do then you are
: out of luck.
: --

I just wanted to add that I got UTIL to work just fine on a 1.2M
drive. However, it took me a long time to get it to work.
But in the end all it took was adding a /b (I think) to get it to work

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3870. Re: file sites?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 19:49:10 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Oct11.194910.56413@austin.onu.edu>
Source record: 104579

phbill@cyberden.sf.ca.us wrote:
: jfoy@rbdc.wsnc.org (John Foy) writes:

: > I am looking for Atari 8 Bit sites and have seen the list on UMICH
: > but it does not have any educational stuff for my 2 year old (none that
: > I saw anyway). I read the FAQ and it mentioned several FTPs, but I do
: >

: I never got the blurb on it I guess, but @aveman.ar< is a little kiddy
: story (animated, w/ sound FX and some musi<).. :) To tell the truth, I
: was hoping it was a game, but I wasnt disappointed.. it was pretty nifty!
: :)

: To tell the truth AGAIN, >>I<< havent seen barely any edu<ational stuff
: nowadays EITHER.

: "Do you know what that is?" - Rimmer
: "Yeah! It's MINE!" - Cat

: PhBill@Cyberden.SF.CA.US New Breed Software Novato, California
: William James Kendrick Atari Classics Cyberden: San Rafael, CA

It is too bad that this article wasnt posted earlier this summer, because
I bought an XL setup from a school which was chocked full of educational
diskettes. However, I think I formatted most (if not all) of them for the
space. Most of these games and programs were oriented towards younger
children (i.e. simple math, and reading skills). I will try to find
out if any of these disks still exist and get back to the newsgroup.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior Electrical Engineering Student
Ohio Northern University

3871. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 21:46:05 UTC
From: mark@godzilla.quotron.com
Message-ID: <CEr5sz.9M8@quotron.com>
Source record: 104585
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Jeff_M_Lodoen@cup.portal.com writes:
> Maze War -- a freeware maze/shoot-out game.. would be neat
> to play! (ask and I'll upload it to atari.archive.umich.edu)

Maze War should already be on the archive along with another
of mine called Killer 'thello (inspired by Killer Chess); which
also supports up to 4 players simultaneously.

> Survivor (Synapse) -- I _think_ it supports 4.

Survivor does support 4 players, but it's mostly unplayable
in that mode (one player thrusts, one player shoots, one turns
left, and the last turns right). It does play pretty well in
in 2 player mode though...

--
Mark T. Price (sg) mark@godzilla.Quotron.COM
>plan 9 studios< "Bite me, it's fun!" -- Crow, MST 3000

3872. Atari Basic Crashes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 21:52:11 UTC
From: go1n@ellis.uchicago.edu
Message-ID: <1993Oct11.215211.22742@midway.uchicago.edu>
Source record: 104581

Back many years ago, I used to avidly write atari basic programs on my 800. Sometimes after especially long sessions the basic editor would die on me. When I typed list I got garbage. Needless to say this was very frustrating because backing my programs up was fruitless considering my 410 program recorder's ~30% success rate (sigh).

I remember reading once why the basic cart would do that but have since forgotten. If anyone remembers/knows why I'd be interested in a detailed explanation.

Thanks in advance....

Steve

.8bit lurker...

3873. Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 22:05:16 UTC
From: ind00052@pegasus
Message-ID: <29clas$dl6@osceola.cs.ucf.edu>
Source record: 104583

Does the mentioned UTIL program write disks that are directly readable by
an atari 1050 drive? Or does there have to be some kind of decoding program
on the atari end to read the disks and then rewrite them, etc.?
The reason I'm curious is because I have no way to get the "decoding"
program over to the Atari if it's neccessary. By the way, if one is
needed would anyone be so kind to mail me a copy on Atari ss/sd format?

Thanks!

Sen

3874. MicroMiser

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 22:05:37 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9310112143.AA15803@smithkline.com>
Source record: 104582

Well, time is only part of the equation. There was also the little matter of arranging to pay the guy the $1000 he was asking. Then arranging to have someone clean up the code (which MicroMiser claimed was "clean"- that's a joke!). And then arranging to have the thing produced & sold. I don't think anyone appreciates how complex these arrangements can get, & the sheer amount of TIME you spend making sure all the pieces fit. And trying to do this while putting in 45 hours a week on my real job plus 30 hours a week on AC. I bit off way more than I could chew, I had no idea what I was getting into. If I had nothing else to do with my time, I could probably have put up with MicroMiser's paranoid behavior & pursued the thing to ultimate success. But my entire involvement was calculated upon the transaction for software rights going smoothly. It didn't happen that way, & the time I had alotted for the project all ended up being squandered in variouis attempts to placate MicroMiser's neurotic ways. Kind of like walking into the casino to play the slots with $10 worth of dimes & hoping like hell you'll win the jackpot before your $10 is gone. I came up short before I got the payoff. Demoralizing.

My advice to anybody who takes a notion to rescue rights to a program:

*** "Make sure you get yoursself a BIG SACK of dimes!! ***

Well, I'm prety good a hacking the analog parts of the computer, & so far I'm doing pretty well running North America's only successful all-8bit publication. I'm only one fellow, I reckon that's about all I have to give to the community. I'm going to concentrate on those areas, that's what I do best.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

****

3875. CSS EPROM Burner

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-11 22:55:14 UTC
From: poehland%phvax.dnet@smithkline.com
Message-ID: <9310112205.AA15969@smithkline.com>
Source record: 104584

I got the CSS Gang Burner a year or 2 ago. Got 2 of them now, they both seem to work OK.

However, the first one I bought had to be returned, it was flaky. Took me a long time (translation: a hideous amount of WASTED time) to figure out the fault was with the burner. Some of the ROMs I burnt didn't perform properly. Checked them on the EPROM reader, they didn't give back the original checksum. Read them 3 times, get 3 different checksums! So.... which one represented the REAL ROM???

Erased & re-burned the ROMs. Put the ROMs in service, they were flaky. One time they work, another time not. Try reading the checksums, sometimes they check, sometimes not. Weak bits or something. No help re-burning at longer times, like 6 (I use 3 as standard). Things finally got to the point where I lost all trust in it, that's when I sent it back to CSS.

After some weeks CSS returned it. There are 2 large chips on the burner board, 6821's???? I think. They had been replaced. Since then the burner has been reliable. For example, Bob lets me buy just the "brain module" part of the XF551 upgrade at a reduced price vs.the whole pkg. & doesn't object to my burning my own ROMs for the ROM part of the upgrade. I"ve been using several of those home-made ROMs in my 3.5" upgraded XF551's for over a year now with no problems.

My gut feeling is that the burner is probably designed properly, but that the design was based on certain 6821(???) chip specs. If Bob gets a batch of marginal 6821's the performance rating takes a nosedive... but it's hard to detect.

I insisted that Bob should burn some ROMs on a known good burner & supply those with my returned unit, which he did. (Some kind of junk code, just for testing purposes.) He sent back 2 good ROMs plus a 3rd one which he thought was flaky. The checksums were written on all 3 ROMs. The 2 good ones checked, the "flaky" one didn't. Now at least if I suspect my burner is on the fritz, I can try checking the known good test ROMs to determine if my burner is going south or if I just got a bad EPROM.

I advised Bob that I thought he should provide known good standard test ROMs with each burner he sells, so people won't have to go thru all the agony of messing with a flaky burner. But, when I bought my 2nd burner some months later, it did not come with test ROMs. <sigh>

I will also say I've found TREMENDOUS differences among EPROMs. I now have an enormous collection of EPROMs, mostly salvaged from the junk my employer throws away (!). I've also bought new ones & "surplus" ROMs from BG Micro. Some of the "surplus" ROMs won't accept a burn until they've been erased-- even tho they

check empty to begin with! And, I've given up entirely on Mitsubishi ROMs. All the Mitsubishis I've seen have raised windows. If you get one that's already been written to, you can never erase it. I have a Jameco eraser & typically erase for 15 min. when my lamp is new. I'll typically cook the chips, then read. If they check clear, I put them in my "good" pile. If they aren't clear, I'll cook again for 15 minutes, then read again, & so on. With Mitsubishi ROMs I went thru this cycle 8 TIMES (!). They NEVER cleared! Instead, after 2 hours of cooking they just went defective. I've now learned that if I can't clear a chip after 2 cycles it's best to just toss it.

Intel & Hitachi ROMs seem the best to me. Not sure about TI, sometimes those are flaky. I don't even bother with Mitsubishi any more.

There was one more complaint I lodged with CSS about the Burner, which I doubt has been fixed. The damn thing cannot distinguish between a blank ROM & an empty socket! In other words, if you try verifying an empty socket, the burner will happily generate a checksum for the empty socket. I was bummed out. That's why I insisted on Bob supplying me with dummy check-ROMs so I could determine performance relative to an external standard. It just seems to me that any burner should have enough "smarts" to know when there is, or is not, a ROM in the socket. Sheesh.

- BEN POEHLAND
The 8-Bit Alchemist

****

3876. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 05:17:18 UTC
From: d.paterson2@genie.geis.com
Message-ID: <9310120517.AA07273@relay2.geis.com>
Source record: 104586

I've got a bunch of Atari books and hard/software for sale, S&H extra, as follows:

HARDWARE

Atari XEGS (incl power supply and TV cable) $25
Atari 1025 printer $reasonable offer
Atari 810 disk drive $reasonable offer

SOFTWARE

Following titles have no docs, $5 ea. or 4 for $15

The Newsroom (D) Touchdown Football (D)
Ace of Aces (D) The Eidolon (req 64k) (D)
Pinbll Construction Set (D) Rescue on Fractalus (D)
Chop Suey (D) AtariWriter (Cart)
ET Phone Home! (Cart) Star Raiders (Cart)
Eastern Front (1941) (Cart)

Following titles come with docs, $10 ea. or 3 for $25

Shamus:Case II (D) Blue Max (D)
War Game Construction Set (D) Silicon Dreams (D)
Kennedy Approach (D) Silent Butler (req 64k) (D)
Spy vs Spy (D) RealSports Football (Cart)
Final Legacy (Cart) Basketball (Cart)
Flight Simulator II (D) OGRE (D)

BOOKS

All $10ea or 3 for $25; mix'n'match with software, if you like.

Compute!s 1st book of Atari Compute!s 2nd book of Atari
Mapping the Atari (400/800 ed) Your Atari Computer (400/800 ed)
101 Programming Surprises&Tricks

Send mail to: D.PATERSON2@genie.geis.com

3877. Bounty bob in cartridge form

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 07:34:00 UTC
From: bzandrew@amiganet.xnet.com
Message-ID: <bzandrew.2dsh@amiganet.xnet.com>
Source record: 104587

Does anyone have a copy of this in cartridge form for the 8 bit? Please send me pricing information. Thanks, Bill

3878. Re: Atari Basic Crashes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 11:39:34 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct12.113934.7392@iplmail.orl.mmc.com>
Source record: 104588

In article <1993Oct11.215211.22742@midway.uchicago.edu>, go1n@ellis.uchicago.edu (bing gong) writes:
|>
|> Back many years ago, I used to avidly write atari basic programs on
|> my 800. Sometimes after especially long sessions the basic editor would
|> die on me. When I typed list I got garbage. Needless to say this was
|> very frustrating because backing my programs up was fruitless considering
|> my 410 program recorder's ~30% success rate (sigh).
|>
|> I remember reading once why the basic cart would do that but have since
|> forgotten. If anyone remembers/knows why I'd be interested in a
|> detailed explanation.
|>
|> Thanks in advance....
|>
|> Steve
|>
|> .8bit lurker...
|>
|>
|>

It has something to do with the routines that delete code. When editing
code, there was a bug in Rev B Basic that would kick in when deleting
code of a certain byte count. There is a patch for this bug.

Also, Rev B Basic adds 16 extra bytes to your program with each Save.
To get rid of this wasted space, you had to LIST the program and then ENTER it.

Larry Richardson
richards@foghorn.orl.mmc.com

3879. FAQ request

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 14:44:47 UTC
From: tsp@ccd.harris.com
Message-ID: <1993Oct12.144447.24098@ccd.harris.com>
Source record: 104595

Would someone please forward me a copy of the FAQ?

Thanks,
--
Maxwell Smart, Harris Controls : tsp@ccd.harris.com : (407)242-5255

3880. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 15:13:31 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29ehir$a6o@unix1.circ.gwu.edu>
Source record: 104589
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

>college life) Why didn't the XLs have this? Is there a good
>reason beyond the official "well, most games didn't support
>four anyway"??? And what games *did* support it? Did they
>have M.U.L.E. for the 800(classic)? I'm really interested in this---

Yes. M.U.L.E. is a classic, great, Atari 800 game.
"Return of Herakles" will also run with 4 players, and is worth playing
through at least once. (Though, by the time you solve it, you can whip
the entire game playing just Asclepius and Achilles. Not that I've done
this, or anything....)

-A.

3881. Re: Atari 800Clas. Games (2+ players)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 15:19:45 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29ehuh$adc@unix1.circ.gwu.edu>
Source record: 104591

In article <1993Oct8.185938.6478@uoft02.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Kirk Israel (kisrael@jade.tufts.edu) wrote:
>: Would Archon, Archon 2, Mail Order Monsters, et al, be
>: playable on an 800 Classic, or do they require 64K?

Archon and Archon 2 work on the classic 800. Mail Order Monsters (at
least the time I tried to play it) does NOT work. It is a fairly cool
game, but I have only seen it work on XL/XEs.

-A.

3882. Re: 2 stick games (Was Re: 4 player games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 15:22:52 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29ei4c$ai7@unix1.circ.gwu.edu>
Source record: 104590
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct9.200322.25394@hemlock.cray.com>,
Tony Jones <ant@palm.cray.com> wrote:

>Battlezone has two sticks, but each controls a seperate tank tread.

In that vein, Spy Hunter used two joysticks as well. The first stick drove the car and fired your guns. The second stick (really, just the button!) was used to disburse your "toys" such as oil slicks, missiles, etc.... A pretty cumbersome method, actually, though you could play 2-player cooperative rotating in and out of the special weapons control.

(Wasn't the most exciting thing ever, though....)

-A

3883. MicroIllustrator Software/cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 15:43:54 UTC
From: jking%smtpgate@uxscosv1.asit.utah.gov
Message-ID: <9310120846.aa13031@uxscosv1.uxscosv1.asit.utah.gov>
Source record: 104592

Help! I have a Koala pad here, but no software to use it. Does anybody
have the original MicroIllustrator package on disk or cart available?

jking@uxscosv1.asit.utah.gov
or
kamaro_kid@delphi.com

Jim King
aka
Kamaro Kid

3884. 1 65XE, 1 Game Cartridge, 1 Book forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 15:56:08 UTC
From: rgn@cs.cs.appstate.edu
Message-ID: <29ek2o$r01@lester.appstate.edu>
Source record: 104594

65XE - needs a new connector between keyboard and system board.

Centipede game cartridge (no docs)

ATARI BASIC by Bob Albrecht, LeRoy Finkel, Jerald R. Brown (Wiley, 1979)

All for $30 + shipping (OBO)

If interested e-mail rgn@cs.appstate.edu
--
-Rob Norris rgn@cs.appstate.edu

3885. Re: Atari Basic Crashes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 17:40:40 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29eq6o$fsp@unix1.circ.gwu.edu>
Source record: 104596

I'd also like to suggest getting a copy of BASIC XL if you should find one... It is a monumental piece of work, a great improvement over any Atari Basics, Microsoft Basic for Atari, & a few other Atari BASICs I've used. Basic XL was downward-compatible with Atari BASIC, and included a run-time compiler to share your programs....

-Andrew

3886. Re: Atari Basic Crashes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 18:05:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931012130517MIS0160@MVS.UDEL.EDU>
Source record: 104593

In article <1993Oct12.113934.7392@iplmail.orl.mmc.com>,
richards@sulu.orl.mmc.com (Larry Richardson) writes:

>In article <1993Oct11.215211.22742@midway.uchicago.edu>, go1n@ellis.uchicago.edu (bing
gong) writes:
>|>
>|> Back many years ago, I used to avidly write atari basic programs on
>|> my 800. Sometimes after especially long sessions the basic editor would
>|> die on me. When I typed list I got garbage. Needless to say this was
>|> very frustrating because backing my programs up was fruitless considering
>|> my 410 program recorder's ~30% success rate (sigh).
>|>
>|> I remember reading once why the basic cart would do that but have since
>|> forgotten. If anyone remembers/knows why I'd be interested in a
>|> detailed explanation.
>|>
>|> Thanks in advance....
>|>
>|> Steve
>|>
>|> .8bit lurker...
>|>
>|>
>|>
>
The original 800 did not have BASIC built-in. The first Atari BASIC
cartridge was Revision A. It had a bug that would cause everything
to lock up. It had to do with the memory management routines in the
BASIC editor. If you inserted a line in a BASIC program anywhere
except at the end, BASIC would have to move lines down to make room
for your inserted line. If the number of bytes moved was exactly 256
(or a multiple thereof), everything would lock up and you were out
all the changes since the last SAVE.

Revision B BASIC was built into the early 600XL and 800XL machines.
It had problems of it's own as mentioned in an earlier followup message.

Revision C BASIC came along and was built in the later XL machines as
well as the XE series. A Revision C cartridge was offered by Atari
to correct the previous revisions (it wasn't free, though--you had to
pay $15 to Atari Customer Relations).

There is a PEEK command that will tell you what Revision of BASIC you
have. I have the info at home and could post it tomorrow if anyone
is interested.

Roger Cole

3887. Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 18:18:47 UTC
From: djg0@aber.ac.uk
Message-ID: <9310121818.AA20778@deca>
Source record: 104597

Does anyone out there have a printer driver for the Atariwriter cart. for Epson compat. printers? If so, please email me: djg0@uk.ac.aber (Internet: djg0@aber.ac.uk).

Also, I have a customr over here who is looking for FS2 scenery disks. He would k like any EXCEPT USA 1-7 and Japan. If you have some let me know by email.

Dean Garraghty
djg0@aber.ac.uk

3888. Re: Atari Basic Crashes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 19:35:12 UTC
From: gruber@austin.ibm.com
Message-ID: <CEsuEo.16DD@austin.ibm.com>
Source record: 104598

> |> Back many years ago, I used to avidly write atari basic programs on
> |> my 800. Sometimes after especially long sessions the basic editor would
> |> die on me. When I typed list I got garbage.

> It has something to do with the routines that delete code. When editing
> code, there was a bug in Rev B Basic that would kick in when deleting
> code of a certain byte count. There is a patch for this bug.
>
> Also, Rev B Basic adds 16 extra bytes to your program with each Save.
> To get rid of this wasted space, you had to LIST the program and then ENTER it.

There is an update to the Rev. B Rom it is Rev. C and can be gotten at
American-Techni-Vision I believe is in CA, though not sure.

Scott

3889. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 20:23:08 UTC
From: aardvark@leland.stanford.edu
Message-ID: <aardvark-121093132023@directory-4.stanford.edu>
Source record: 104599

In article <29ehir$a6o@unix1.circ.gwu.edu>, pc895x@unix1.circ.gwu.edu
(Phillip Torrez) wrote:

> >college life) Why didn't the XLs have this? Is there a good
> >reason beyond the official "well, most games didn't support
> >four anyway"??? And what games *did* support it? Did they
> >have M.U.L.E. for the 800(classic)? I'm really interested in this---
>
> Yes. M.U.L.E. is a classic, great, Atari 800 game.
> "Return of Herakles" will also run with 4 players, and is worth playing
> through at least once. (Though, by the time you solve it, you can whip
> the entire game playing just Asclepius and Achilles. Not that I've done
> this, or anything....)
>
> -A.

What platforms has M.U.L.E. been ported to? Mac?(pleasepleaseplease)
Twas a great game on the Atari 8-bit and I would love to see it again.

Tanks,
--
Mark Belanger
aardvark@leland.stanford.edu

3890. Local Atari User Group Meeting - Wed Oct 13/93

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 21:08:37 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CEsyqF.9J4@math.uwaterloo.ca>
Source record: 104600
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit,ont.micro,kw.micro

In October, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available.

As well our own newsletter "The Hard Copy" will be given to attendees.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, October 13, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

3891. Atari 8bit Hardware/Software forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-12 22:32:57 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <29fbap$ill@usenet.INS.CWRU.Edu>
Source record: 104601

```
================================ Trades Wanted ==============================
1.2M or 1.44M Floppies!!!!
SIMM Memory (1Mx9 70ns or faster)
IDE HD
Sound Cards
================================================================================

:: Atari 400/800/XL/XE Hardware
MicroPort XL PIA experimenters KIT(PBI) As New $25 1
Atari 1050 Disk Drive Bad ROM / Good Mech $20 1
Atari 1010 Cassette Drive w/ PS/SIO As New $20 1
Atari 800xl motherboard Works $25 1
Atari xl/xe power supply Excellent $15 1
Atari 800 48k GTIA w/ PS/AV Excellent $50 2
Atari 400 16k Membrane keyboard Excellent $20 2
Atari 400 *64k Full stroke keyboard* Excellent $40 1
Atari 410 Cassette drive PS/SB Excellent $10 2
Atari 400/800 type PS (9vac) Excellent $10 10
Atari 1027 LQ Printer w/ SIO/PS Excellent $30 1
Atari 1027 Power supply (.5vac) Excellent $10 1
Atari 850 Interface w/ PS/SB/Tech notes Excellent $50 1
Percom AT-88 Disk drive w/ 360k mech Excellent $60 1
Atari CX87 Modem cable in packaging Excellent $8 1
Percom drive w/ 2 360k mechs internal Excellent $95 1
Atari 'LARGE BUTTON' Numeric Keypads Excellent $10 2
================================================================================

Atari 400/800/XL/XE
-----------------------
CC LC Part# Title MC RC Price # Notes
--------------------------------------------------------------------------------
:: Carts
A CXL4004 Basketball AT U $5.00 1
A RX8031 Donkey Kong AT U $5.00 2
A b CXL4002 BASIC AT U $6.00 3
A Bb ------ Pitstop EP R $8.00 1
A RX8026 Dig Dug AT R $6.00 1
A ------ GORF -- R $6.00 1 Roklan
A CXL4020 Centipede AT U $5.00 1
A Bb THA12002 JumboJet Pilot -- ER $9.00 1 Thorn EMI
A Bb THA12001 Submarine Commander -- ER $8.50 1 Thorn EMI

:: Cassette
A CJb ------- Zaxxon -- R $4.00 1 Datasoft
```

:: Disk
A 1Bb Math Blaster! -- R $8.00 1 Davidson
A 1b GT Estate Word Processor -- U $6.00 1 Indus Systems
A 1b Albert E Spreadsheet -- U $6.00 2 Indus Systems
A 1b GT Data Manager -- U $6.00 1 Indus Systems
A 2Bb Title Bout & Boxer Disk -- R $6.00 1 Avalon Hill
A 1Bb Computer Quarterback -- R $6.00 1 SSI
A 1Bb Starbown Football -- R $6.50 1 Gamestar
A 1Bb Star League Baseball -- R $6.50 1 Gamestar
A 1Bb Summer Games -- U $6.50 1 Epyx
A 1Bb Magnaprint II -- U $6.00 1 Alpha Systems
A 1Bb Mail Order Monsters -- R $6.50 1 Electronic Arts
A 1b Wargames -- U $5.00 1 Coleco
A 1b Ghostbusters -- U $6.00 1 Activision
A 1Bb F-15 Strike Eagle -- R $7.00 1 MicroProse
A 1Bb Tail Of Beta Lyrea -- U $5.00 1 Paradise Prog
A 1b Anti-Sub Patrol -- U $5.00 1 Roklan
A 1Bb Sports Spectacular 3 in 1 -- R $7.00 1 Keypunch
A 2Bb AutoDuel -- ER $10.00 1 Origin Systems
A 1Bb Spycatcher -- U $6.00 1 ALA
A 1b Racing Destruction Set -- R $7.00 1 Electronic Arts
A 1Bb World Championship Karate -- R $7.00 1 Epyx
A 1Bb Dogfight -- U $6.00 1 ALA
A 1Bb Solo Flight -- ER $8.00 1 Microprose
A 1Bb Lava Run -- R $6.50 1 KTel
A 1Bb Armor Assult -- R $6.50 1 Epyx
A 1 SAGA : The Hulk -- VR $6.50 1 Green Valley
A 2Bb Warlocks Revenge -- ER $10.00 1 Synergetic Soft
A 1b Shattered Alliance -- U $5.50 1 SSI
A 1Bb Infiltrator -- R $7.00 1 Mindscape
A 1Bb Touchdown Football -- U $7.00 1 Electronic Arts
A 1Bb Zaxxon -- R $6.00 1 Datasoft
G 1 Timewise -- C $3.00 1 Atari
A 2Bb Cut and Paste Word Processor ER $10.00 1 Electronic Arts
A 1 Zork III -- U $7.00 1 Infocom
A 1 Suspended -- U $7.00 1 Infocom
A 1 The Hitchhikers Guide/Galaxy R $10.00 1 Infocom
A 1 Deadline -- U $7.00 1 Infocom
A 1b Planetfall -- U $7.00 1 Infocom
A 1 Infidel -- U $7.00 1 Infocom
A 1 Cutthroats -- U $7.00 1 Infocom

--
Steven Tucker = dh395@cleveland.freenet.edu = xanth@freenet.fsu.edu
>> Buy/Sell/Trade ALL Classic VideoGame/Computer Systems Including <<
>> Atari 2600/5200/7800/400/800/Xl/Xe - Colecovision - Intellivision - Bally <<
>> SMS - GameGear - TG16 - Vectrex - Vic20 - C64 - Ti99/4a - O2 - Sinclair <<

3892. Re: MicroIllustrator Software/cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 00:44:47 UTC
From: bmarcum@news.delphi.com
Message-ID: <29fj1v$6m9@news.delphi.com>
Source record: 104602

I recently got a Koala Pad without software, too. I found a drawing program on GEnie called PAD31.ALF. It's a pretty nice program.

Bill Marcum bmarcum@delphi.com "With lovable Madison the cat as your child's happy host"

3893. Re: Raindrop demo (was Re: Help me ID this demo)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 01:39:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <29fm8f$7rh@usenet.INS.CWRU.Edu>
Source record: 104603

In a previous article, rfunk@magnus.acs.ohio-state.edu (Robert M Funk) says:

>Yes, I liked that one, but did anyone notice the physical problem with
>the raindrop demo? (Come on, you physics people, you can get it!)

Hmm, I can't think of what you might be talking about. Do tell!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3894. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 01:48:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <29fmps$8k3@usenet.INS.CWRU.Edu>
Source record: 104604

In a previous article, ind00052@pegasus (Sen) says:

>
>Does the mentioned UTIL program write disks that are directly readable by
>an atari 1050 drive? Or does there have to be some kind of decoding program
>on the atari end to read the disks and then rewrite them, etc.?
>The reason I'm curious is because I have no way to get the "decoding"
>program over to the Atari if it's neccessary. By the way, if one is
>needed would anyone be so kind to mail me a copy on Atari ss/sd format?

No decoding happens on the Atari end, but you need a 180K or greater Atari
drive to use UTIL. For a stock 1050 your only choice is Rick Cortese's Mule.
And Mule DOES have software on the Atari end.
Quoting from the FAQ List:

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the
SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs
are:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C
sources 8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite
popular. 8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and
ataridsk.arc)

(Sorry for sqrewing formatting--this does word wraps when I cut and paste.)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3895. Re: 2 stick games (Was Re: 4 player games)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 03:10:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <93001@cup.portal.com>
Source record: 104608
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Phillip Torrez (pc895x@unix1.circ.gwu.edu) writes:

>...Spy Hunter used two joysticks as well. The first stick
>drove the car and fired your guns. The second stick (really, just the
>button!) was used to disburse your "toys" such as oil slicks, missiles,
>etc.... A pretty cumbersome method, ...

I solved this by using those joysticks that had suction cups on the bot-
tom. I used the first stick as always, but stuck the second one to the
floor, took my shoe off, and hit the second-stick trigger with my BIG
TOE... Worked pretty well and made Spy Hunter into a very playable ONE-
player game! :-)

Chris "Prehensile Toes" Chiesa
Chris_F_Chiesa@cup.portal.com

3896. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 03:42:13 UTC
From: ind00052@pegasus
Message-ID: <29ftel$3jb@osceola.cs.ucf.edu>
Source record: 104605

I'm assuming from whats been said that the atari 1050 drive is not 180K? I seem to remember some kind of "extra (double?) density" that the atari 1050 would get, but no other drives would read, or something stupid about it. Does this help me at all? I guess if someone would be as kind as put mule on a atari ss/sd disk for me and mail it to me that would solve my question. Help me!! I have an extensive library of 8-bit software, maybe we could work something out.

Sen

: Thanks

3897. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 03:52:31 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29fu1v$sdp@unix1.circ.gwu.edu>
Source record: 104606
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <aardvark-121093132023@directory-4.stanford.edu>,
Mark Belanger <aardvark@leland.stanford.edu> wrote:

>What platforms has M.U.L.E. been ported to? Mac?(pleasepleaseplease)
>Twas a great game on the Atari 8-bit and I would love to see it again.

As far as I know, you can run it on the Atari and C-64 for sure. There
may have been an Apple II version. There almost certainly was not a Mac
version. It came out ~10 years ago & despite being an 8-bit cult classic,
there just wasn't any demand for it. I could go back to some old
magazines & find out the company which made it.... Then, we could write &
express demand... Then, we could storm the White House.... Oops -- went
off dreaming again...

3898. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 03:59:38 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29fufa$3mf@unix1.circ.gwu.edu>
Source record: 104607

In article <29ftel$3jb@osceola.cs.ucf.edu>, Sen <ind00052@pegasus> wrote:
>
>I'm assuming from whats been said that the atari 1050 drive is not 180K?
>I seem to remember some kind of "extra (double?) density" that the atari
>1050 would get, but no other drives would read, or something stupid about
>it.

Standard Atari 810 single density drives were 88K. Many third-party drives were true double density: Percom, Indus GT, Rana 2000, etc. A company called Astra even maketed a 360K double-sided, double-density, two-drives-in-one-case monstrosity. It was great!

When Atari introduced the 1050, it produced a "density-and-a-half" standard that came out to 127K. The only way to rectify incompatibility problems that I found was OSS 4.0s command-driven DOS, a pretty nifty OS for any time, much less 1984. OSS was very flexible & would let a true double-density drive (I had a Percom, an Indus, and 2 810s) read the 1050s bastard format. Still no way for a 1050 to read true double density, though.

Why did Atari do this? Beats the hell out of me.

>Does this help me at all? I guess if someone would be as kind as
>put mule on a atari ss/sd disk for me and mail it to me that would solve
>my question.

MULE was (and still is) a copyrighted game. I'm not a moralizer; I just think the rules here forbid transactions of that sort....

-Andrew

3899. Re: CSS EPROM Burner

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 05:48:28 UTC
From: jharris@cup.portal.com
Message-ID: <93014@cup.portal.com>
Source record: 104609

Thanks for your post on the CSS burner Ben. I probably could have accepted a fixed unit as being reliable, except that when my unit was sent in and repaired/tweaked by Bob, I still had problems. The other trouble is that for some reason, I have had a terrible time with blown PALs on the cartridge board. I think I have gone through 6-8 PALs or so. Sigh...

At this point, I'm afraid I'll have a hard time trusting it unless Bob finds something he was not doing correctly in the burning algorithm, and manages to fix it.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3900. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 06:10:12 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <93015@cup.portal.com>
Source record: 104611
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

pc895x@unix1.circ.gwu.edu (Phillip Torrez) writes;
> In article <aardvark-121093132023@directory-4.stanford.edu>,
> Mark Belanger <aardvark@leland.stanford.edu> wrote:
>
> >What platforms has M.U.L.E. been ported to? Mac?(pleasepleasep
> >Twas a great game on the Atari 8-bit and I would love to see i
>
> As far as I know, you can run it on the Atari and C-64 for
> sure. There *may* have been an Apple II version. There
> almost certainly was not a Mac version. It came out ~10 years
> ago & despite being an 8-bit cult classic, there just wasn't
> any demand for it. I could go back to some old magazines &
> find out the company which made it.... Then, we could write &
> express demand... Then, we could storm the White House....
> Oops -- went off dreaming again...

There was an IBM PCjr version... as a ROM cartridge! Good luck
getting it to run on modern PCs.

Here's a gripe. Imagic gave us Demon Attack for the 2600. Then
they made an Intellivision version with enhanced graphics and a
Phoenix-like stage.

The version for the 400/800 was a direct port of the 2600. The
IBM PCjr cart was based on Intellivision.

I'm sure you could count those carts on one hand.

Jeff_M_Lodoen@cup.portal.com

3901. What to do with old Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 06:33:33 UTC
From: ulrich@world.std.com
Message-ID: <CEtovy.Gw3@world.std.com>
Source record: 104610

Hi,

This is probably a FAQ, but can someone suggest a socially responsible way to dispose of two Atari 800 (48K) systems? Both have Percom disk drives, plus miscellaneous hardware and software between them (e.g. Ape-Face parallel printer adapter, lots of games). I've also got two letter quality printers, one Comrex daisywheel and the other a NEC Spinwriter. Does anybody want this stuff? I'd be happy to let it go for the cost of shipping. Or are there worthy organizations to donate to... I seem to remember hearing about an org that sends old equipment to Eastern Europe...

Thanks,
Thatcher ulrich@world.std.com

3902. Re: Does MODPL122.dcm work on 800 classic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 08:12:55 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29gda7$156@nz12.rz.uni-karlsruhe.de>
Source record: 104614

In article <4VD7ac1w165w@cyberden.sf.ca.us>, <phbill@cyberden.sf.ca.us> wrote:
>ipoorten@cs.vu.nl (Poorten van IP) writes:
>> Somebody(?) wrote :
>> Friday's Player - MODs need to be converted to MD8 format first.
>> It's *not* Public Domain but comercially sold !
>> It does use 130XE extra RAM
>> Sound quality comparable to MODPlay

>Hey.. thanx for clearing all that up. I didn't know that Friday's was
>commercial! I can imagine how yours would be better because it uses as

Friday's Player isn't PD, that's true. It's SHAREWARE. Friday wants 10DM
for it. I know it, because I've bought it directly from Friday on the
fair in Hanau. It came with a flyer where Friday explicitely states that
"Fampy" is shareware and may be only distributed along with the describtion.

I guess before I can upload it to the archive I'll have to include the
text on the flyer, and, because it's in German, it should be translated as well.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3903. Assembler 130XE+ on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 09:00:24 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29gg38$1ip@nz12.rz.uni-karlsruhe.de>
Source record: 104615

Like promised before, I've uploaded Torsten Karwoth's "Assembler 130XE+"
to the archive at umich.edu

It's been moved to the main atari/8bit directory.

ass130.txt is a short blurb
ass130a.dcm is the main installation/program disk
ass130b.dcm is the documentation in German

You'll probably need the docs even if you don't know German. There're
some parts in it you'll be able to figure out anyway.
Time permitting, I'll try to translate the docs into English later this year.

In the meantime I've played with the assembler a bit. In general I think
it's worth the 20DM (?) shareware fee, despite some minor aspects I didn't
like.

To pick up an earlier thread by Mr. Harris, the assembler uses quite a bit
of RAM under the OS, so it definitely won't work with SpartDOS.
But despite this, the assembler provides its own MyDOS modification.
Within the shell it provides, you can type commands like DIR or LIST
or whatever. What I liked is the ability to create your own commands by
putting your own utilities into a special directory and giving them a
special filename extension.

The program first tries to execute an internal command, then it looks for
it in the ramdisk and finally on external drives. Works pretty well.

A word on the editor. It's quite nice, although, like the docs say, not
suitable for wordprocessing. The editor has been especially designed
to meet assembler source code criteria.

What I liked about it are the block commands. You can highlight a portion
of text and then do with it whatever you want: copy, delete etc.

In order to get to the icon (command) line you'll have to press SHIFT-ESC
(or was it CNTRL-ESC? or just ESC? anyway, something with ESC).

Then just pick up the symbol of the desired command with the cursor keys
and press RETURN.

You can save/load ascii text, save/load assembler sources, print, kill
and more.

This save/load assembler source option is implemented because the
editor automaticaly converts assembler commands into tokens and
thus does syntax checking every time you type a line.

I hope you'll be able to figure out how it works.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3904. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 11:13:00 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Oct13.111300.24468@cs.nott.ac.uk>
Source record: 104616

In article <29fufa$3mf@unix1.circ.gwu.edu> pc895x@unix1.circ.gwu.edu (Phillip Torrez) writes:
>In article <29ftel$3jb@osceola.cs.ucf.edu>, Sen <ind00052@pegasus> wrote:
>>
>>I'm assuming from whats been said that the atari 1050 drive is not 180K?

correct!
[snip]

>Standard Atari 810 single density drives were 88K. Many third-party
90 K actualy

>drives were true double density: Percom, Indus GT, Rana 2000, etc. A
>company called Astra even maketed a 360K double-sided, double-density,
>two-drives-in-one-case monstrosity. It was great!

and Atari's own XF-551 ofcourse

>When Atari introduced the 1050, it produced a "density-and-a-half"
>standard that came out to 127K. The only way to rectify incompatibility
>problems that I found was OSS 4.0s command-driven DOS, a pretty nifty OS
>for any time, much less 1984. OSS was very flexible & would let a true
>double-density drive (I had a Percom, an Indus, and 2 810s) read the 1050s
>bastard format. Still no way for a 1050 to read true double density, though.
Actualy it works out at 130K, but DOS 2.5 only accesses 1024 sectors
And just to confuse things even more several names have been used for this
density including enhanced, dual or even double (not to be confused with true
double density)
>
>Why did Atari do this? Beats the hell out of me.
Hey, when have you know Atari to do anything logical? :-)
[snip]

3905. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 12:23:50 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <29gs0m$9vc@usenet.INS.CWRU.Edu>
Source record: 104618

(Sen asks somebody to mail him a copy of mule. Phil Torrez says
it is a copyrighted game.)
Phil, I'm sure Sen is talking about the 'mule' that allows read/
write of Atari disks on IBM, not the game M.U.L.E.

3906. Re: IBM software to write Atari disk format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 12:53:49 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CEu6Hr.3wB@sadis01.kelly.af.mil>
Source record: 104619

In article <1993Oct11.194156.38120@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>Bill Tart (billt@NeoSoft.com) wrote:
>: >I'm looking for some software that will allow my IBM to write Atari format
>: >disks which will be readable by my 1050 drive. Does anything like this
>
>: Yes the do but be warned, most like UTIL will only work with an IBM
>: 180K disk drive. If you only have a 1.2M like most do then you are
>: out of luck.
>: --
>
I've been using UTIL on my 1.2Meg drive back and forth with my
INDUS GT with no problems at all. Once I got the latest version
of UTIL, I haven't had any problems... I've been ftp'ing files
from the archive to a VAX, transferring the files via decnet to
a PC, (I've even used NARC on the pc to unarc some of the ATARI
files and look at the docs) and then I've used util with my 1.2meg
drive to copy the files over to the ATARI. Haven't had any
trouble!
--
==
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==

3907. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 13:19:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931013081908MIS0160@MVS.UDEL.EDU>
Source record: 104617

> <snip>
>
> Still no way for a 1050 to read true double density, though.
> <snip snip>
There was a hardware upgrade for the 1050 called U.S. Doubler that
would make the 1050 capable of true double density.
Best Electronics still lists the Doubler.

3908. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 15:26:53 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29h6nt$j58@unix1.circ.gwu.edu>
Source record: 104621

In article <1993Oct13.111300.24468@cs.nott.ac.uk>,
Raphael J Espino <rje@cs.nott.ac.uk> wrote:
>
> and Atari's own XF-551 ofcourse [is double-density]

Sorry. That was a little after my time.

>>Why did Atari do this? Beats the hell out of me.
>Hey, when have you know Atari to do anything logical? :-)

I'll get back to you on that one. I'm sure there was ONE instance?

-Andrew

3909. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 15:30:19 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29h6ub$lep@unix1.circ.gwu.edu>
Source record: 104622

In article <29gs0m$9vc@usenet.INS.CWRU.Edu>,
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>(Sen asks somebody to mail him a copy of mule. Phil Torrez says
>it is a copyrighted game.)
>Phil, I'm sure Sen is talking about the 'mule' that allows read/
>write of Atari disks on IBM, not the game M.U.L.E.

Actually, there have been two different strings of conversation going....
I've been reading & replying to the ones about 4-player games, which of
course means M.U.L.E.

Just now, I went back and read the "other" string. I can see now where I
may have misunderstood the post. My apologies.....

-Andrew
(but j.gilbert can call me "Phil")

3910. WANTED: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 15:42:23 UTC
From: rr@raptor.eng.ufl.edu
Message-ID: <29h7kv$rq1@bigguy.eng.ufl.edu>
Source record: 104620

Ok, I finally got an Atari 800 computer system with an
810 disk drive. Now, I'd like to get some games for it.
If anyone interested in selling cartridges/disks for this
system above (will buy working originals only), send me
a list please.

-Robbie
rr@sherwood.digital.ufl.edu
rr@eng.ufl.edu

3911. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 17:05:26 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct13.170526.1973@iplmail.orl.mmc.com>
Source record: 104630
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <29fu1v$sdp@unix1.circ.gwu.edu>, pc895x@unix1.circ.gwu.edu (Phillip Torrez) writes:
|> In article <aardvark-121093132023@directory-4.stanford.edu>,
|> Mark Belanger <aardvark@leland.stanford.edu> wrote:
|>
|> >What platforms has M.U.L.E. been ported to? Mac?(pleasepleaseplease)
|> >Twas a great game on the Atari 8-bit and I would love to see it again.
|>
|> As far as I know, you can run it on the Atari and C-64 for sure. There
|> *may* have been an Apple II version. There almost certainly was not a Mac
|> version. It came out ~10 years ago & despite being an 8-bit cult classic,
|> there just wasn't any demand for it. I could go back to some old
|> magazines & find out the company which made it.... Then, we could write &
|> express demand... Then, we could storm the White House.... Oops -- went
|> off dreaming again...
|>

It was programed by Ozark, and distributed by Electronic Arts. You remember our good friends at EA... they were one of the first and largest software publishers to abandon the 8-bit line.

Larry Richardson
richards@foghorn.orl.mmc.com

3912. Re: CSS EPROM Burner

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 17:50:02 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1993Oct13.175002.4259@ultb.isc.rit.edu>
Source record: 104623

In article <9310112205.AA15969@smithkline.com> poehland%phvax.dnet@smithkline.com writes:
>I got the CSS Gang Burner a year or 2 ago. Got 2 of them now, they both
>seem to work OK.

>My gut feeling is that the burner is probably designed properly, but that
>the design was based on certain 6821(???) chip specs. If Bob gets a batch
>of marginal 6821's the performance rating takes a nosedive... but it's hard
>to detect.

Yes, the two chips are 6821s. However, we (I mean CSS) never had
a problem with certain chips not working properly. You probably just
had a bad 6821. Even though the chips CSS uses are new, you
occasionally get a bad one.

>I advised Bob that I thought he should provide known good standard test ROMs
>with each burner he sells, so people won't have to go thru all the agony of
>messing with a flaky burner. But, when I bought my 2nd burner some months
>later, it did not come with test ROMs. <sigh>

EPROMs cost money. Supplying 3 test ROMS would cost about $12, which
would be happily passed on to the customer.

>Intel & Hitachi ROMs seem the best to me. Not sure about TI, sometimes those
>are flaky. I don't even bother with Mitsubishi any more.

All used EPROMs fail eventually if you erase them enough times. For
important uses, buy new EPROMs. Do NOT buy CMOS EPROMs, as they tend to
be flaky.

>There was one more complaint I lodged with CSS about the Burner, which I doubt
>has been fixed. The damn thing cannot distinguish between a blank ROM & an
>empty socket! In other words, if you try verifying an empty socket, the burner
>will happily generate a checksum for the empty socket. I was bummed out.
>That's why I insisted on Bob supplying me with dummy check-ROMs so I could
>determine performance relative to an external standard. It just seems to me
>that any burner should have enough "smarts" to know when there is, or is not, a
>ROM in the socket. Sheesh.

If you want Bob to add something like that in, expect a $50 price
increase. You have to remember that keeping prices low is the primary
concern at CSS. How many 8-bitters will pay $400 for an EPROM burner?

FYI: I speak of CSS in the past tense, as I no longer work for them.

```
//================================================================\\
|| Chris Freemesser, RIT CpET (( Visit Rochester, New York: ||
||"Where money is the #1 prioRITy" )) Home of Kodak, Xerox, Ragu, ||
```

|| Usenet: clf3678@ultb.rit.edu ((Bausch & Lomb, and the world's||
|| It's just me and my LC III)) largest pothole collection! ||
\\==//

3913. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 19:04:58 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct13.190458.4742@iplmail.orl.mmc.com>
Source record: 104632
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <93015@cup.portal.com>, Jeff_M_Lodoen@cup.portal.com writes:
|>
|> There was an IBM PCjr version... as a ROM cartridge! Good luck
|> getting it to run on modern PCs.
|>
|> Here's a gripe. Imagic gave us Demon Attack for the 2600. Then
|> they made an Intellivision version with enhanced graphics and a
|> Phoenix-like stage.
|>
|> The version for the 400/800 was a direct port of the 2600. The
|> IBM PCjr cart was based on Intellivision.
|>
|> I'm sure you could count those carts on one hand.
|>
|>
|> Jeff_M_Lodoen@cup.portal.com

That's exactly how I felt when I bought Pitfall! If I had wanted the
2600 version, I would have bought that one.

Larry Richardson
richards@foghorn.orl.mmc.com

3914. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 20:05:01 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct13.150501.6598@uoft02.utoledo.edu>
Source record: 104624
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Phillip Torrez (pc895x@unix1.circ.gwu.edu) wrote:
: there just wasn't any demand for it. I could go back to some old
: magazines & find out the company which made it.... Then, we could write &

E.C.A. for whoever's curious... Electronic Arts.

3915. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 20:05:31 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CEuqH8.6KG@sadis01.kelly.af.mil>
Source record: 104627

In article <29clas$dl6@osceola.cs.ucf.edu> ind00052@pegasus (Sen) writes:
>
>Does the mentioned UTIL program write disks that are directly readable by
>an atari 1050 drive? Or does there have to be some kind of decoding program
>on the atari end to read the disks and then rewrite them, etc.?
>The reason I'm curious is because I have no way to get the "decoding"
>program over to the Atari if it's neccessary. By the way, if one is
>needed would anyone be so kind to mail me a copy on Atari ss/sd format?
>
>Thanks!
>
>Sen
>
UTIL does, indeed write disks that are directly readable by
the 1050. Nothing special is needed at all on the 1050 end.. You can
even format the floppy on the 1050, and then use util to copy files
over to it...
--
==
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==

3916. Re: IBM software to write Atari disk format?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 20:08:05 UTC
From: jim@skipjack
Message-ID: <1993Oct13.200805.2142@jpl-devvax.jpl.nasa.gov>
Source record: 104626

dfwright@sadis05.kelly.af.mil (DARRYL F. WRIGHT - TISTE) writes:
> lmurdock@austin.onu.edu (Lance Murdock) writes:
>>Bill Tart (billt@NeoSoft.com) wrote:
>>: Yes the do but be warned, most like UTIL will only work with an IBM
>>: 180K disk drive. If you only have a 1.2M like most do then you are
>>: out of luck.
>>
> I've been using UTIL on my 1.2Meg drive back and forth with my
> INDUS GT with no problems at all.

The trick to success moving disks between 360K drives and 1.2M drives (besides having the right software, of course :-)) is to understand that the 1.2M drives write narrower magnetic tracks. For example, if you format a disk on a 360K drive and write data on it, then later rewrite the same disk on a 1.2M drive (even in 360K mode), the outer portions of the tracks will still contain some magnetization from the original format/write. This can cause problems when trying to read later, since the signal-to-noise ratio may be reduced below tolerable limits.

So, always mark your disks as being for use in 360K drives or 1.2M drives, BEFORE FORMATTING virgin disks. Then, NEVER format or write using a drive of the other type. You should then have better success READing on either type of drive.

3917. Re: MicroIllustrator Software/cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 20:09:21 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct13.150922.6599@uoft02.utoledo.edu>
Source record: 104625

BMARCUM@DELPHI.COM (bmarcum@news.delphi.com) wrote:
: I recently got a Koala Pad without software, too. I found a drawing
: program on GEnie called PAD31.ALF. It's a pretty nice program.

Ah-ha! Another Atari program still lurking about! Would someone be so kind
as to u/l this to the umich archive?

3918. 8-bit MIDI software

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 20:21:05 UTC
From: tsp@ccd.harris.com
Message-ID: <1993Oct13.202105.8715@ccd.harris.com>
Source record: 104633

I'm looking for some public domain MIDI software to run on my 130XE,
but not having any luck at umich:atari/8bit.
It seems they only have MIDI stuff for the ST.

Has anyone ever seen MIDI software for the 8-bit?
How about commercial software?

Maxwell Smart, Harris Controls : tsp@ccd.harris.com : (407)242-5255

3919. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 22:22:31 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29hv37$jf@unix1.circ.gwu.edu>
Source record: 104628
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct13.150501.6598@uoft02.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>
> E.C.A. for whoever's curious... Electronic Arts.

Really? Wow. I guess we Atari 8-bitters owe EA much of our livelihood.
That makes EA the major source for nearly every good game ever released
for the 8bit....

-Andrew

3920. Emulation of the ATARI 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-13 23:03:48 UTC
From: freddy@toppoint.de
Message-ID: <29i1gk$ilq@worf.toppoint.de>
Source record: 104629

I just checked my mail and found an interesting article about the emulation
of the ATARI 8-Bit on the PC. Well, of course it is possible to do that !
It might be interesting for you to hear that I have the complete source-code
for the emulation of the 6502 processor on the PC (Assembler !). However,
it will be a tough task to emulate ANTIC, POKEY on a PC, but it is not
impossible. I mean, who needs sound anyway ? Who needs soft-scrolling ?
The main thing is that there is an 8-Bit emulator to keep this system alive
!
Me and a friend of mine have lots of ideas how you could emulate most of the
special things (DLI etc.). Now, if you are interested in the source-code or
if you want to design an emulator - send me a message !

freddy@frederik.tpki.de

It is about time for the ATARI 8-Bit to conquer a new world, dudes !

Have a good day !
--
Frederik Holst freddy@tpki.toppoint.de
W-2322 Luetjenburg

3921. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 02:51:37 UTC
From: rjung@netcom.com
Message-ID: <rjungCEv9A2.4Io@netcom.com>
Source record: 104634
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <29hv37$jf@unix1.circ.gwu.edu> pc895x@unix1.circ.gwu.edu (Phillip Torrez) writes:
>Really? Wow. I guess we Atari 8-bitters owe EA much of our livelihood.
>That makes EA the major source for nearly every good game ever released
>for the 8bit....

I wouldn't say every, but a good number of them, yeah. B-) Man, ARCHON, PINBALL CONSTRUCTION SET, M.U.L.E. ... Let's face it, EA couldn't have done some of their early smashes without the Atari 8-bit to work with (Not true for PCS, but most of the early EA games were optimized for the Ataris).

I used to buy EA software sight unseen on their reputation alone, but eventually quality slipped. ARCHON II was so-so, for instance, and RACING DESTRUCTION SET was just terrible. And I know a lot of Atari owners who are still mad at Trip Hawkins for having Electronic Arts get _really_ intimate with the Commodore Amiga, at the expense of the (then) budding Atari ST market.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3922. Re: Wanted: XF551 & SX212

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 03:21:46 UTC
From: ScottM@cup.portal.com
Message-ID: <93111@cup.portal.com>
Source record: 104631

> A friend of mine wants to purchase a XF551 or SX212.
>Since he doesn't have an account, please direct all offers to me at:
>
I have an SX212. Make an offer.

/==\
|Scott Maxwell * This is my mistake, |
|scottm@cup.portal.com * let me make it good - R.E.M. |
|Amiga 1000, 2000, *-----------------------------------|
|1200, Pet 2001, Vic, * I sit at my table, |
|64, 128D, 800XL, //e * and wage war on myself - R.E.M. |
\==/

3923. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 04:26:09 UTC
From: jharris@cup.portal.com
Message-ID: <93115@cup.portal.com>
Source record: 104635

>>Hey, when have you know Atari to do anything logical? :-)
>
>I'll get back to you on that one. I'm sure there was ONE instance?

Can we count making the computer in the first place? It is kinda downhill
from there though.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3924. Re: CSS EPROM Burner

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 04:26:16 UTC
From: jharris@cup.portal.com
Message-ID: <93116@cup.portal.com>
Source record: 104636

>All used EPROMs fail eventually if you erase them enough times. For
>important uses, buy new EPROMs. Do NOT buy CMOS EPROMs, as they tend to
>be flaky.

The problem is, the CMOS EPROMs, and used EPROMS, that failed in the CSS
burner, worked just fine in an RS-232 burner and are still working fine in
the field.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3925. Re: I'M Back

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 04:27:22 UTC
From: jharris@cup.portal.com
Message-ID: <93117@cup.portal.com>
Source record: 104637

> I don't think Atari is still producing the 8-bit in any quantity,
>probably just left over stock. Pretty good if they can be sold at
>those prices...

Atari is definately not producing any more 8 bit products. They sold the
Taiwan facility that was making them sometime in 1992 I believe. It's been
leftovers since then.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3926. Writing Atari Disk Format

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 06:14:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <750578199.AA08835@tdkt.kksys.com>
Source record: 104639

Quoting from IND00052@PEGASUS to ALL

> I'm assuming from whats been said that the atari 1050 drive is not 180K?
> I seem to remember some kind of "extra (double?) density" that the atari
> 1050 would get, but no other drives would read, or something stupid about
> it. Does this help me at all? I guess if someone would be as kind as
If you have a virgin (i.e. unmodified) 1050, then it can produce
two formats, SS/SD 90K and SS/ED 128k. Something like the US Doubler,
Super Archiver would expand it to 180K DD.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "My reality check just bounced." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3927. Re: Assembler 130XE+ on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 07:55:51 UTC
From: straif@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Oct14.075551.25164@ifi.informatik.uni-stuttgart.de>
Source record: 104638

In addition to Marek's explanation, there's one important subject left:

To run the assembler, you need at least 64k of Extra-RAM, this means
a 130XE or a upgraded 800XL/600XL/...

There is a ram bank test and configuration programm supplied.

Bye,

Peter
---
straif@minnie.informatik.uni-stuttgart.de

3928. Re: I'M Back

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 10:01:09 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct14.050109.6625@uoft02.utoledo.edu>
Source record: 104645

John D Harris (jharris@cup.portal.com) wrote:
: Atari is definately not producing any more 8 bit products. They sold the
: Taiwan facility that was making them sometime in 1992 I believe. It's been
: leftovers since then.

What about the huge warehouses of back inventories they found around 1990/91? 1450XLD's? 1050's? XF551's? Some REAL "vaporware"... Anyone pick up on any of it? Know who might have? Come on man, we need names! Addresses!

Any info ANYONE has to offer is appreciated! Maybe we can get some actual "NEW" unopened Atari equipment back into the marketplace! Bulk order? I mean BULK... maybe if we can get about 100 of a drive or 50 of some system, who knows... ? ! ?!?? !?! ?!? !? !? ?!?

-me

3929. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 11:50:04 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct14.115004.17340@iplmail.orl.mmc.com>
Source record: 104641
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <29hv37$jf@unix1.circ.gwu.edu>, pc895x@unix1.circ.gwu.edu (Phillip Torrez) writes:
|> In article <1993Oct13.150501.6598@uoft02.utoledo.edu>,
|> Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
|> >
|> > E.C.A. for whoever's curious... Electronic Arts.
|>
|> Really? Wow. I guess we Atari 8-bitters owe EA much of our livelihood.
|> That makes EA the major source for nearly every good game ever released
|> for the 8bit....
|>
|> -Andrew
|>

I wouldn't give EA that much credit. There were many great games released by Synapse (Alleycat), LucasGames (BallBlaster, Rescue on Fractalas), Origin Systems (Ultima series, Ogre, AutoDuel), and a host of other publishers. EA was a large publisher, but not nearly the major source for every good 8bit game.

Larry Richardson
richards@foghorn.orl.mmc.com

3930. AC Oct.93 disk????

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 21:09:36 UTC
From: ab588@yfn.ysu.edu
Message-ID: <29kf6g$3mb@news.ysu.edu>
Source record: 104640

```
Say, did anybody get their AC Oct.93 disk? I didn't get mine yet
and I wondered if they mailed them out yet.
--
Joe Sabatino -->ab588@yfn.ysu.edu
```

3931. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-14 22:57:15 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <29klgb$793@dr-pepper.East.Sun.COM>
Source record: 104642

Hi all,

A question, and a "bug"/trick....

What do you do with the idol... ???

I found in my 32K copy (yes, copy, I'm looking for an original 32K version)... that there seems to be a bug..... anyone have an original for sale ?

If you stand by the door on the upper left (touching it), and jump at the right time, your foot "sticks" in the door, and you can jump up, up, up right into your items box..... !!!! When you do, you can hit an item, and fill up your properties box with that item..... then you jump up, up, up right into the above screen of the maze and can continue from there.....

But, I've never done much beyond the idol... I could not figure out what to do....

Don't know if the bug is limited to my copy or all copies....

Thanks,

-- Curt

curtis.wilbar@east.sun.com

3932. Re: 8-bit MIDI software

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 02:32:50 UTC
From: herb@cup.hp.com
Message-ID: <CEx32q.K5A@cup.hp.com>
Source record: 104643

Timothy S. Pillsbury (tsp@ccd.harris.com) wrote:
: I'm looking for some public domain MIDI software to run on my 130XE,
: but not having any luck at umich:atari/8bit.
: It seems they only have MIDI stuff for the ST.

: Has anyone ever seen MIDI software for the 8-bit?
: How about commercial software?

Yes, commercial software was written. I can't remember the name of the company off the top of my head, but I have it boxed up at home. There is a sequencer that specifically takes into account the extra memory of the 130XE (version 3) and also a predecessor (version 2) that will run on other 64k 8-bits with a few less features. There is also a patch librarian from the same company (specifically for the Yamaha DX7 in this version). I have all three programs and the MIDI interface, as I said boxed up sometime over the last year. I haven't run any of it in several years as I run on another platform.

In fact the last time I did use it, I connected my PC MIDI connection up to it, turned on one of the Carmen SanDiego programs and captured part of the MIDI stream onto the Atari, then brought up the PC sequencer, and reversed the process to get the sequence on the PC for later analysis. Of course, I never did have any time to work on it! ;-)

The 8-bit sequencer by todays standards is rather primitive, though it is still pretty amazing what it packed into an 8-bit program and user interface. It does handle all 16 MIDI channels, and basically had real-time entry from a MIDI keyboard, with primitive to non-existant editing capability. You can do punch-in punch-out recording to fix mistakes, and in the newer version you are supposed to be able to insert MIDI data directly. I've been too busy (lazy ;-)) to get rid of this stuff, and my other 8-bit gear, but I probably should sell it to somebody who can appreciate it, rather than letting the bits go stale ;-)

I have an 850 interface, happy (1050?) drive, one of those sleek black drives whose name also escapes me, versions of Kyan PASCAL, one of those small "C" compilers (Deep Blue C?), and the usual assortment of typical games, mostly public domain,... lets see... some kind of printer interface, and who knows what else.

If you're really dying to have the MIDI software/hardware, I could package it up and send it, though my preference was to go to a local user group meeting and see if anybody was interested. The original cost at "special" prices was on the order of $400 (you read it right), and I have no idea what I should sell it for, but I imagine

it would be a fraction of the original. It would probably be best if I attempted to resurrect the hardware and see if everything still works ok. And, yes I have all the documentation for the software.

>: --
>: Maxwell Smart, Harris Controls : tsp@ccd.harris.com : (407)242-5255

If you have any questions, I can go back and check the documentation whether you're interested in the software or not. Just give me a few days ;-)

Cheers,

Herb

3933. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 03:45:26 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <29l6cm$s44@charm.magnus.acs.ohio-state.edu>
Source record: 104644

Well, my copy also did this. Another neat thing is if you don't open the doors on the idol screen, you can climb up the ladder and up the door. Once you open the door, you can't climb them. I actually backtracked through the maze all the way to the first electric bridge with electric walls and went the other way for a bit, but I wasn't able to solve it. I always ended up with a red key, but never found the door for it...

Michael Steve jr.
The Sequel

3934. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 04:09:18 UTC
From: Lyren I Brown <lb43+@andrew.cmu.edu>
Message-ID: <IgjW9iW00Vp_M3QkwJ@andrew.cmu.edu>
Source record: 104646

On Oct 14 Cutis Wilbar wrote:

> If you stand by the door on the upper left (touching it), and jump at the right
> time, your foot "sticks" in the door, and you can jump up, up, up right into
> your items box..... !!!! When you do, you can hit an item, and fill up your
> properties box with that item..... then you jump up, up, up right into the
> above screen of the maze and can continue from there.....

I was able to do the very same thing with my copy. I tried for hours to
find something more to do after the idol.
Anyhow, great game. I love the intro music! Anybody beat it?!

-Lyren Brown

3935. Multi I/O(1MB)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 04:30:46 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CEx8JB.KLJ@freenet.carleton.ca>
Source record: 104647

Just looking through my old Antic mags and found a shoppers guide(Jan 89).

It lists something called a Multi I/O(1MB)

Does anyone know the capabilities of this device(# of ports etc)

Thanks!
--
Andrews there but not all there
He's here but not all here
He's.....Well who cares
CHEERS

3936. Re: 8-bit MIDI software

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 08:59:46 UTC
From: johns@haiti.gsfc.nasa.gov
Message-ID: <JOHNS.93Oct15085946@haiti.gsfc.nasa.gov>
Source record: 104650

```
Hybrid Arts did the 8 bit sequencing software (and hardware
interface). They no longer exist as a company.
--
Steve Johns
```

3937. Re: Multi I/O(1MB)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 09:12:43 UTC
From: jmjohnso@mtu.edu
Message-ID: <29lpib$8cq@ctsad2.cts>
Source record: 104648

Andrew Cochran (ai187@Freenet.carleton.ca) wrote:
:
:
:
:
: Just looking through my old Antic mags and found a shoppers guide(Jan 89).
:
: It lists something called a Multi I/O(1MB)
:
: Does anyone know the capabilities of this device(# of ports etc)
:
I had one of these gems. They were manufactured by ICD and plugged into the
PBI of the 800XL or 130XE. The installed ports were one RS232 serial, one
centronics parallel (the same cables as used on the 850), and one SASI/SCSI
port (SASI is the predecessor of SCSI - Shugart Asso. System Interface).
The RAM could be set up as printer buffer and/or ramdisk(s). The MIO also
has it's own power supply, so RAM contents are preserved, even if the
computer is turned off. The MIO could swap drives to any drive number,
which meant it was possible to boot from the MIO.

I set mine up my one meg as a 32K printer buffer and several floppy size
ramdisks (I also had a hard drive, so I didn't need any big ramdisks).
However, I soon got tired of reconfiguring and reloading a meg of RAM
everytime the power glitched, so I replaced the external power supply
with a motorcycle battery & one amp trickle charger. Then I never shut
the MIO off.

I also did cute tricks like keep images of bootable floppies on the hard
drive using DiskComm, and loading them into one of the MIO ramdisks
when I wanted to run them. PaperClip really FLYS when run from a ramdisk.

One last thing about the MIO. Early models had an extra port which was to
become a video port. ICD finally dropped the video because Atari kept
changing the software specifications for the XEP80. I heard rumors that
ICD was going to put in an IBM CGA monitor compatible video port for
80 column color screens.
--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

3938. no subject (file transmission)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 12:47:01 UTC
From: husky@bull.mimuw.edu.pl
Message-ID: <9310151245.AA12126@bull.mimuw.edu.pl>
Source record: 104649

Subject: Newiest Mydos version wanted.

Hi,

Does somebody know what is the newiest Mydos version ? In some artcicles
in this list version 4.53 was mentioned. Is it avaiable at at the Michigan
archive ? If not, perhaps somebody could upload there a .dcm file
containing it.

Greetz,
Michal Kurcewicz (husky@mimuw.edu.pl)

3939. Re: Multi I/O(1MB)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 14:04:03 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CExz2r.H3B@freenet.carleton.ca>
Source record: 104651

Ok thats what I thought it was.

Does anyone know where I can get one thanks!
--
Andrews there but not all there
He's here but not all here
He's.....Well who cares
CHEERS

3940. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 15:32:20 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H44Z2T88ZM99DIX1@carleton.edu>
Source record: 104652

Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the 8-bit Atari FAQ List

Updated 25-Sep-93

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA

U.S.A. 94579-2016
tel: 1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ANG (A New Generation Software)
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
Vendor: Polish Software, Mega-Magazine, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???software

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335

Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg0@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V.
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde

Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088

Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-SOFT Kemal Ezcan
Frankenstr. 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

Mars Merchandising
1041 E. St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA

tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
c/o Rick Detlefsen
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware/software
Developer: various utilities, hardware projects

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-W-7518 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: commercial software

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA

U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079

tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NY
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of Vendor/Developer List 25-Sep-93

3941. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 16:01:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <29mhgu$4ir@usenet.INS.CWRU.Edu>
Source record: 104653

In a previous article, dfwright@sadis05.kelly.af.mil (DARRYL F. WRIGHT - TISTE) says:

> UTIL does, indeed write disks that are directly readable by
>the 1050. Nothing special is needed at all on the 1050 end.. You can
>even format the floppy on the 1050, and then use util to copy files
>over to it...

UTIL works with SS/DD 180K disks, best used with MYDOS.

The Atari 1050's highest density is SS/ED (enhanced density) 128K disks.

Unless your 1050 has been upgraded with something like the ICD U.S.
Doubler to allow it to work with true double density, it can't be used
with UTIL.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3942. Re: Multi I/O(1MB)

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 16:14:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <29mi94$5mf@usenet.INS.CWRU.Edu>
Source record: 104654

In a previous article, ai187@Freenet.carleton.ca (Andrew Cochran) says:

>
>Ok thats what I thought it was.
>
>Does anyone know where I can get one thanks!

Can't buy them new, but the similar Black Box is very much available from
Computer Software Services. See the Vendor/Developer List just posted for
contact information.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

3943. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 16:27:51 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29mj27$iau@unix1.circ.gwu.edu>
Source record: 104505
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct14.115004.17340@iplmail.orl.mmc.com>,
Larry Richardson <richards@sulu.orl.mmc.com> wrote:
>I wouldn't give EA that much credit. There were many great games released
>by Synapse (Alleycat), LucasGames (BallBlaster, Rescue on Fractalas),
>Origin Systems (Ultima series, Ogre, AutoDuel), and a host of other
>publishers. EA was a large publisher, but not nearly the major source for
>every good 8bit game.

Point taken, although I was making a deliberate overstatement. Lessee....
Alleycat was very unique & highly playable, though it got boring once
you'd beat all the levels. (IMO). Couldn't play Rescue on Fractalas,
since I had an 800.... Ultima IV, in my mind, remains the best computer
RPG ever. I've bought a copy since moving to the IBM. Even U5, U6, U7
don't have the role-playing and ethics aspects of U4.

AutoDuel? Is this a (well, in 8-bit terms, anyway) more recent release?
I've never seen it.

-Andrew

3944. Expanding a 600(!)XL to 320 KB???

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 18:41:20 UTC
From: guenther@sos.sh.sub.org
Message-ID: <U28893QPCBCAF@sos.sh.sub.org>
Source record: 104521

Hi there!

See subject. The problem is that the ONLY computer I have foung that has +5V on the system bus is a 600XL. My Turbo-Freezer runs PERFECTLY with it (including the old 800 ROMs on it, they tend to make stupid things (crashing etc.) when used with several 800 XLs).

Weregoose

3945. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 20:19:57 UTC
From: jim@skipjack
Message-ID: <1993Oct15.201957.8312@jpl-devvax.jpl.nasa.gov>
Source record: 104506
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <29mj27$iau@unix1.circ.gwu.edu> pc895x@unix1.circ.gwu.edu (Phillip Torrez) writes:
>... Couldn't play Rescue on Fractalas,
>since I had an 800....

That's funny, I spent many hours playing Rescue on Fractalus on my stock (48K) 800. Great game, if you had a lot of time to spend.

3946. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-15 23:33:57 UTC
From: ez033399@chip.ucdavis.edu
Message-ID: <CEypGn.4wu@ucdavis.edu>
Source record: 104507
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct15.201957.8312@jpl-devvax.jpl.nasa.gov> jim@skipjack (James Brown 525-3610 6-6055) writes:
>In article <29mj27$iau@unix1.circ.gwu.edu> pc895x@unix1.circ.gwu.edu
> (Phillip Torrez) writes:
>>... Couldn't play Rescue on Fractalas,
>>since I had an 800....
>
>That's funny, I spent many hours playing Rescue on Fractalus on my
>stock (48K) 800. Great game, if you had a lot of time to spend.
>

Just as a bit of trivia, does anyone know why the original name of Rescue on Fractalus was Behind Jaggi Lines, and why it was changed? I have a copy of the BJL version.

-John

BTW, Didn't LucasGames also change Ballblazer to Ballblaster? I believe I have a copy of Ballblazer as well as Ballblaster. Same game, as far as I can tell.

3947. CAN ANYONE REPAIR A TRAK AT-D2?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 01:54:59 UTC
From: JAKE69@delphi.com
Message-ID: <931015.75299.JAKE69@delphi.com>
Source record: 104508

ave a Trak corp AT-DT that works only intermittently if anyone can help/ has info please send me a message

thanks
Jake

3948. Re: Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 02:01:25 UTC
From: JAKE69@delphi.com
Message-ID: <931015.75685.JAKE69@delphi.com>
Source record: 104509

I would like to submit the offer
of $30 for the 850 interface

Please reply either way.

Thanks
Jake

3949. Atari Tennis cartridge FOR TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 04:10:09 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <29ns71$2ap@hub.ucsb.edu>
Source record: 104510

Hi. I have one of Atari's 8-bit TENNIS cartridges in the
box with instructions and I would like to trade it for another
Atari 8-bit cartridge. Anyone want Tennis?
e-mail me....

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

3950. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 08:36:46 UTC
From: jharris@cup.portal.com
Message-ID: <93311@cup.portal.com>
Source record: 104511
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

>Just as a bit of trivia, does anyone know why the original name of Rescue on
>Fractalus was Behind Jaggi Lines, and why it was changed? I have a copy of the
>BJL version.

My guess would be a marketting decision based on the fact that Fractals
were getting popular around then, and 'jaggi lines' doesn't exactly conjure
up a great mental image of graphics.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3951. Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 09:26:41 UTC
From: djg0@aber.ac.uk
Message-ID: <9310160927.AA15289@deca>
Source record: 104512

It appears people don't want to pay an advance sub to the new DGS magaaine,
so if you would prefer just to receive the first issue and then decide whether
to take a sub or not, please send
US$5 in cash to us and we will send
you the first issue . Our address and sub details follow.

THE NEW D.G.S MAGAZINE - FULL DETAILS
=====================================

You should all have read on the net that we here at DGS are turning the
News-Disk into a new printed magazine. Last time I didn't have many details
to give you all, but pretty much everything is sorted out now.

Name

The magazine is going to be called "The Atari 8-bit News-Paper". We have
decided to try and keep the name as similar to "News-Disk" as possible so
people will know what it is! We have changed "Disk" to "Paper" because it
is now on paper and not disk!

Issues per year

We feel that we should be able to produce 6 issues of the magazine per year.
We will try and keep to issue deadlines, but there is only me and a couple
of guys who help out now and again so the magazine takes a lot of work to put
together.

Content & Style

The content and style of the magazine will be exactly like the News-Disks.
It will be "light" in style and easy to read. It will cover lots of different
areas including games, hardware, software/hardware reviews, hints, tips,
hardware modifications, new product information, and more! It will also carry
adverts from both UK and US companies. These ads are going to be given free
in the first issue. The magazine is in a very relaxed style and should
hopefully appeal to a wide section of the Atari community. If you have read
and enjoyed the News-Disks then you will like the new magazine!

Subscription Rates

We have kept costs down to a bare minimum in order to bring you the magazine
at a reasonable price. The first issues are going to be printed in A5 format

in order to keep start-up costs as low as possible. Here are the subscription rates. We are initially offering subscriptions on a 4 issues basis (as we did with the News-Disks):

U.K ------------ 6 pounds / 4 issues
Europe ---------- 8 pounds / 4 issues
U.S.A. ---------- 10.50 pounds ($21) / 4 issues
Far East
& Rest Of World - 13 pounds / 4 issues

We are able to accept payment in UK Pounds or US$. The price to the USA is quoted in both pounds and dollars. If you are in the UK then payment should be made by cheque or Postal Order. If you are in Europe or the rest of the world then you should pay in UK Pounds by IMO/Bank Draft or other suitable method (no credit cards - sorry!). If you are in the USA then the easiest way to pay is in US$ in cash. We accept payment in US$, but only if paid in cash. If you wish to pay by IMO instead, the cost in pounds is also given above.

All prices shown INCLUDE shipping by Air Mail.

Issue date

The first issue of the magazine is reaching the end of its production stage. The articles have been collected and edited, and final prints have been done. We now need to finish the cover and drop in the adverts, get the copies down to the printers, and pray! We are hoping to release the issue at AMS 7 in just 6 weeks time! That means that the copies have to be with the printers in err well last week really, but I begged them to hold on for them! If we get them back before the show then you should expect to get the first issue around mid-November time.

We need your help!

In order to make the magazine work properly, we need a minimum of 100 subscribers. We currently have around 30 in the UK, but only 2 in the US. The printers will not consider doing a run of less than 100, so at the moment we are having to do far more than we need to and swallow the cost. All I can do is BEG you to subscribe. $21 isn't too much to pay! Also, please tell all the Atari people you know about the News-Paper, and get them to subscribe also.

Help spread the word - upload this posting to as many BBSs as you can. Tell people we exist, get them to subscribe!!

Our details

Please send your name and address with your subscription directly to:

DGS (SUBS.)
62 THOMSON AVE
BALBY

DONCASTER
DN4 0NU
ENGLAND

Thank you!

Dean Garraghty.
02 October 1993.

3952. TOP-Magazin August 93 on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 11:47:04 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29omvo$rre@nz12.rz.uni-karlsruhe.de>
Source record: 104513

```
August issue of the TOP-Magazin on atari.archive.umich.edu:
Directory: atari/8bit/Demos

top9308a.dcm - the magazine itself
top9308b.dcm - assorted programs that come together with the issue
This time: NORDIC - an old skiing game
HMASTER - disk monitor for all densities
(including DS/DD XF551 disks)
ELIZA - your private headshrinker

also: demos from ABBUC and TACF

-Marek

--------------------------------
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de
```

3953. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 12:12:08 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Oct16.121208.22873@cs.nott.ac.uk>
Source record: 104516

In article <29mhgu$4ir@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, dfwright@sadis05.kelly.af.mil (DARRYL F. WRIGHT - TISTE) says:
>
>> UTIL does, indeed write disks that are directly readable by
>>the 1050. Nothing special is needed at all on the 1050 end.. You can
>>even format the floppy on the 1050, and then use util to copy files
>>over to it...
>
>UTIL works with SS/DD 180K disks, best used with MYDOS.
[snip]
I seem to remember about 3 months back that vparada in Chile was looking at ways of making UTIL work on a standard 1050. He seemed to be under the impresion that it was possible by changing some of the options in the source file and recompiling the code. Anybody know if he managed it?

*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - AMS 7 here I come! ***
** Seeking some kind soul at the University of Kansas, Lawrence, Kansas **
* a sad .sig for a sad person - sigh - *

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - AMS 7 here I come! ***
** Seeking some kind soul at the University of Kansas, Lawrence, Kansas **
* a sad .sig for a sad person - sigh - *

3954. Colors

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 12:18:01 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29oopp$s4a@nz12.rz.uni-karlsruhe.de>
Source record: 104514

Like you know, the 8-bit can display 128 colors simultanously without too many tricks. I'm not talking here about APAC, PRYZM and other flickering colors, just of the good old DLI effect.

When you want to display a color you just poke a value into the appropriate register.

I can use POKE 710,0 (2,4,6,8,10,12,14) in order to get 8 different shades of GRAY, right? The next color starts at 16, 32, 48 etc.

Now, my question: are these colors arranged in any way, or is it just random? Why do I get some sort of RED starting at 16 and not GREEN or BLUE?

What's the trick here? Can I apply the arrangement of the color wheel in some whay to find out how the colors are arranged on the 8-bit?
Eg. green being the opposite (inverse) color of red. How does it compare to the 8-bit?

Any ideas?

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3955. Atari 8-bit on T.V.

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 12:20:05 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Oct16.122005.22978@cs.nott.ac.uk>
Source record: 104517

Last night I got the shock of my life, I saw a 130XE and a 1050 drive on
Tommorows World (BBC 1's science and technology programme, similar to
Beyond 2000, only much better :-)). They were doing a report on a computer
club in Moscow, and there next to the PC's was an Atari!
How's about that! Atari Rules O.K.

*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - AMS 7 here I come! ***
** Seeking some kind soul at the University of Kansas, Lawrence, Kansas **
* a sad .sig for a sad person - sigh - *

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - AMS 7 here I come! ***
** Seeking some kind soul at the University of Kansas, Lawrence, Kansas **
* a sad .sig for a sad person - sigh - *

3956. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 13:33:59 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29ot87$t00@nz12.rz.uni-karlsruhe.de>
Source record: 104515

In article <SLACKEY.93Sep27105409@acheron.bbn.com>,
Stan Lackey <slackey@acheron.bbn.com> wrote:
>In article <1993Sep22.225446.6166@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu
(Mr. Fixit) writes:
>
> A while back I posted an article briefing mentioned that it would be nice
> to have MY-DOS on a cartridge to "instantly" boot from.
>
>This would be nice but there is a fair reprogramming job along with
>it.. for example I know of one place where it's self modifying; there
>may be more. Also if someone were to go to this effort presumably
>he'd want to put more than just mydos in... perhaps a bunch of the
>standard utilities too, then you'd need a loader. Also presumably
>you'd want to use the RAM under the cartridge, so you'd need mapping
>hardware.. also you'd probably want to put some of the DOS up there
>with DUP to free up RAM.. it's getting to be quite a job. Not that
>it's not possible, just a lot of work. -Stan

You can try a different approach than reprogramming the whole MyDos.
What the Klaus Peters' ROM-Disk does is just emulating a disk drive.

The built in piece of software just boots MyDos from the EPROM like from
a disk drive. This is maybe a little bit slower than mapping the
cartridge into the main memory but still as fast as loading from a ramdisk.

It's quite convenient as you can store almost all kinds of software on the
ROM-Disk. Even Torsten Karwoth's Assembler 130XE+ supports it.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3957. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 14:39:14 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29p12i$bt@nz12.rz.uni-karlsruhe.de>
Source record: 104518

In article <1993Oct16.121208.22873@cs.nott.ac.uk>,
Raphael J Espino <rje@cs.nott.ac.uk> wrote:
>I seem to remember about 3 months back that vparada in Chile was looking at
>ways of making UTIL work on a standard 1050. He seemed to be under the
>impresion that it was possible by changing some of the options in the source
>file and recompiling the code. Anybody know if he managed it?

When I think of it, yes this should be possible somehow. Actually Atari's
first three boot sectors always are 128 bytes long, even on DD disks.

I think even UTIL formats the first three sectors with 128 bytes length.
Why not make the first 4, 5, 6, all sectors that way?

Another question: does anybody know how long the gap between two
subsequent sectors on an ED Atari disk is? How about the gap on SD disks?
How do one measure this gap? In milliseconds?

I suppose one should know this when trying to create a program capable of
reading and writing Atari disks on the IBM.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3958. Atari 8-bit/ST software/7800 games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 16:02:10 UTC
From: Rob-G@cup.portal.com
Message-ID: <93338@cup.portal.com>
Source record: 104520
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

```
################################################################################
Atari Closeout!
################################################################################
Atari CX85 Numeric Keypad.....................................................5
Atari Basic Cartridge (no manual).............................................5
------------------------------ ST SOFTWARE ----------------------------
Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).........20
Abacus GEM Programmer's Reference (book)......................................5
GFA Basic (manual only, v2.0).................................................3
---------------------------- 8-BIT SOFTWARE --------------------------
Star Raiders (cartridge, box, instructions)
Tigers in the Snow (disk, box, manuals)
Silent Service
Touchdown Football
Jewels of Darkness (with docs)
Silicon Dreams (with docs)
SSI Tigers in the Snow (in box w/all docs)
Zork I (two available)
Fort Apocalypse
F-15 Strike Eagle (w/docs)
Hardball
Crush, Crumble & Chomp! (cassette -- in box w/docs)
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs)
Zaxxon (cassette -- in box w/docs)
****************** All the above games for $30!!!!! ******************

Print Power (Commodore/Atari) (w/all docs).....................................4
Atari's Timewise (disk, manual, box)..........................................7
Text Wizard (Datasoft).....................................................4
OSS's Action! Runtime Library.................................................7
Award Ware (Commodore/Atari) (w/all docs).....................................4
Spell Checker!................................................................1
****************** All the above progras for $15!!!!! ****************

################################################################################
Atari 7800 Games -- $5 each
################################################################################

Choplifter
Robotron: 2084
Crossbow
Food Fight
Asteroids
Ballblazer
```

##

Please send me Email if interested. Thanks!

Prices do not include shipping.

Rob_G@Delphi.com or Rob-G@cup.portal.com

3959. Sinistar ever out on cart? Which system?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 16:16:07 UTC
From: analog@sutro.SFSU.EDU
Message-ID: <1993Oct16.091609.7031@nic.csu.net>
Source record: 104535
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hello all,

I was wondering if Sinistar was every released for any console unit? I'm looking through some of my old carts and for some reason this old game keeps popping up in my head. Was their ever a good clone of it? I would love to drop some sinibombs again!

Thanks for any help.

3960. FOR SALE: ROM Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 16:28:33 UTC
From: a9355@mindlink.bc.ca
Message-ID: <30564@mindlink.bc.ca>
Source record: 104519

```
The Rom Magazine Collector's Series
Canada's first Atari only Magazine (1983-1985)

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* interviews with may early 8-bit Software developers

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3 7.00 8 7.00
4 5.50 9 8.50
5 5.50 10 5.50

- plus $5.00 mailing and handling
- money order or certified cheque please

Send To: ROM Magazine
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions to a9355@Mindlink.bc.ca
```

3961. EMULATION of the ATARI 8bit on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 17:46:22 UTC
From: freddy@toppoint.de
Message-ID: <29pc1e$3oq@worf.toppoint.de>
Source record: 104522

I just checked my mail and found an interesting article about the emulation
of the ATARI 8-Bit on the PC. Well, of course it is possible to do that !
It might be interesting for you to hear that I have the complete source-code
for the emulation of the 6502 processor on the PC (Assembler !). However,
it will be a tough task to emulate ANTIC, POKEY on a PC, but it is not
impossible. I mean, who needs sound anyway ? Who needs soft-scrolling ?
The main thing is that there is an 8-Bit emulator to keep this system alive
!
Me and a friend of mine have lots of ideas how you could emulate most of the
special things (DLI etc.). Now, if you are interested in the source-code or
if you want to design an emulator - send me a message !

Unfortunately I (Ulf Petersen) do not have my own InterNet account yet.
Please mail to ...
freddy@frederik.tpki.de

It is about time for the ATARI 8-Bit to conquer a new world, dudes !

Have a good day !
--
Frederik Holst freddy@tpki.toppoint.de
W-2322 Luetjenburg

3962. UPDATE: 8-bit ATARI Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 19:15:16 UTC
From: freddy@toppoint.de
Message-ID: <29ph84$3v9@worf.toppoint.de>
Source record: 104523

UPDATE (October 16, 1993)

From: MCURRENT@carleton.edu (Michael Current)
Organization: UTexas Mail-to-News Gateway
Date: 15 Oct 1993 10:32:20 -0500
Subject: 8-bit Atari Vendors and Developers
Lines: 611
Atari Archive: 8bit/faq2.txt
All Known World-Wide 8-Bit Atari Vendors and Developers
A Companion to the 8-bit Atari FAQ List
Updated 25-Sep-93
This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group on the 15th of the month. There is also usually a fairly recent copy
available on the Atari Archive as the file 8bit/faq2.txt.
The main portion of the FAQ List is posted to this discussion group on the
1st
of the month.
Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700
This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Sales Office:
1903 Fairway Drive
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

ANG (A New Generation Software)
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
Vendor: Polish Software, Mega-Magazine, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk (Danzig)
Poland
Vendor: ???software
Developer: ???software

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: model railroading related

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH

U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/shareware

Bellcom
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126
tel: (408) 243-6950
Vendor: new hardware, commercial software
Developer: TT Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090

Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker,
Animals,
Mathematics, Fractals

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
???what???: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Servies
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Dataque Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478 / (419) 529-9797 <-- which is right?
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg0@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V.
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518

Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Shareware developer: Daisy-Dot III

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9244 S.W. Beaverton-Hills Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
???what???: ???what???

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,

Hardback & Restore H/D Util., D-K Utilities

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC
KE-SOFT Kemal Ezcan
Krankenstr. 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Doald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444
FAX: (703) 494-3663
Vendor: used hardware

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
Vendor: PD/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

Mars Merchandising
1041 E. St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: commercial software

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
c/o Rick Detlefsen
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware/software
Developer: various utilities, hardware projects

MWPDS
890 North Huntington St.
Medina, OH
U.S.A. 44256
???what???: ???what???

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: PrintShop graphics

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Smal usiness Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847

Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
1 Closter Commons STE 789
Closter, NJ
U.S.A. 07624-0400
tel: (201) 767-3913
Developer: ChromaCAD

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-75006 Bretten

Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA

U.S.A. 94805
Vendor: commercial software

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of
Fear,
Programmer's Workshop Volumes 1-4, Boing II

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used hardware, commercial software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

------UPDATE---
USER-MAG SOFTWARE
ATTN: Ulf Petersen
PO Box 1103
D-24318 Luetjenburg
GERMANY
tel.: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
!This German ATARI 8bit company takes credit cards (MC/VISA)!

Vendors: wide range of new and old software and hardware,
PD library, more than 360 products (software+hardware)
available !
Developers: Publishing TWO magazines for the ATARI 8bit,
Games: Pirates of the Barbary Coast, LDS Freezer XL/XE, LDS
"C:" Emulator, Paradise Games #1, PC/XL-Convert II,
Ultracopier II etc
------UPDATE------

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

B. Utschig
208 SW 319th Lane, #G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

Video 61
22735 Cono St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NY
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.
When writing to foreign firms, try enclosing

a couple of International Reply Coupons (IRC's).
End of Vendor/Developer List 25-Sep-93
--
Frederik Holst freddy@tpki.toppoint.de
W-2322 Luetjenburg

3963. Re: Writing Atari Disk Format

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 19:55:45 UTC
From: ind00052@pegasus
Message-ID: <29pjk1$qi3@osceola.cs.ucf.edu>
Source record: 104525

Dag Hugdahl (Dag.Hugdahl@tdkt.kksys.com) wrote:

: If you have a virgin (i.e. unmodified) 1050, then it can produce
: two formats, SS/SD 90K and SS/ED 128k. Something like the US Doubler,
: Super Archiver would expand it to 180K DD.

I have an Archiver chip modification on my Atari 810 disk drive, I don't assume this will do any good? (Unless there's something I don't know about it).

What's my cheapest way to get a RS232 out of my atari 130xe?

Sen

3964. 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 21:30:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <750806418.AA09988@tdkt.kksys.com>
Source record: 104540

Nope Ballblazer as far as I know is still ballblazer. I have the XE cart (part # RX8064).

On a different note: Anyon make it through Thunderfox? Tips would be appreciated. This is also on cart (part #RX8113)

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

3965. All Z*Mags on Cleveland Free-Net!

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 21:57:42 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <29pqom$ph3@usenet.INS.CWRU.Edu>
Source record: 104524

```
======================================================================
PRESS RELEASE -- The CLEVELAND FREE-NET ATARI SIG -- 16-Oct-93
======================================================================
The Cleveland Free-Net Atari SIG announces the immediate availability of
ALL issues of Z*Magazine ever published, from 1986 to the final issue last
year. This is an IMMENSE resource, containing dozens of product reviews,
tutorials, old news items, and the rest of the features that made Z*Mag
such a long running success.

For those who don't know, Z*Magazine was the original Atari online
magazine, and the forerunner of today's STReport and Atari Explorer Online.
Throughout its lifespan, Z*Mag concentrated on the 8-bit 400/800/XL/XE
Atari computer community.

Over 210 issues are available. There is no un-archiving to perform, and
there are no multiple text formats to struggle with. All issues are
presented in a single chronological listing, in UNIX-style ASCII.

In addition to the complete Z*Magazine collection, the Atari SIG's 8-Bit
Computers Support Area features the latest 8-bit news, product summaries
and reviews, tips and tricks, guided access to the Internet's Atari Archive
FTP site, and the last six months of the Info-Atari8 Digest.

Coming soon: the new 8-Bit Technical Forum.

To visit the Cleveland Free-Net, with your modem dial 216-368-3888.
Or, on the Internet TELNET freenet-in-a.cwru.edu (129.22.8.38).

Applications for accounts are handled online, and are free of charge. You
may also browse the Free-Net as a visitor. Once on the system, type "go
atari" to reach the Atari SIG.

Send inquiries to the Atari SIG at: xx004@po.cwru.edu

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
======================================================================
PRESS RELEASE -- The CLEVELAND FREE-NET ATARI SIG -- 16-Oct-93
======================================================================
```

3966. Re: Colors

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 22:11:57 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <m70iBc1w165w@cyberden.sf.ca.us>
Source record: 104528

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

> Now, my question: are these colors arranged in any way, or is it just random?
> Why do I get some sort of RED starting at 16 and not GREEN or BLUE?
>
> What's the trick here? Can I apply the arrangement of the color wheel in some
> whay to find out how the colors are arranged on the 8-bit?
> Eg. green being the opposite (inverse) color of red. How does it compare to
> the 8-bit?
>
> Any ideas?
>
>
> -Marek
>
> --------------------------------
> uj1g@DKAUNI2.BITNET
> or
> uj1g@rz.uni-karlsruhe.de

That's a good question, but another thing to point out is it's not as if
the colors went: red, blue, orange, green or something, they went very
much in order, just sort of starting at a different place, I guess.
Yellow->Red->Purple->Blue->Green (1-15) and then Black/Grey/White is 0.

If you were to do this in BASIC:

```
10 GRAPHICS 11:REM color only mode
15 REM 712 is set to 4 automatically by the GR.11 call
20 FOR Y=0 TO 191
25 C=INT(Y/13)+1:REM starting at color 1, going to 191/13+1=app.15
30 COLOR C
35 PLOT 0,Y:DRAWTO 79,Y:REM draw a line from left to right
40 NEXT Y
45 GOTO 45:REM wait for [BREAK]
```

then you'll get all of the colors on the screen, which even includes
black if you count the borders... but these are all the COLORS. Try
messing with your Hue-knob on your TV or even the potentiometer(sp?!)
inside your Atari to see the colors sorta move up and down. :)

Funfunfun.

And speaking of the color wheel, I had a lot of fun looking at the good
old color wheel on the Mac System 7 color setup screen - and trying to
determine how the colors are spread out to make that nifty thing.

One day soon I'm going to try to make a little BASIC program that draws three screens for ColrView which makes up one of those wheels.

(now where'd I put that paper!?)

____
| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

3967. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 22:18:04 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <TgaJBc2w165w@cyberden.sf.ca.us>
Source record: 104529

Why is everyone so hot to get ALL of MyDOS onto the EPROM? Personally, I'd kill for just DOS.SYS, and maybe some sort of mini DOS menu which only did a directory list and a load and maybe gave you XIO commands (it wouldn't KNOW them, but you'd say like [X] "32" "BOB.TXT,FRED.TXT" to rename a file).

Ahh fooey. If anyone figures it out, just tell me! :)

And btw tho, ROMdisk DOES sound awesome (NOW that I know what it is! :))

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

3968. Charactor under the cursor???

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 23:17:16 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H46W4YOR0I8WWPGE@vax.edinboro.edu>
Source record: 104526

Does anyone know an easy way to read the charactor under ther cursor in
Gr. 0 mode, without having to OPEN a special channel? (In BASIC)
You can't use locate because you get a 'write only' error. I tried poking
values directly into ROWCRS and COLCRS ($54 and $55,56) and then reading
OLDCHAR ($5D) but I don't know how to force OLDCHAR to be updated.
I could probably use OLDADR to find the address of the cursor and then
peek that location, but there should be an easier way. Any suggestions????

Thanks....

-Adam Conover.
a644690c@edinboro.edu

3969. New games?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-16 23:24:31 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H46WF7XIQW8WWPGE@vax.edinboro.edu>
Source record: 104527

I was looking through last years B&C catalog a while ago and I noticed several 'new' games that I have never really heard anything about.

Fred
Scary School
Mirax Force
Ninja Commando
Draconos
Donald
Techno Ninja
etc.

I was wondering if anyone had actually played any of these and what they thought.

I am just looking for some decent 'arcade quality' games to help relax between classes.

peace,

-Adam Conover.
a644690c@edinboro.edu

3970. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 00:07:21 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <93374@cup.portal.com>
Source record: 104530
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

jharris@cup.portal.com (John D Harris) writes;
> > Just as a bit of trivia, does anyone know why the original
> > name of Rescue on Fractalus was Behind Jaggi Lines, and why i
> > was changed? I have a copy of the BJL version.
>
> My guess would be a marketting decision based on the fact that
> Fractals were getting popular around then, and 'jaggi lines'
> doesn't exactly conjure up a great mental image of graphics.

I read about these Lucasfilm titles in a 1984 issue of
Electronic Games (same issue featured the forthcoming 7800
system). This was, of course, just before the Tramiel
take-over and both were shelved. Even so, the 7800 versions
were already being worked on.

Anyway, they were already using the names "Rescue on Fratacalus"
and "Ballblazer".I don't think ROF was a marketing decision at
all. It was said to use some sort of fractals for the landscapes
(I'm sure it was pretty basic to get good speed). As they said,
fly past a hill, turn around and see the same hill! The same
system used for Koronis Rift (as a land rover) and The Eiodlon
(a bit more advanced, needed 64K).

"BJL" and "Ballblaster" were betas of some sort; apparently
quite early.

Jeff_M_Lodoen@cup.portal.com

3971. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 03:25:20 UTC
From: pc895x@unix1.circ.gwu.edu
Message-ID: <29qdv0$i5i@unix1.circ.gwu.edu>
Source record: 104531
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <1993Oct15.201957.8312@jpl-devvax.jpl.nasa.gov>,
James Brown 525-3610 6-6055 <jim@skipjack> wrote:

>That's funny, I spent many hours playing Rescue on Fractalus on my
>stock (48K) 800. Great game, if you had a lot of time to spend.

Rrghh.... I'd never bought the game, since I had heard it didn't run on
the "classic models," only XL/XEs. That may earn ROF a unique award as
one of perhaps only a few games for the Atari 800 which I didn't have....

-Andrew

(Perhaps ignorance would have been bliss... Now I feel cheated!)

3972. Re: New games?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 03:44:56 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <29qf3o$4iv@usenet.mcs.kent.edu>
Source record: 104532

A644690C@vax.edinboro.edu (Adam Conover) writes:
>Mirax Force
>Draconos

I have both of these games. Mirax Force is a basic spaceship-man
flying through outerspace shooting/bombing the parts of different
ships (which is your background) and dodging attacking ships. It has
nice graphics and a bit of digitized voice. (if memory serves me
right).
Draconus has nice graphics as well and is a fun game to play. You're
this Draco-guy who must go around and collect these pieces/tools (4 total)
in order to kill some Tyrant. It has a significant amount of different
rooms and obsticals to overcome. It might take you a while to solve
it. (OH, and about half way through it, you get to turn into this
Draco-Newt to swim through water)
I also have a Draco_Fix, and a Zybex_Fix I programmed eons ago. It
enables you to have unlimited lives on each game. I have solved both
games the first time I sat down to play them w/o the cheat. But
others wanted these fixes so I programmed them. If I can find my old
pirate source disks then i'll send these fixes up to the archive.

Speaking of games: Has anyone SOLVED, "Universal Hero" ?
I could only get so far and then nothing. Think each time
the game locked/spazzed at the security disk part. Any help
is greatly appreciated.

-BRiTiSH

3973. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 04:49:15 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct16.234915.6692@uoft02.utoledo.edu>
Source record: 104533

Marek Tomczyk (uj1g@rzstud1.rz.uni-karlsruhe.de) wrote:
: You can try a different approach than reprogramming the whole MyDos.
: What the Klaus Peters' ROM-Disk does is just emulating a disk drive.

Any and all info you can provide on this is appreciated! For sale?
Single user doing this as a hobby? etc.???

-me

3974. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 04:53:12 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct16.235312.6693@uoft02.utoledo.edu>
Source record: 104534
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Phillip Torrez (pc895x@unix1.circ.gwu.edu) wrote:
: you'd beat all the levels. (IMO). Couldn't play Rescue on Fractalas,
: since I had an 800.... Ultima IV, in my mind, remains the best computer

Whoa... brakes... screeeeeeech.... Fractilus works fine on the 800. (old)

: RPG ever. I've bought a copy since moving to the IBM. Even U5, U6, U7
: don't have the role-playing and ethics aspects of U4.

Ultima III was the best in my opinion... the constant musical score
THROUGHOUT all of the game-play... great! Just piped it into my stereo
for an even better effect.

: AutoDuel? Is this a (well, in 8-bit terms, anyway) more recent release?

Nope, came out on the 8-bit Atari first... hmmm... maybe Apple... I just
remembering it coming out, and the Amiga following suit months later.
Came out about Year #2 of the Amiga if I recall. Whatever 198# year it
was, don't know.

-me

3975. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 04:58:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct16.235841.6694@uoft02.utoledo.edu>
Source record: 104536
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

ez033399@chip.ucdavis.edu wrote:
: Just as a bit of trivia, does anyone know why the original name of Rescue on
: Fractalus was Behind Jaggi Lines, and why it was changed? I have a copy of the
: BJL version.

Same here... Lucasfilm almost CANCELLED both projects because of it...
anyone else know what we're talking about?

: -John

: BTW, Didn't LucasGames also change Ballblazer to Ballblaster? I believe I have
: a copy of Ballblazer as well as Ballblaster. Same game, as far as I can tell.

Great intro routine tho. The cracked copy was a single file. The LEGIT disk
had an incredible GR.9 or GR.11 demo AS IT LOADED! Something like the Eidolon!

-me

3976. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 05:01:00 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Oct17.000101.6695@uoft02.utoledo.edu>
Source record: 104537

Marek Tomczyk (uj1g@rzstud1.rz.uni-karlsruhe.de) wrote:
: When I think of it, yes this should be possible somehow. Actually Atari's
: first three boot sectors always are 128 bytes long, even on DD disks.

Whoa there... NOT MY ATARI... must be some bogus modified unit. The DD
disks I've written CERTAINLY DO NOT have SD sectors for boot...

3977. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 09:19:07 UTC
From: crow@everest.cs.dartmouth.edu
Message-ID: <CF1B7w.5EG@dartvax.dartmouth.edu>
Source record: 104538

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Marek Tomczyk (uj1g@rzstud1.rz.uni-karlsruhe.de) wrote:

>: When I think of it, yes this should be possible somehow. Actually Atari's
>: first three boot sectors always are 128 bytes long, even on DD disks.

> Whoa there... NOT MY ATARI... must be some bogus modified unit. The DD
>disks I've written CERTAINLY DO NOT have SD sectors for boot...

Uhm, I think that the situation is that most programmers don't want to
have to have different boot code for different disk formats, so only
the first 128 bytes of the first 3 sectors are used on any standard
dos format disk. Now I've heard it said quite often that the first 3
sectors are single density even if everything else is double density,
but I doubt that that is truely the case. More likely, the extra
space is just ignored.

Does someone with a sector editor and a double-density drive care to
check on this? Just read in the first sector of a standard dos
formatted double-density boot disk and modify bytes 129-255. If it
still boots and subsequent reads verify that the data was actually
written, then my suspicions are correct. If not, then that would be
truely interesting.

--PC

--
I'm collecting UPC symbols from:
Kellog's Apple Jacks, Froot Loops, and Smacks cerials
If you have some and aren't using them, please send me E-mail.

3978. My E-Mail

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 10:18:51 UTC
From: djg0@aber.ac.uk
Message-ID: <9310171019.AA11508@deca>
Source record: 104539

I now have an account on freenet, as well as my usual account.

In the first instance you should mail me at: djg0@aber.ac.uk.

If and ONLY if that doesn't work you can also try: dx107@cleveland.freenet.edu

I will~r only log onto freenet about once a week.

Dean Garraghty.

3979. Re: New games?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 12:29:50 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Oct17.122950.8751@cs.nott.ac.uk>
Source record: 104546

In article <01H46WF7XIQW8WWPGE@vax.edinboro.edu> A644690C@vax.edinboro.edu (Adam Conover) writes:
>I was looking through last years B&C catalog a while ago and I noticed
>several 'new' games that I have never really heard anything about.
>
>Fred
>Scary School
>Mirax Force
>Ninja Commando
>Draconos
>Donald
>Techno Ninja
>etc.
I've played Mirax Force and Ninja Commando, and they are both great!
Mirax Force was originaly released by Tynesoft (I think), and then re-released by Zeppelin Games. Fred, Ninja Commando, Draconus and Blinky's Scary School were also released by Zeppelin. I haven't played all of them, but Zeppelin have a very good reputation so I wouldn't hesitate to recomend any of their games. They produced some of the best games ever written for the Atari in the UK, and they are arguably up there with the best along with LucasFilm and EA, IMHO.
BTW, the cheat mode on Mirax Force is activated by typing CPM on the title screen.

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - AMS 7 here I come! ***
** Seeking some kind soul at the University of Kansas, Lawrence, Kansas **
* a sad .sig for a sad person - sigh - *

3980. PC enslavement?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 17:01:30 UTC
From: evans@cs.washington.edu
Message-ID: <1993Oct17.170130.4614@beaver.cs.washington.edu>
Source record: 104541

I am considering beginning work on a software/hardware package
that would allow an 8 bit Atari to access an archive of files stored on a PC,
via a RS232-SIO port interface. I know something similar was done before, but
I hope to create a package that is much more convenient for handling and
selecting the files from the archive. Three questions!

1. How many people would be interested? The software would be free, of
course, and I would sell the little hardware hack job for cost, ~ $10, or
send plans.

2. Does anyone know the whereabouts of the author of the SIO2PC package?
I would like to ask his opinion about this, as the hardware portion
of my idea is uh.. suspiciously similar to his plans.

The software would be a driver for the atari end that would
install an F: device to mirror the archive directory tree stored
on the PC. It would be readable/writeable via MYDOS. It would also offer
virutal boot disk emulation (like SIO2PC), except selectable from the Atari
end.

All in all, basically making that new DX66 you have into a $3000
smart hard drive for your 8bit. (There is something just... _right_ about
that, isn't there? :) The PC end would be able to run as a background icon on
a windows system, without crippling the system *too* badly.. :) (Gotta love
windows "multitasking", don'cha?)

3. Has this been done already?

Thanks
*
Jim Evans of the U of Washington Nuclear Physics Lab
*
jevans@u.washington.edu

3981. Atari 2600 games and hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 19:10:11 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00974288.2CB42CE0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104543
Cross-posted to: misc.forsale,comp.sys.atari.8bit

For sale Atari 2600 items-

Please send offers on individual items or on the complete package, either way is fine.

I'll sell to best reasonable offer, hopefully within a couple of days. Very good offers will be accepted without delay, though!

Please send correspondence to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973 in case you do not have an e-mail account.
Thanks for the interest!

Atari 2600 system and items for sale:

Atari 2600 complete unit- original style:
in excellent condition, with all cables, TV/GAME switch box, and (if you need one) a 300 ohm-->75 ohm adapter (allows hooking to the cable-ready connector (75 ohm) on newer TV's that do not have the 300 ohm antena connectors found in older TV sets), and a 75 ohm-->300 ohm adapter (allows a direct connection of cable to the "TV in" port on the switch box, as nowadays vitrually nobody uses the 300 ohm antena cables that the switch box is built for). (The above adapters can be readily purchased from TV shops and from Radio Shack and electronics suppliers, I mention them just to let you know that in case you need them, I can supply them...)

Atari 2600 unit- jr. style-
This is the newer model, which is MUCH smaller, and looks similar to the 7800 design. This is also a complete unit with all parts.

VID-TARI:
A black hard plastic protective hood that goes on top of the Atari 2600, with a place to put the cartridges and manuals on the top of it; it also allows joysticks and power supply cable to be connected, so the whole system can be conveniently operated with it

Atari joysticks

Higher quality game joysticks (various types).

Atari paddles

A series of Atari catalogs from different dates.

A storage box for 24 cartridges (Atari 2600/5200/7800) or cassettes or even 8-track casettes if the need arises. Wooden base, smoked clear hard-plastic top, blue velvet-like inside.

CARTRIDGES-

GunSlinger/Target Shoot
Pele's Soccer
Joust
Raiders of the Lost Arc (Lucasfilm/Atari)
Space Jokey (Vidtec)
Chase
Jr. Pac Man
M.A.D. (US Games)
Pac-Man
Berzerk
Boxing (Activision)
Home Run
Video Pinball
Astroblast
Outlaw
Star Wars- The Empire Strikes Back (Lucasfilm/Parker Brothers)
Super Challenge Baseball
Grand Prix
RealSports Volleyball
Donkey Kong
Fishing derby
Yar's Revenge
Breakout
Indy 500
Astroids
Activision Freeway
Skiing
Target Fun 27 TeleGames
Activision Kaboom!
Activision Kung-Fu Master
20th Century Fox M*A*S*H
Laser Blast (Activision)
Star Master (Activision
Apollo Final Approach
BurgerTime (Data East)
Astroblast (Mattel)
Space Attack (Mattel)
Football
Night Driver
Championship Soccer
SwordQuest-EarthWorld
Basketball
Midnight Magic (Borderbund/atari)
Video Olympics
Space Invaders
Adventures of Tron (Disney)
Circus Atari
Air-Sea Battle
Defender

Combat

Book for sale-
Hirschfeld- How to Master the Video Games (30 most popular games, includes "Hottest Tips on Pac-Man")

Please send correspondence to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973 in case you do not have an e-mail account.
Thanks for the interest!

3982. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 19:44:01 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <29s7a1$g6g@usenet.mcs.kent.edu>
Source record: 104542

crow@everest.cs.dartmouth.edu (Preston Crow) writes:
>timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>>Marek Tomczyk (uj1g@rzstud1.rz.uni-karlsruhe.de) wrote:
>
>>: When I think of it, yes this should be possible somehow. Actually Atari's
>>: first three boot sectors always are 128 bytes long, even on DD disks.
>> Whoa there... NOT MY ATARI... must be some bogus modified unit. The DD
>>disks I've written CERTAINLY DO NOT have SD sectors for boot...
>
>Does someone with a sector editor and a double-density drive care to
>check on this? Just read in the first sector of a standard dos
>formatted double-density boot disk and modify bytes 129-255. If it
>still boots and subsequent reads verify that the data was actually
>written, then my suspicions are correct. If not, then that would be
>truely interesting.

Out of all of my experience, all of my DD disks still have the first
3 sectors in single density. I have written DD disks, and then read
the first 3 sectors on an unmodified 1050 and it reads them in. So it
must be single density. I also tried to read the other sectors and it
barfs out. I have also tried to access bytes 128-255 (0-127 single
density) on my DD drive, and its a no-go. This is typical behavior of
Sparta Dos 2.x+, SDX, MyDos, and Dos_Xl. I have used these on a
US Doubler 1050, Indus GT, Percom, and XF551.

So whoever said their boot_disk has 256 Byte Boot_Sectors, what sort
of DOS/Booting Program were you using?

BRiTiSH
aa853@po.cwru.edu Atari 8Bit Technical SigOp (Hardware/Software Hacking)
clisowsk@mcs.kent.edu (Craig Lisowski ~ BRiTiSH)

3983. Re: PC enslavement?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 19:50:03 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <29s7lb$gaq@usenet.mcs.kent.edu>
Source record: 104544

evans@cs.washington.edu (James Evans) writes:
> I am considering beginning work on a software/hardware package
>that would allow an 8 bit Atari to access an archive of files stored on a PC,
>via a RS232-SIO port interface. I know something similar was done before, but
>I hope to create a package that is much more convenient for handling and
>selecting the files from the archive. Three questions!
[...edited...]
> The software would be a driver for the atari end that would
>install an F: device to mirror the archive directory tree stored
>on the PC. It would be readable/writeable via MYDOS. It would also offer
> virutal boot disk emulation (like SIO2PC), except selectable from the Atari
> end.

My question is: WHY make it a new device handler? It only makes using
your software harder to modify to access all of your files on the pc
end. And for programs you dont have source to, it makes it hard for
normal users to change. Whereas, most programs already support the D:
device. IE: Why make it have special handling conditions on the 8bit
side? I fail to see the point of making it a new device.

IMNSHO,
BRiTiSH

3984. Re: PC enslavement?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-17 21:10:57 UTC
From: Joe Walsh <RANSOM22@delphi.com>
Message-ID: <931017.58257.RANSOM22@delphi.com>
Source record: 104545

```
I agree with British.
Compatability would be the biggest
reason to continue to use the D:
device for such purposes.
I might be interested in such a thing
if it did use the D: device.

-Joe
```

3985. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 00:33:51 UTC
From: ScottM@cup.portal.com
Message-ID: <93445@cup.portal.com>
Source record: 104547
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

>It was programed by Ozark, and distributed by Electronic Arts. You remember
>our good friends at EA... they were one of the first and largest software
>publishers to abandon the 8-bit line.
>
It was the same thing EA did to the Amiga. Isn't it lovely when history
repeats itself?

>Larry Richardson
>richards@foghorn.orl.mmc.com

```
/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, * WJM anchor Ted Baxter? |
|1200, Pet 2001, Vic, *-------------------------------------|
|64, 128D, 800XL, //e * Good nighs and good newt - Ted Baxter |
\============================================================/
```

3986. Re: Charactor under the cursor???

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 01:15:14 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <29sqn2$5o1@charm.magnus.acs.ohio-state.edu>
Source record: 104548

>Does anyone know an easy way to read the charactor under ther cursor in
>Gr. 0 mode, without having to OPEN a special channel? (In BASIC)
>You can't use locate because you get a 'write only' error. I tried poking
>values directly into ROWCRS and COLCRS ($54 and $55,56) and then reading
>OLDCHAR ($5D) but I don't know how to force OLDCHAR to be updated.
>I could probably use OLDADR to find the address of the cursor and then
>peek that location, but there should be an easier way. Any suggestions????
>
>Thanks....
>
>-Adam Conover.
> a644690c@edinboro.edu

Actually, you can use the LOCATE command, but you have to open a special
channel to "E:" (I believe you would use OPEN #IOCB,12,0,"E:" (or perhaps
13 instead of 12), and/or use a GRAPHICS 0 statement in your program
(I forget which combination works and don't have a manual in front of me).
One method of obtaining the character is to use ROWCRS and COLCRS and
then PEEK directly into screen memory. The screen is 40 columns across,
so:

```
CHARACTER_UNDER_CURSOR=PEEK(88)+PEEK(89)*256 + PEEK(COLCRS) + PEEK(ROWCRS)*40
```

[I don't have Mapping in front of me, so you must look up ROWCRS and COLCRS]
where PEEK(88)+PEEK(89)*256 is the beginning of screen RAM. Note that
standard Atari BASIC doesn't support the underscore character in variable
names (BASIC XL and XE do, though), so change the name of the above
variable. Finally, this value doesn't correspond to an ATASCII value; it
is the internal representation of the character. There is an operating
system call to convert between the two (there has to be, or LOCATE would
never be able to work in GRAPHICS 0).

3987. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 03:06:23 UTC
From: go1n@ellis.uchicago.edu
Message-ID: <1993Oct18.030623.25848@midway.uchicago.edu>
Source record: 104549

In article <IgjW9iW00Vp_M3QkwJ@andrew.cmu.edu> Lyren I Brown <lb43+@andrew.cmu.edu>
writes:

>Anyhow, great game. I love the intro music! Anybody beat it?!
>
>-Lyren Brown

I always liked BoulderDash's music the best. That was also my
favorite 8 bit game. Was there ever a PC version??

Steve

3988. Atari 130XE & 1050 CHEAP

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 03:07:29 UTC
From: Rob-G@cup.portal.com
Message-ID: <93455@cup.portal.com>
Source record: 104550
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers.other

This is a post for a friend without Usenet access. Pleaes send replies
to HIM at Bryedewaard@delphi.com. Thanks!

For Sale:

Atari 130XE and 1050 disk drive. Both work fine and are in great shape.
The 1050 he says, though, has a slight physical flaw (don't ask me, ask him, I
don't know what it is, but it DOES work).

Both for $75 plus shipping.

Again, if interested, send mail to Bryedewaard@delphi.com. Please don't send
it to me. Thanks!

3989. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 04:16:59 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <93461@cup.portal.com>
Source record: 104551

> >Anyhow, great game. I love the intro music! Anybody beat it?
> >
> >-Lyren Brown
>
> I always liked BoulderDash's music the best. That was also
> my favorite 8 bit game. Was there ever a PC version??

I don't think there was. The sequel to the Boulder Dash series (I, II, Super, and Construction) was named Rockford. The graphics changed a bit, but gameplay was the same. It was released for the Atari ST and PC.

But this was the bad-old-days (5-6 years ago). Reviews said it was CGA, and sound boards were non-existant then.

Various PD versions have been released, none all that special (one used VGA and you could see the whole cave at once, one way to deal with high-speed scrolling!).

FYI, there is a program floating around containing music from some Atari 8-bit games. What format you ask? None. Someone yanked the code for music from the originals and stuck a menu on it. (it's an 8-bit executable)

Jeff_M_Lodoen@cup.portal.com

3990. Re: 4 player games

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 04:59:22 UTC
From: jharris@cup.portal.com
Message-ID: <93466@cup.portal.com>
Source record: 104552
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

>Anyway, they were already using the names "Rescue on Fratacalus"
>and "Ballblazer".I don't think ROF was a marketing decision at
>all. It was said to use some sort of fractals for the landscapes
>(I'm sure it was pretty basic to get good speed). As they said,
>fly past a hill, turn around and see the same hill! The same
>system used for Koronis Rift (as a land rover) and The Eiodlon
>(a bit more advanced, needed 64K).
>
>"BJL" and "Ballblaster" were betas of some sort; apparently
>quite early.

"Behind Jaggi Lines" lasted past the beta stage. There were full and
complete versions that were still called "BJL", and I'm pretty sure they
were marketed under that name for awhile.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3991. Need Phantasie II disk 4

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 06:08:24 UTC
From: jjmcwill@next5
Message-ID: <29tbso$dk@mtu.edu>
Source record: 104554

I recently bought a used copy of Phantasie II on the net.
There seems to be a problem with disk 4 (side 2 of the 2ndfloppy)

A directory gives 0 free sectors, which means like 300 sectors are
missing. Some of the names of the dungeons are garbled. I can't
save dungeon positions to the disk, because it says the disk is full.
MyDOS's VTOCFIXER says there should be at least 300 sectors free, which
are currently marked as used. I'm doubting that SSI hid a 2nd directory
with other files in it. I played Phantasie I, and I never ran into that
on those disks. I'm guessing "magnetic Rot" or whatever has degraded the
disk, and I need a new, working copy. Does ANYONE out there have a good
copy of the Phantasie II disks? PLEASE! My characters are now 10th level,
and I'm ready to enter the Netherworld. I really want to continue the game,
(don't ask me how I got this far with the damaged disk).. I can't continue
without a good copy. Nothing from my bad of tricks is working.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

3992. Need Phantasie II disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 06:09:07 UTC
From: jjmcwill@mathlab.mtu.edu
Message-ID: <9310180609.AA16817@mathlab.mtu.edu>
Source record: 104553

Subject: Need Phantasie II disk 4
Newsgroups: comp.sys.atari.8bit
Summary:
Keywords:
X-Newsreader: TIN [version 1.2 PL1]

I recently bought a used copy of Phantasie II on the net.
There seems to be a problem with disk 4 (side 2 of the 2ndfloppy)

A directory gives 0 free sectors, which means like 300 sectors are
missing. Some of the names of the dungeons are garbled. I can't
save dungeon positions to the disk, because it says the disk is full.
MyDOS's VTOCFIXER says there should be at least 300 sectors free, which
are currently marked as used. I'm doubting that SSI hid a 2nd directory
with other files in it. I played Phantasie I, and I never ran into that
on those disks. I'm guessing "magnetic Rot" or whatever has degraded the
disk, and I need a new, working copy. Does ANYONE out there have a good
copy of the Phantasie II disks? PLEASE! My characters are now 10th level,
and I'm ready to enter the Netherworld. I really want to continue the game,
(don't ask me how I got this far with the damaged disk).. I can't continue
without a good copy. Nothing from my bad of tricks is working.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,
And his wild harp slung behind him. Thomas Moore

3993. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 06:13:44 UTC
From: jharris@cup.portal.com
Message-ID: <93479@cup.portal.com>
Source record: 104455

> ...DD disks have the first 3 sectors in single density...

When the OS goes to read the disk on bootup, it's trying to read 128 byte sectors. The drive has got to return just 128 bytes for things to work correctly. This could be done in the drive's firmware though. The first track might be formatted entirely with DD sectors, but the I/O code in the drive is configured to only read/write 128 bytes of the first three sectors.

You'd have to do a track dump of a DD disk to actually find out whether it had 256 or 128 byte sectors actually mapped out.

John Harris "My satellite went to Mars,
jharris@cup.portal.com and all I got was this lousy T-Shirt."

3994. Re: Need Phantasie II disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 07:26:44 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <29tgfk$p8p@usenet.mcs.kent.edu>
Source record: 104456

jjmcwill@mathlab.mtu.edu writes:
>I recently bought a used copy of Phantasie II on the net.
>There seems to be a problem with disk 4 (side 2 of the 2ndfloppy)

I too have had this problem. I tried copying the files over to a new
disk but the game merely crashes at certain points then. A couple of
years latter I looked into this, and this is due to the game using
the dread *imho* note/point scheme with absolute sector numbers and
byte offsets into each sector. This is used on the monsters/items
code to display the graphic data and get the general info on them.
I do not know if some of those reserved sectors hold the monster/items
info. Im hopeing it doesnt, as it would seem rather silly to use low
level sector reads. I have not looked into the game this detailed
though.
ALSO: if you do get a copy of the 4th disk, could you somehow set me
up with one?

I Have only been able to save 1 dungeon at a time. I used to have a
copy of the 4th disk untouched, and then another disk which held each
dungeon fully solved which I would transfer to the 4th disk when I
needed it or didnt want to redo the entire dungeon.
I beleive my characters are 15th level, and need only 2 more Beast
Runes but its been at least 4 years since I played the game, that they
might as well be level 1s. [although I have meet Pluto and killed him
which I thought was humorous as my characters were only level 13 at
the time, but it gave of them enough exp to get up a level. :)]
[Correction: I need beast Runes, VII the wyvern, and VIII dragon demon,
and then meet up with Beast IX The Ice Dragon.]

-BRiTiSH
aa853 (Craig Lisowski) : The Cleveland Free-Net Atari 8Bit Technical SIGOp
Internet: clisowsk@mcs.kent.edu (BRiTiSH) Kent State University

BTW: I still cant manage to find the latest copy of my Phantasie I/II
character editor on my source_project disks. :(

3995. Re: PC enslavement?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 08:36:37 UTC
From: evans@cs.washington.edu
Message-ID: <1993Oct18.083637.27798@beaver.cs.washington.edu>
Source record: 104457

< stuff about device handler deleted >

Using the default D: handler on the atari, and still trying to maintain the
flexability of having all your files exist as normal PC files on your PC's
hard drive would be a hell of a challenge. The idea was to get by with
a either a front end or a minimal device driver on the 8bit that would
give you access directly to the PCs hard drive files. Just seems like
it would be alot easier than having to switch vitual disk files on your PC
while hunting for a file.
To have the PC fabricate a phony disk structure for the 8bit, containing all
of the PCs files in a given directory.. Hmm. Not really a bad idea now that I
think of it... Hmm.. ?? Who knows...

-Jim Evans
jevans@u.washington.edu

3996. Re: Sinistar ever out on cart? Which system?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 11:13:11 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <29tto7$5es@usenet.INS.CWRU.Edu>
Source record: 104458
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Yes it is available for the 2600 as an unfinished prototype that you can not kill Sinistar (DAMN!)

and I think someone said it was available for the SNES or SEGA but not called Sinistar but something else but in the game if you pressed certain codes then Sinistar would come out and play.

--
Fred Horvat

3997. Re: EPROM -=> MYDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 11:40:49 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29tvc1$ih@nz12.rz.uni-karlsruhe.de>
Source record: 104459

In article <1993Oct16.234915.6692@uoft02.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Marek Tomczyk (uj1g@rzstud1.rz.uni-karlsruhe.de) wrote:
>: You can try a different approach than reprogramming the whole MyDos.
>: What the Klaus Peters' ROM-Disk does is just emulating a disk drive.
>
>
> Any and all info you can provide on this is appreciated! For sale?
>Single user doing this as a hobby? etc.???
>

The ROM-Disk is indeed an old development already. The first revisions came
around 1989 or even before that. It's been designed by Ralf David and then
after a while distributed by Klaus Peters.

The ROM-Disk is a commercial product, you get a decent industry standard
PCB.

The ROM-Disk connects to the PBI on the 600XL/800XL computers or to the
cartridge port/ECI on the 130XE/800XE. The ROM-Disk can hold up to 512K
of (E)PROMs where you can store your MyDos, TB XL, games etc.
As it emulates a disk drive most of the software should run on it.

I don't remember exactly how much it costs, it's anywhere from 140DM to
170 DM (around $100).

I don't have one by myself, but know of people who use it.
You can get the ROM-Disk from:

Klaus Peters
Moltkestrasse 29
D-W-5620 Velbert 1
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

(extracted from the Vendors & Developers list posted here around every 15th)

Klaus Peters is one of the big 8-bit suppliers here in Germany, maybe like
CSS in the US.

I talked to them on the fair in Halle and they told me that they may be
interested in distributing their products in the US. They'd need a partner
though who'd provide the necessary custumer support for them in the states.

I can dig out some ads about the ROM-Disk and tell you more later.

Maybe someone else from Germany who owns it could explain it a little bit more?

Also don't miss the October issue of AC! Even if you won't find exactly more info about the ROM-Disk in particular, but it should be mentioned there along with Klaus Peters.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3998. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 11:51:55 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29u00r$10c@nz12.rz.uni-karlsruhe.de>
Source record: 104460

In article <1993Oct17.000101.6695@uoft02.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Marek Tomczyk (uj1g@rzstud1.rz.uni-karlsruhe.de) wrote:
>: When I think of it, yes this should be possible somehow. Actually Atari's
>: first three boot sectors always are 128 bytes long, even on DD disks.
>
> Whoa there... NOT MY ATARI... must be some bogus modified unit. The DD
>disks I've written CERTAINLY DO NOT have SD sectors for boot...

Very interesting! I've tripple checked it and there's no way to read bytes
129-256 out of the first three sectors on my DD disks. I couldn't do
it with ANY disk editor I have.

What kind of a drive/DOS are you using?

On my "Turbo 1050" upgraded 1050 both my own DD disks and those formatted
with UTIL have the first three sectors formatted in single density.
There's no doubt about it!

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

3999. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-10-18 12:57:22 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <29u3ri$1nd@nz12.rz.uni-karlsruhe.de>
Source record: 104461

In article <93479@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>You'd have to do a track dump of a DD disk to actually find out whether it
>had 256 or 128 byte sectors actually mapped out.

I've looked at the portion of source code that came with UTIL a while ago.
I found out that UTIL indeed formats the first 3 sectors with 128 bytes/sector.

Funny, now that I've looked once more can't find it again.
Anyway, the following part of UTIL.C shows at least that it reads the
first 3 sectors as 128 bytes long ones.

```
----------
fetchboot(file, drive)
char *file;
int drive;
{
FILE *outf;

aread(1, drive, dosbuf);
aread(2, drive, dosbuf+0x80);
aread(3, drive, dosbuf+0x100);

restfb(save);
outf = fopen(file, "wb");
fwrite (dosbuf, 1, 0x180, outf);
fclose(outf);
exit(0);
}
----------
```

aread(1, drive, dosbuf) reads the first sector of the Atari disk into the
buffer, then "aread(2, drive, dosbuf+0x80)" apparently puts the second
sector at position 128 in the buffer.

Well, this doesn't show that the first 3 sectors are 128 bytes long physically
but it's at least an indication for it.

BTW: The newer version of UTIL seems to have a command not listed in the
menue. /F apparently lets you "Fetch" the atari boot sectors.
It's listed in the source code, but haven't tried it yet.

-Marek

----
uj1g@DKAUNI2.BITNET
or

uj1g@rz.uni-karlsruhe.de

4000. free indus gt with purchase of atari 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 00:24:00 UTC
From: nelson.batista@canrem.com
Message-ID: <60.9450.4513.0N188D85@canrem.com>
Source record: 104462

I have an ATARI 130XE for sale. If you buy it you get the INDUS GT for
free.

I am looking for $60 CANADIAN (about $45 AMERICAN) for it.

THANX

email at nelson.batista@canrem.com
or leave a message here
or 1(519)823-1129 E.S.T.

4001. Re: DOS parameter passing info needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 02:14:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kFDBcc4w165w@cyberden.sf.ca.us>
Source record: 104463

husky@bull.mimuw.edu.pl (Michal Kurcewicz) writes:

> Information about parameter passing in command line interpreters like
> in DOS XL or SpartaDOS is badly needed for a Mydos shell I am developing.
> If you know anything about it, drop me a line.
>
> Michal Kurcewicz (husky@bull.mimuw.edu.pl)

I havent done this yet since I havent worked on my MyDOS shell ;) in a
while, but look at the DOS thing for Action! that recvs. params from
Sparta.

Personally, I'm using a bit of space in page 4, cuz, well, nobody really
uses it ;)

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4002. For Sale: Atari 130xe & Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 03:53:38 UTC
From: mikc@trystero.com
Message-ID: <CFso5M.H74@trystero.com>
Source record: 104464
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.8bit

I am posting this for a friend.
For Sale: Atari 130 XE computer and Indus GT double sided double density disk drive. Price $100 or best offer. Call (617) 868-5643 and leave message. Items include original boxes and instruction book.

--
Michael Coughlin Cambridge, MA USA mikc@trystero.com
This message typed on 100% recycled computers.

4003. Skunk...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 06:14:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <752259642.AA05548@tdkt.kksys.com>
Source record: 104491

Quoting from TIMUSZYN@JUPITER.CSE.UTOL to ALL

> BTW: I think the Skunk would copy it. (As well as all the EA stuff).
> PS: For those interested, it would work something like "Chipmunk". You'd
> make a straight copy (SCOPY, whatever) of the protected disk, then insert
> and reinsert the original and copy until it found all the protection
> schemes in the program. It would create a "non-protected" version of
> the original... took a few passes tho if I remember right.

I also appreciated the power of "The Skunk" which could copy Flight
Simulator II, which everything else I had at the time had problems with...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "The healthy release of emotion is often unhealthy for those around you." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4004. Ac Bbs List - 10/24/93

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 06:20:02 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <752259642.AA05549@tdkt.kksys.com>
Source record: 104492

Quoting from AMOS JACKSON to SINGER@LL.MIT.EDU

> If so, I thing it would be a good idea to get an updated list of Atari 8-bit
> bbs' that are up and running, so all of us would know what is available for
> us die-hards. Not sure if it could be started here, but still it's an idea.
I too would be interested in the list as well. I was also a diehard
and made a lot of long-distance phone calls, but now that I have the money
and faster modem, it sounds fun again...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "[Pause] - [Press any key to continue or press any other key to abort]" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4005. Re: AC BBS list - 10/24/9

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 08:03:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <JkTBcc5w165w@cyberden.sf.ca.us>
Source record: 104467

D'OH! I didn't know that Matt wrote FoReM! Heck, to tell the truth, I'v
only ever called TWO FoReM BBSes (both long distance, and I didnt wanna
stick around LD BBSes too much!), one on an XE (was nifty) and one on the
ST (umm.. :)).

I dunno who WRITES BBS software 'cept ME heheh.. and the guys who
mad T.A.G.... cuz we all put our names all over 'em! ;)

Well, that's cool then! When WAS the first FoReM BBS written!?

l8r

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4006. Yorky

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 11:03:12 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9311011103.AA14822@deepthought.cs.utexas.edu>
Source record: 104465

One more message about my Yorky 256k upgrades.

After discussions with the designer we have come to the conclusion that ot
(or maybe even it!) will be too expensive to make a new version to work
with 130XEs or be upgraded to 1MEG etc.
So I'm afraid the specs will stay as they are:

Works with 800XL or 64K 600XL
Provides 256k of XE compatible memory
Plugs into PBI port

Still even at that its a pretty classy piece of kit especially for those
who aren't sure which end of a soldering iron to hold.

If anybody is interested I can be contacted at:

RG9@UK.AC.YORK.VAX or RG9@UK.AC.YORK.TOWER

4007. Journey to the planets (was: Ghost Encounters (Action Quest))

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 12:12:24 UTC
From: ach@informatik.uni-kiel.de
Message-ID: <2b2uf8INN3co@snofru.informatik.uni-kiel.de>
Source record: 104466

In <30OCT199302165778@venus.tamu.edu> cas4449@venus.tamu.edu (SIMAR, CHRISTOPHER ALAN) writes:

>Does ANYONE have a copy of a game named "Ghost Encounters?"
>It was released by the shortlived JV Software company, and

While talking about JV Software, does anyone remember the game
"Journey to the Planets" that was also published by them (I think)?
In this game you had to fly to seven or eight different planets and
collect some sort of treasure by solving puzzles...I would put it in the
genre of action adventure.

I solved all the puzzles but one...there was one planet with one room
where two blocks moved on the top of the screen, and you could change the
color of the blocks by shooting at them, and in another room something
fell down depending on the color of the blocks...I never found out how to
get across the water in one of the rooms...can anybody help me?

Greetings,
Achim

--
Achim Held, Kronshagener Weg 1a, D-24103 Kiel, Germany, +49 431 671194
ach@informatik.uni-kiel.d400.de || awin@bytos.toppoint.de
"Wenn es hier keine nutzlose Diskussion mehr gibt,
dann bin ich hier ja fehl am Platze" --- C.R.

4008. Re: 800 memory

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 13:14:22 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <94657@cup.portal.com>
Source record: 104468

Along the lines of cased/uncased main-memory RAM cards for the 800...
Hand-in-hand with the cased/uncased memory configuration, went at least two
different styles of closure for the removable top panel of the 800 which
covered the memory card bay. The earlier systems, sold with minimal RAM, with
the expectation that the user himself could/would buy and install additional
RAM cards, latched that top panel with a pair of L-shaped plastic catches
which easily "swung aside" to release the panel. Later 800s, after memory
became cheap, were sold fully populated. There was thus no more need for
easy access to the RAM card bay, and so these later models omit the plastic
latches and close that top panel with ordinary screws and wide (metal) wash-
ers which require a little more work to remove to release the panel.

I mention this in case some of you youngsters have never seen the plastic-
latch style of panel holders... :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4009. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 16:12:05 UTC
From: zim@IBX.COM
Message-ID: <9311011612.AA06467@IBX.COM>
Source record: 104469

In a recent article, Richard Dell writes:
>My 6800/6809 systems migrated from a 128 byte sectors size to a 256
>byte sector size. _Every_ disk based piece of software required
>reassembling, with minor changes to the source in a lot of it.
>Luckily at the time, most of it was distributed with source code
>either in printed format, or on the disk. But you can imagine
>the public outcry when their expensive third party software wouldn't
>work on Atari's new DOS 3.0. And the public did not have the option
>of modifying third party software, neither did Atari.

I remember when Atari released DOS 3.0 and the big outcry that ensued
by Atari users. Even though there were utilities on the 3.0 disk to
convert files from 2.0S to 3.0, DOS 3.0 never seemed to catch on.
True, the old 810 drive couldn't read the format, so I assume that the
problem was that most Atari users didn't want to upgrade to the 1050 drive.

However, when Apple released DOS 3.3 which required an EPROM modification
to the floppy disk controller card, most commercial software houses initially
put a boot sector on the floppy disk so that both DOS 3.2 and 3.3 users could
boot from. Eventually, most games were shipped only on DOS 3.3 disks.
(Apple DOS 3.2 used a 13-sector format while DOS 3.3 used a 16-sector format).

My Atari 3.0 system disks just sit gathering dust.

Bill Zimmer - zim@ibx.com

4010. Re: AC BBS list - 10/24/9

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 16:55:57 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Nov01.165557.88718@yuma.ACNS.ColoState.EDU>
Source record: 104470

In article <JkTBcc5w165w@cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:
>D'OH! I didn't know that Matt wrote FoReM! Heck, to tell the truth, I'v
>only ever called TWO FoReM BBSes (both long distance, and I didnt wanna
>stick around LD BBSes too much!), one on an XE (was nifty) and one on the
>ST (umm.. :)).
>
>Well, that's cool then! When WAS the first FoReM BBS written!?

I remember almost every Atari BBS in the mid-80's was running FoReM in
Cincinnati OH. I remember calling the ones on some other software and
thinking they were rather novel since they had different commands and
formats...

But heck... this was when 1200 baud modems were a dream item... :)

Sam

4011. Re: Ghost Encounters (Action Quest)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 17:13:22 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.752174002@ilces>
Source record: 104471

cas4449@venus.tamu.edu (SIMAR, CHRISTOPHER ALAN) writes:

>room was a seperate puzzle. Anyone have ACTION QUEST on disk or its
>sequel GHOST ENCOUNTERS? Write or post and I'll kill/pay/thank you!

As a matter of fact, I happen to have an original disk of Ghost
Encounters. I used to have Action Quest, also, but sold it along with a
400 back in '82.

>(Whatever you prefer. As Wayne's World put it "it will be mine. Oh yes.
>It will be mine.")

I'll trade it even-up for an original copy of Journey to the Planets, a
game I once solved but haven't seen since the mid 80s.

--
From the virtual desk of...
Scott Coleman, President ASRE (American Society of Reverse Engineers)
Ed Green Fan Club #005 - Impeach the SGA!
tmkk@uiuc.edu

4012. 8-bit Atari Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 17:19:25 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H4SS97ZACI8WW20W@carleton.edu>
Source record: 104472

```
Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 30-Oct-93

Additions/comments/corrections having to do with this FAQ List are
welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)
Hence no automatic archiving of this FAQ List occurs, though there's usually
a fairly recent copy on the Atari Archive (see below) as the file
8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
```

rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
Atari.archive.umich.edu is an Internet site which contains many files for the 8-bit Atari computers, and is part of the University of Michigan/Merit Software Archives. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu. The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the one nearest you first)

a) FTP to atari.archive.umich.edu (141.211.165.41) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher
client, try the command "gopher gopher.archive.merit.net 70" to connect
directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.1)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.38). Applications for free accounts are
handled online, or you may browse the system as a visitor. Once logged-in,
type "go atari" to reach the Atari SIG. Those who add their names to the Atari
SIG user directories are automatically members of the official Atari user group
C.A.I.N. - Central Atari Information Network. Send correspondence and press
releases to xx004@cleveland.freenet.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352

Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)

Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

News-Paper
DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Net: djg0@aber.ac.uk

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

8:16
Bournemouth & Poole Atari User Group
260 Poole Lane
Bournemouth, Dorset
England BH11 9DT
L6.50/1 yr (4 issues)
outside UK, surface: L10.60/1 yr
outside UK, air: L18.50/1 yr
/pn=colin.w.hunt/o=sprintintl/admd=tmailuk/c=gb/@sprint.com

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL

U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

What product developers or vendors support the 8-bit Atari?
There are two files available:
1) "All Known World-Wide 8-Bit Atari Vendors and Developers" is part two of the
8-bit Atari FAQ List, and is posted to the comp.sys.atari.8bit/Info-Atari8
Digest discussion group on or about the 15th of the month. There's also
usually a fairly recent copy available on the Atari Archive as the file
8bit/faq2.txt, or you may contact the maintainer at mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The Atari Archive contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note that most require a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources

8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????, a U.K. variety...
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari BBS?
The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

Where is my nearest 8-bit Atari user group?
An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King. [e-mail address needed]

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE only):
A B C D E F H
1 2 3 4 5 6 7

A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3

7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive

5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

End of 8bit/faq.txt

4013. Re: Atari 8bit cartridges for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 17:43:38 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2b3hsaINN4rl@uwm.edu>
Source record: 104473
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

In article <bzandrew.2i5a@amiganet.xnet.com> bzandrew@amiganet.xnet.com (Bill Zandrew) writes:
>
> Atari 400/800 cartridge games for sale/trade
>K-razy Antics

I would highly recommend this cartridge for anyone who doesn't have this game. It's one of the games I never tire of on my 8-bit (along with Mr. Do!, Spelunker, Boulder Dash and a few select others).

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

4014. Re: Favorite Atari 8-Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 18:09:22 UTC
From: toma@db.TC.Cornell.EDU
Message-ID: <TOMA.93Nov1180922@db.TC.Cornell.EDU>
Source record: 104475

What is the name of the following game:

The game was basically a space ship ina maze. However, up to 4 people
could play at once, where 1 would steer, 2 would fire, and 1 would
control thrust.
--
toma@tc.cornell.edu rory@foopub.tucson.az.us

Good, bad - I'm the guy with the gun.
-Ash, Housewares

4015. Atari software/hardware items forsale - LIST AVAILABLE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 19:57:34 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2b3pne$2dj@usenet.INS.CWRU.Edu>
Source record: 104474

I have many atari Hardware/Software items (and others) to get rid of,
instead of posting it here, you can request my list by sending me e-mail.

If you would like a copy of my list (prices all listed) please send e-mail to
me at the above address (dh395@cleveland.freenet.edu), also note if you
would like to receive copys of it in the future when i change prices
or add items.

Listed are: 066 Hardware Itmes (Videogame & Computer)

111 Atari 2600 Carts
063 Intellivision I/II Items
***** 059 Atari 8 Bit Disk/Cart/Tapes
045 Books
021 Vic 20 Carts/Tapes
019 5200 Carts
017 PC Software Titles
006 7800 Carts
006 Odyessey 2 Carts
005 Colecovision/ADAM Carts
005 Turbo Grafx 16 Cards
004 Bally Carts
003 Sega Master System (I/II) Carts
002 Telstar Arcade Carts
002 Timex Sinclair Tapes
002 Ti99/4a Carts
002 NES Carts
001 Super NES Carts
001 C64 Softs (Disk)

Packages 001 Timex Sinclair Packages
001 Bally Computer Packages

Please reply via e-mail if you would like my list! :)

Thanks

Steve

(p.s. If youve gotten my list before, request it again, ive lowered many
prices)

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4016. Re: GIF

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 22:05:57 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CFu2py.Bqr@sunblossom.ge.com>
Source record: 104476

In article <1993Oct29.191341.25315@austin.onu.edu>, lmurdock@austin.onu.edu (Lance Murdock) writes:
|> Last Spring I downloaded the GIF viewer from the archive. I just
|> wanted to know a couple of things. Was I doing something wrong or did
|> the COLORS.GIF that came with look terrible when it was loaded? I

If you're talking about my APACVIEW, yes, the color names are practically unreadable. Check out my latest (apacvw24.arc), which has its own, smaller COLORS.GIF file (no color names). If you're talking about Don Davis's atview8, I can offer no apologies.

|> couldn't read the color names on the picture, but I do believe the
|> colors were pretty accurate. I am not trying to start an in depth
|> discussion, but can someone explain (simply) how the GIF's are viewed
|> on the Atari? I know that many of these GIF's use interlacing to

My program decodes them to APAC mode, which is a 256-color trick using graphics 9 and 11. Don Davis's atview8 decodes them to gr.15 four-color mode. APAC looks best when it works, but it only works on certain monitors.

|> create these pictures. If I am correct, interlacing is taking 3
|> different layers of pixels, and overlaying to get the desired result.

Interlacing is where four passes are made over the image, the first two laying down every eighth line, the third pass lays down every fourth line, and the last pass lays down every second line. This lets you gradually reveal the picture, allowing a quick view before loading the entire image.

|> Can the 8-bit display all 3 layers? If so, does this mean that those
|> cool Cindy Crawford GIF's will look great on my 8-bit.

Yes, the 8-bit can display interlaced GIFs. And, case by case, "those cool Cindy Crawford GIF's" will look great on your 8-bit. APAC mode works great on some GIFs, and passable on others. For the best possible color rendition on your 8-bit, convert these GIFs to COLRVIEW mode, and view them with my colrvw26.arc (I only see colrvw25.arc in the archive?). Read the docs in APACVIEW to see how - 4096 simulated colors at 80 x 192 resolution, or 64 simulated colors at 160 x 192 resolution.

Read about these programs in Atari Classic magazine (plug)

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4017. Re: Favorite Atari 8-Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-01 23:35:22 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <94693@cup.portal.com>
Source record: 104477

> What is the name of the following game:
>
> The game was basically a space ship ina maze. However, up to 4
> people could play at once, where 1 would steer, 2 would fire,
> and 1 would control thrust.

That sounds like Synapse's "Survivor" written by Richard Carr.

4018. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 00:35:02 UTC
From: ind00052@pegasus
Message-ID: <2b49vm$kfh@osceola.cs.ucf.edu>
Source record: 104478

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Jeff_M_Lodoen@cup.portal.com wrote:
: : FYI, there is a program floating around containing music from
: : some Atari 8-bit games. What format you ask? None. Someone
: : yanked the code for music from the originals and stuck a menu
: : on it. (it's an 8-bit executable)

: Please inform us! What's the name? Is it on the archive?

: -Tim

I have this one. I can't recall the name off-hand. It has the music from

alot of different games in one big executable file with a menu. Off the

top of my head I know it has the music from AstroChase, Protector (3 I think),

Starleage Baseball, Archon, Blue Max 2012 (or whatever the # was), RobinHood,

Master of Time (cool techno sounding) and some others I'm sure I'm forgetting.

There's two colums of about 15 - so about 30 selections. I'll dig it up/

I'd put it at the archive - BUT! You guys haven't fixed my problem of not

being able to read/write atari 1050 SS/SD disks yet! and, I suppose the

question of Copyright comes up since the music was yanked out of copyrighted

programs and is part of the copyright I'd assume. Anyway... anyone got

a 850 for sale cheaply?

Or want to fix mine?

Sen

4019. Atari Classics subscription info

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 01:00:06 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <931102005644_71450.1050_EHB43-1@CompuServe.COM>
Source record: 104481

********** A T A R I C L A S S I C S **********
"The Magazine For The Dedicated 8-Bit User"

SUBSCRIPTION INFO SUBSCRIPTION INFO SUBSCRIPTION INFO SUBSCRIPTION INFO

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Frazer, PA 19355

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AC publishes on a bimonthly schedule. Issues are published in February, April, June, August, October, and December.

The AC Software disk is a double-sided single-density "flippy" containing all the type-in software published in the magazine plus selections from the Public Domain. It is produced and distributed 3 times/year in February, June, and October, concurrently with every other issue of the magazine. The disk is mailed separately from the magazine.

For those wishing to subscribe using a credit card, we take VISA & MasterCard! Just fill out your credit card info on the subscription form. There is a $2 processing fee for credit card orders. SORRY, ORDERS BY TELEPHONE OR E-MAIL CAN'T BE ACCEPTED.

If you so desire, you can send in a FREE AD with your subscription. Personal ads up to 50 words in length are free to paid subscribers of AC. See the "Swap 'n' Shop" column of AC for rules pertaining to personal ads.

Thanks for your interest in Atari Classics magazine.

4020. AC BBS list - 10/24/9

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 01:11:11 UTC
From: Matt.Giwer@f20.n3603.z1.FIDONET.ORG
Message-ID: <351.2CD7D9EA@mechanic.fidonet.org>
Source record: 104503

P> From: phbill@cyberden.sf.ca.us

P> D'OH! I didn't know that Matt wrote FoReM! Heck, to tell
P> the truth, I'v only ever called TWO FoReM BBSes (both long
P> distance, and I didnt wanna stick around LD BBSes too
P> much!), one on an XE (was nifty) and one on the

P> ST (umm.. :)).

P> I dunno who WRITES BBS software 'cept ME heheh..
P> and the guys who mad T.A.G.... cuz we all put our
P> names all over 'em! ;)

P> Well, that's cool then! When WAS the first FoReM BBS
P> written!?

You will have to get that from the other Matt but I ran
across it in '82 or earlier I think. I definitely remember
calling his board in '83 and we had come to know each other over
the board by then.

At the time it was about the best around regardless of
machine. I liked it over the boards running on Apples. If I
remember the article he said he had also written it for the
computer Atari put out later, the one not based on the 6502.

-- SPEED 1.30 >01<: Sodomy is not a civil right; it is a privledge.

--
Internet: Matt.Giwer@f20.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!20!Matt.Giwer
Note: The opinions stated in this post are only my own!

4021. AC BBS list - 10/24/9

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 01:14:11 UTC
From: Matt.Giwer@f20.n3603.z1.FIDONET.ORG
Message-ID: <352.2CD7D9EB@mechanic.fidonet.org>
Source record: 104504

SP> From: spatton@lamar.ColoState.EDU (Samuel Patton)

SP> In article <JkTBcc5w165w#cyberden.sf.ca.us> phbill@cyberden.sf.ca.us writes:

SP> I remember almost every Atari BBS in the mid-80's was
SP> running FoReM in Cincinnati OH. I remember calling the
SP> ones on some other software and thinking they were rather
SP> novel since they had different commands and formats...

And he had the Northern Virginia market where he lived at
the time.

SP> But heck... this was when 1200 baud modems were a dream
SP> item... :)

And the market has changed so much that on one conference I
was conned into several exchanges on what it was like in the good
old days. They were very interested in the acoustic cup modems.

-- SPEED 1.30 >01<: None of my opinions are humble.

--
Internet: Matt.Giwer@f20.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!20!Matt.Giwer
Note: The opinions stated in this post are only my own!

4022. Screen change

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 01:14:59 UTC
From: NOLRAM@delphi.com
Message-ID: <931101.72899.NOLRAM@delphi.com>
Source record: 104479

When one doesn't touch the keyboard for a couple of minutes(on the 8-bit) the screen changes colors.
How can I access this and make it stop, or tell me when it's about o happen so I can put up a screen saver of my own.

4023. Re: Screen change

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 05:19:56 UTC
From: Bill Marcum <BMARCUM@delphi.com>
Message-ID: <931102.01196.BMARCUM@delphi.com>
Source record: 104480

Memory location 77 is the "attract mode" counter. It's set to zero when you press a key, and it increments every four seconds until it reaches 127. If your program does a POKE 77,0 now and then, the color change won't happen.

Bill Marcum bmarcum@delphi.com

4024. Company Addresses

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 05:59:10 UTC
From: Henry.Kapala@f160.n3603.z1.FIDONET.ORG
Message-ID: <324.2CD6CDE5@mechanic.fidonet.org>
Source record: 104488

Does anyone have the addresses for the following two companies:
(1) Best Electronics?
(2) CCS, which I understand deals with Indus drives?
Hank

--
Internet: Henry.Kapala@f160.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!160!Henry.Kapala
Note: The opinions stated in this post are only my own!

4025. Re: Screen change

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 06:37:48 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <P0JDcc3w165w@cyberden.sf.ca.us>
Source record: 104486

NOLRAM@delphi.com writes:

> When one doesn't touch the keyboard for a couple of minutes(on the 8-bit) th
> screen changes colors.
> How can I access this and make it stop, or tell me when it's about o happen s
> I can put up a screen saver of my own.

Well, unless you wanna program a "TSR" (really called an interrupt on
the 8bit) to check the status of the "color change mode" (technically
called "attract mode"- get it? attracts your attention), you'd be forced
to have this test be done within a program.

Checking location 77 (decimal) in memory will return a number from 0 to
(what, 128? higher?). Anyways, the two important numbers are 0 and 128.
Actually, just 128. When location 77 is showing a 128 (it counts upwards
from zero VERY slowly), it starts affecting the colors.

I know im being VERY confusing tonight, sorry :)...

a SIMPLE example is this:

```
10 PRINT "THE COLORS WILL CHANGE RIGHT WHEN YOU"
15 PRINT "RUN THIS! (DONT PRESS A KEY!)"
20 POKE 77,128
```

type that in in BASIC and RUN it...

another example is:

```
10 PRINT "THE COLORS WILL NEVER CHANGE!"
15 SETCOLOR 1,0,2:REM DARK GREY TEXT
20 SETCOLOR 2,0,0:REM BLACK BACKGROUND
25 POKE 77,0:REM ATTRACT MODE ALWAYS OFF...
30 IF PEEK(53279)=7 THEN GOTO 25
```

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4026. SORRY

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 06:43:20 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <XikDcc4w165w@cyberden.sf.ca.us>
Source record: 104487

hm..I thought I was getting a call... hmmm

anyways..that line 30 of my last post should say:

30 IF PEEK(53279)=7 THEN GOTO 25

that makes a loop to line 25 until you press any of the console keys
(start, select, option)..

Another location in memory (78?) handles WHAT to "do" to the color
pallete to make it go crazy.

I've noticed annoying purple and green Barney the Dinosaur colors which
pop up if you let the standard Atari colors (black border, blue text
background) go into attract mode.

YIK! :)

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4027. Re: Rare Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 12:29:14 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931102.26954.KAMARO_KID@delphi.com>
Source record: 104482

I've already contacted Adaptec regarding their 4000a and 4070 controller cards, and as far as Adaptec Inc. is concerned, they are obsolete and they will no longer provide support for them.

There is a company in California, though - that still has several Adaptecs in stock and manuals. I'll have to remember the name and post it here.

4028. Re: Rare Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 13:36:48 UTC
From: barrett@clpd.Kodak.Com
Message-ID: <1993Nov2.133648.5728@clpd.kodak.com>
Source record: 104483

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: In article <1993Oct31.030935.18658@clpd.kodak.com> barrett@kodak.com writes:
: >
: >I've gat an ART8000 also w/64K and a hard drive interface for it, I think
: >Zetec is the manufacture. I believe that is is a SASI interface, but I
: >have no docs for the hard drive interface. I have an Adaptec ACB-4000A
: >interface that will understand SASI, does anyone have docs that I could
: >get a copy of, Curtis, you know how to do it?
: >

: Adaptec, Inc.
: 580 Cottonwood Drive
: Milpitas, CA 95035
: (408) 432-8600

: ACB-4000 series User's Manual -- covers the 4000A and the 4070A (RLL version)

: something like $20 or $25 for the book, as I recall. These controllers
: can also be used with modification on a SCSI bus.

Thanks for at least some information, but I have docs on that half of the
interface, what I'm missing is the information on the ATR8000 side, the
Zetec (Zebec, whatever) side and how to make the Atari and MYDOS talk
to the contoller/drive.

Chris

--
Chris Barrett E-Mail: barrett@kodak.com
Clinical Diagnostics Division - Eastman Kodak Company Inc., Rochester, NY

The views expressed herein do not reflect those of Eastman Kodak Company Inc.

4029. Re: Montezumma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 14:28:05 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CFvC6t.401@sunblossom.ge.com>
Source record: 104484

In article <2b49vm$kfh@osceola.cs.ucf.edu>, ind00052@pegasus (Sen) writes:
|>
|> You guys haven't fixed my problem of not
|> being able to read/write atari 1050 SS/SD disks yet!

...

|> Anyway... anyone got
|> a 850 for sale cheaply?
|>
|> Or want to fix mine?

Sen,

I've tried about six times to reach you; please e-mail me (see 1st address
below). I'm about an hour away from you, and might be able to help you
on your 850, or maybe reading/writing 1050 disks. There is also a very
large user group in Orlando you should know about if you don't already.

(sorry to waste net bandwidth here)

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4030. Re: Rare Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 15:44:11 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CFvFpo.Do3@cbfsb.cb.att.com>
Source record: 104485

In article <1993Nov2.133648.5728@clpd.kodak.com> barrett@kodak.com writes:
>richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
>: In article <1993Oct31.030935.18658@clpd.kodak.com> barrett@kodak.com writes:
>: >
>: >I've gat an ART8000 also w/64K and a hard drive interface for it, I think
>: >Zetec is the manufacture. I believe that is is a SASI interface, but I
>: >have no docs for the hard drive interface. I have an Adaptec ACB-4000A
>: >interface that will understand SASI, does anyone have docs that I could
>: >get a copy of, Curtis, you know how to do it?
>: >
>
>: Adaptec, Inc.
>: 580 Cottonwood Drive
>: Milpitas, CA 95035
>: (408) 432-8600
>
>: ACB-4000 series User's Manual -- covers the 4000A and the 4070A (RLL version)
>
>: something like $20 or $25 for the book, as I recall. These controllers
>: can also be used with modification on a SCSI bus.
>
>Thanks for at least some information, but I have docs on that half of the
>interface, what I'm missing is the information on the ATR8000 side, the
>Zetec (Zebec, whatever) side and how to make the Atari and MYDOS talk
>to the contoller/drive.
>

OK. If the ATR8000 (about which I know little) is designed
from a software point of view to talk to a Xebec S-1410 controller
(very common in that generation of equipment) it may take some
real low level kludging to get it to work with the Adaptec controllers.
I am currently trying to replace some Xebec S-1410's with the Adaptec
4070 on some old PC equipment. Reverse engineering at best is tricky.

Specifically, there are modifications to make to the Adaptec boards
to switch them to SASI mode hardware wise. Also, the format commands
work differently. Third, the Adaptec reads drive info from the drive,
the S-1410 gets it from the host computer. This is where I am currently
hung up, the Adaptec ignores the command, the PC software waits for a
response. So I am modifying the PC software.

Don't know if you are trying anything similar .. but figured any info
might give a few clues.

-
Richard Dell

4031. Atari 2600 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 19:01:25 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00974F11.37C36660@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104493
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Atari 2600 system and items for sale:

Atari 2600 complete unit- original style:
in excellent condition, with all cables, TV/GAME switch box, and
(if you need one) a 300 ohm-->75 ohm adapter (allows hooking to the cable-
ready connector (75 ohm) on newer TV's that do not have the 300 ohm antena
connectors found in older TV sets), and a 75 ohm-->300 ohm adapter (allows
a direct connection of cable to the "TV in" port on the switch box, as nowadays
vitrually nobody uses the 300 ohm antena cables that the switch box is built
for). (The above adapters can be readily purchased from TV shops and from
Radio Shack and electronics suppliers, I mention them just to let you know
that in case you need them, I can supply them...)

Atari 2600 unit- jr. style-
This is the newer model, which is MUCH smaller, and looks similar to the
7800 design. This is also a complete unit with all parts.

VID-TARI:
A black hard plastic protective hood that goes on top of the Atari 2600, with
a place to put the cartridges and manuals on the top of it; it also allows
joysticks and power supply cable to be connected, so the whole system can be
conveniently operated with it

Atari joysticks

Higher quality game joysticks (various types).

Atari paddles

2 Atari catalogs.

A storage box for 24 cartridges (Atari 2600/5200/7800) or cassettes or even
8-track casettes if the need arises. Wooden base, smoked clear hard-plastic
top, blue velvet-like inside.

CARTRIDGES-

GunSlinger/Target Shoot
Pele's Soccer
Joust
Raiders of the Lost Arc (Lucasfilm/Atari)
Space Jokey (Vidtec)
Chase
Jr. Pac Man
M.A.D. (US Games)
Pac-Man

Berzerk
Boxing (Activision)
Home Run
Video Pinball
Astroblast
Outlaw
Star Wars- The Empire Strikes Back (Lucasfilm/Parker Brothers)
Super Challenge Baseball
Grand Prix
RealSports Volleyball
Donkey Kong
Fishing derby
Yar's Revenge
Breakout
Indy 500
Astroids
Activision Freeway
Skiing
Target Fun 27 TeleGames
Activision Kaboom!
Activision Kung-Fu Master
20th Century Fox M*A*S*H
Laser Blast (Activision)
Star Master (Activision
Apollo Final Approach
BurgerTime (Data East)
Astroblast (Mattel)
Space Attack (Mattel)
Football
Night Driver
Championship Soccer
SwordQuest-EarthWorld
Basketball
Midnight Magic (Borderbund/atari)
Video Olympics
Space Invaders
Adventures of Tron (Disney)
Circus Atari
Air-Sea Battle
Defender
Combat

Books for sale-
Hirschfeld- How to Master the Video Games (30 most popular games, includes "Hottest Tips on Pac-Man")

Craig Kebey- The Winner's Book of Video Games. Includes chapters on * Coin-operated Video Games; * Home Video Games (Atari, Intellivision, Odyssey, Odyssey2); * Miscellaneous Critical Information; * Appendices (History, Status, Slang, etc.).

4032. 130XE & XF551 For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 20:04:44 UTC
From: bryedewa@news.delphi.com
Message-ID: <2b6egs$cp3@news.delphi.com>
Source record: 104489

I have a 130XE and XF551 for sale. Both are in Good condition, and include power supplies, and and IO cable for the XF551.

Reply to: BRYEDEWAARD@DELPHI.COM

Asking: $70 + ship for both, or $40 each.

4033. Re: Company Addresses

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 20:52:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931102155231MIS0160@MVS.UDEL.EDU>
Source record: 104490

In article <324.2CD6CDE5@mechanic.fidonet.org>,
Henry.Kapala@f160.n3603.z1.FIDONET.ORG (Henry Kapala) writes:

>Does anyone have the addresses for the following two companies:
> (1) Best Electronics?
> (2) CCS, which I understand deals with Indus drives?
> Hank
>
>--
>Internet: Henry.Kapala@f160.n3603.z1.FIDONET.ORG
>UUCP: ...!myrddin!mechanic!160!Henry.Kapala
>Note: The opinions stated in this post are only my own!

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950

Computer Software Services
P.O. box 17660
Rochester, NY 14617
(716) 429-5639

4034. Re: project: writting the EMULATOR

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-02 22:13:08 UTC
From: _sheaferd@merrimack.edu
Message-ID: <1993Nov2.221308.3738@merrimack.edu>
Source record: 104496

In article <1993Oct29.144412.7277@dcc.uchile.cl>, fcsaszar@dcc.dcc.uchile.cl (Felipe Csaszar (ZAR)) writes:
>
> I believe we are several the ones who want to have an atari
> emulator on the PC, this way we'll make the atari an immortal machine.
>
> I'm sure to write it is a lot of work, and a lot of knowlegde
> is needed, so ... why don't we form a software development group?
>
> We could devide the tasks among us, depending on our areas
> of interest.
>
> If you are interested, please e-mail me telling me areas of
> interest (i. e. emulator theory, 6502 cpu, antic, pokey, PC hardware,
> etc...).
>
> Expecting your interest,
>
> Felipe Csaszar

In Atari Classics there is a tidbit about using the Gemulator on the IBM to Emulate the ST, and then running Xformer on under Gemulator to emulate the 8bit, virtually emulating the 8bit platform on the IBM.

Has anyone tried this, and if so what kind or results, speed, etc.

--
David E. Sheafer

internet: __sheaferd@merrimack.edu or nin15b0b@merrimack.edu
^^
thats 2 _ in the net address

GEnie: D.SHEAFER Cleveland Freenet: ap345

4035. Re: Screen change

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 02:07:42 UTC
From: galileo@bsu-cs.bsu.edu
Message-ID: <5248@bsu-cs.bsu.edu>
Source record: 104498

This built in screen saver is known as the Attract mode, and is accessable through POKEing location 77. Now, quoting the book "Your Atari Computer: a guide to ATARI 400/800 personal computers"(lon poole)...

" Setting this location to 0 disables attract mode on the display screen. This happens automatically whenever a key on the keyboard is pressed. Setting this location to 254 enables attract mode. This happens automatically after nine minutes without a key being pressed. "

Okay, an example would be...

POKE 77,0

in BASIC. I hope that this is useful for you.

Eric Wallin a.k.a. (formerly) Kid Kalahan

student, Ball State U. Muncie, IN

galileo@bsu-cs.bsu.edu

--
Eric W. Wallin

4036. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 02:48:13 UTC
From: glenn.saunders@bcsinfo.bcs.org
Message-ID: <9311012316.A4041wk@bcsinfo.bcs.org>
Source record: 104494

Did I hear someone ask about the 1400XL?
I have one and I can honestly say that it is he best 8-bit Atari ever produced.
The only thing it doesn't have is banked ram, but that can be remedied.
It already has a Freddie chip for 65XE-like expansions, and better upgrade compatibility than 800XL upgrades due to this chip being on board.
Most people tend to lump the 1400XL in with the 1200XL in overall design, but this is wrong.
The only thing it shares with the 1200XL is a _similar_ but not identical case, and the keyboard.
It is not a 9V 8-bit, it is a 5V one like the XL/XEs, but it also has a 12 volt line for powering the drives.
Some have said that the 1450 is different from the 1400 internally, I disagree.
There must have been some different models in the prototype stage, granted, but my board says "1450" on it.
It has everything the 1450XLD has, except 2 things.
The drives, and the FDC daughterboard.
It has a 34 pin floppy port (or possibly other uses) underneath the PBI (yes, these do have XL-style PBIs).
It has an internal 300 baud modem and speech chip.
Unfortunately this has caused me problems where I thought I'd have lots of fun with this.
The reason is that I run a MUX system and there is an EPROM inside with the handlers which loads on cold start.
These handlers seem to interfere with th MUX OS, or have from my experiments...
I may be able to fix this, I've been a little squeamish, but after I removed this custom EPROM I was able to boot
up the 1400 as a MUX slave!
I'll probably throw the EPROM back in and see if it turns over--after I back up the EPROM to disk just in case.

4037. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 02:49:20 UTC
From: glenn.saunders@bcsinfo.bcs.org
Message-ID: <9311012316.A4043wk@bcsinfo.bcs.org>
Source record: 104495

To complete my thoughts on the 1400XL....
It has much better composite out than the 1200XL, but still no chroma out.
Right now I have it set up with composite acting as chroma in a split video
scenario (my BBS is using the composite)
on one 1802 monitor and it is quite acceptable, almost fooled me into thinking
it actually had chroma.
The joystick ports are in line with the case, not diagonal, and the cart port
is further towards the edge of the case.
I had to do extensive cutting for this, and the repositioned and extra ports on
the back (the back is like swiss
cheese with all the ports).
My 1400XL has a Revision B Basic (yick) internal.
I believe the 1400XL series is a 1984 project, way after the 1200XL, and right
before the XE.
This explains the hybrid design some.
Using a 1200XL style case for the XLD made more sense, a design they already
had, than the 800XL case style.
Just think, the 800XL cart port would really have been in the way in an XLD.
The XLD drives are by far the most unusual floppy drives for a micro.
Double sided ENHANCED density.
I'm not sure if they can do DS DD, I doubt it.
{_And each side was treated as a separate drive.
The bottom line is that the 1400 series combines the best look and feel of the
XL/XEs with the best functionality
of the XL/XEs plus its own unique features like the modem and speech chip...
The speech chip is not well documented, I do know it can multitask with the
screen on, it does it during self test!
"ATARI SELF TEST, PRESS START, SELECT, OR RESET" it says!
Hearing it play the sound test while it is still talking is something you'd
never experience (Pokey music and speech)
with a software speech system.
But I can not tell whether the chip can change tone, from Basic all I can
produce is monotone ala Wargames.

4038. Re: Rare Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 05:48:41 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2b7gnp$hqc@news.ysu.edu>
Source record: 104497

Where to find Adaptec Controllers 4000a and 4070 for the 8bit...
C.S.S. sells them! Call 716-429-5639 10am to 5pm EST for prices.
(Their 1993 catalog says the 4000a is $89.95 and the 4070 is $124.95)
--
Joe Sabatino -->ab588@yfn.ysu.edu

4039. Re: Rare Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 12:46:56 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CFx269.2oG@cbfsb.cb.att.com>
Source record: 104499

In article <2b7gnp$hqc@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>Where to find Adaptec Controllers 4000a and 4070 for the 8bit...
>C.S.S. sells them! Call 716-429-5639 10am to 5pm EST for prices.
>(Their 1993 catalog says the 4000a is $89.95 and the 4070 is $124.95)

Timeline Inc. still has them listed
(this is a surplus outfit, so they may run out)
at $60 each, either type.

--
Richard Dell

4040. Re: 800 memory

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 14:24:53 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Nov3.142453.5982@cs.nott.ac.uk>
Source record: 104500

In article <94657@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
[snip]
[refering to the Atari 800, Chris writes]
>I mention this in case some of you youngsters have never seen the plastic-
>latch style of panel holders... :-)

Forget the holders, some of us have never even seen an 800!
Not in "Real Life" at least, the only 800 I can remember seeing was a picture
of one a software manual.

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - AMS 7 here I come! ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* a sad .sig for a sad person - sigh - *

4041. Where to find the 'Technical Refernce Notes' ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 15:39:34 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CFxA5z.7u9@cs.vu.nl>
Source record: 104502

Hi there,

Does anybody know where I can obtain a copy of the so called 'Technical Reference Notes' ? It should consist of the OS User Manual, the Hardware Manual the OS Source Listing, all together in one package...

Does anybody know if it's also electronically available somewhere ? (The complete package or seperate parts...)

Thanks in advance, Greetings,

--Ivo van Poorten

4042. Use of page 4 (Was: Re: DOS parameter passing info needed)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 15:40:32 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Nov3.154032.6588@newshub.ists.ca>
Source record: 104501

In article kFDBcc4w165w@cyberden.sf.ca.us, phbill@cyberden.sf.ca.us () writes:

>
>I havent done this yet since I havent worked on my MyDOS shell ;) in a
>while, but look at the DOS thing for Action! that recvs. params from
>Sparta.
>
>Personally, I'm using a bit of space in page 4, cuz, well, nobody really
>uses it ;)
>

False.

There are a number of replacement OSes, CSS's UltraSpeed+ among them,
that use page 4 for some of their enhancements. (I'm scratching the deep
recesses of my memory here, but doesn't page 4 contain the cassette buffer?)
If you want your MyDOS shell routine to be compatible with all upgraded OSes,
I would advise you to be very careful on the use of page 4.

- Mike Jewison
mjewison@nereid.sal.ists.ca

4043. Re: Where to find the 'Technical Refernce Notes' ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 16:44:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2b8n5g$rd9@usenet.INS.CWRU.Edu>
Source record: 104255

In a previous article, ipoorten@cs.vu.nl (Poorten van IP) says:

>Hi there,
>
> Does anybody know where I can obtain a copy of the so called 'Technical
>Reference Notes' ? It should consist of the OS User Manual, the Hardware
>Manual the OS Source Listing, all together in one package...
>
> Does anybody know if it's also electronically available somewhere ? (The
>complete package or seperate parts...)

We have it in the Cleveland Free-Net Atari SIG.

TELNET freenet-in-a.cwru.edu, type "go atari" to reach the Atari SIG, and
then look around in the "Atari Library" area.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

4044. AtariWriter+ Headers?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 21:19:23 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01H4VV6INSVM8WWT2J@vax.edinboro.edu>
Source record: 104256

Does anyone know anyway to get more than 2 header lines in an AW+ document. When you use ^H more than twice, the lines start replacing each other. Is there anyway around this, or am I just going to have to put my headers in manually?

I have been using AW+ for about 6-7 years now..... I've discovered many little tricks and work-arounds, but this one has me stuck.

Thanks....

-Adam Conover.
a644690c@edinboro.edu

4045. Color composite Monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-03 22:01:34 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00974FF3.8D503440@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104274
Cross-posted to: comp.sys.cbm,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.tandy

For sale-

Composite color monitor, 12" screen, with audio and video RCA inputs.
Made in Japan by NEC.

Excellent condition - I dare say "LIKE NEW"!
Picture and sound quality are excellent. Manual included (but is hardly
necessary).
For use with Home computers, VCR, security systems, etc.

Asking $90 or best offer.
Please e-mail to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804)293-8973.
Thanks.

4046. Re: Use of page 4 (Was: Re: DOS parameter passing info needed)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 05:44:34 UTC
From: Bill Marcum <BMARCUM@delphi.com>
Message-ID: <931104.02674.BMARCUM@delphi.com>
Source record: 104257

If someone is using a 1030/XM301 modem (yuk, 300bps!), I think most of the handlers for those also use page 4 memory.

4047. Zip/Unzip

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 06:39:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <752513028.AA06415@tdkt.kksys.com>
Source record: 104265

*Ok, I've just recently heard the rumor on the Express PRO! 8-bit NET
that someone has a Zip/Unzip program along with a MOD player that
originated in Poland. Can anyone verify this?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "I is a college student." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4048. Re: Use of page 4 (Was: Re: DOS parameter passing info needed)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 07:38:22 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <NecHcc3w165w@cyberden.sf.ca.us>
Source record: 104261

mjewison@nereid.sal.ists.ca (Mike Jewison) writes:

> In article kFDBcc4w165w@cyberden.sf.ca.us, phbill@cyberden.sf.ca.us () writes
>
> >
> >
> >Personally, I'm using a bit of space in page 4, cuz, well, nobody really
> >uses it ;)
> >
>
> False.
>
> There are a number of replacement OSes, CSS's UltraSpeed+ among them,
> that use page 4 for some of their enhancements. (I'm scratching the deep
> recesses of my memory here, but doesn't page 4 contain the cassette buffer?)
> If you want your MyDOS shell routine to be compatible with all upgraded OSes,
> I would advise you to be very careful on the use of page 4.
>
>
> - Mike Jewison
> mjewison@nereid.sal.ists.ca
>

DAMN!
I guess my only alternative is to stick it in low memory and push
low memory up.. hmmm... where would I remember exactly where it
was though after lowmem has been moved and may be moved again.
ugh!

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4049. Re: 800 memory

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 07:56:05 UTC
From: ulrich@world.std.com
Message-ID: <CFyJDJ.Lrw@world.std.com>
Source record: 104258

Nelse C. Hansen (gt6373b@prism.gatech.EDU) wrote:
: In article <94281@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
: >
: >My 800 came with a plastic case on the original RAM card. Of course, that
...
: I agree. I bought an 800 with 48K in 1982, and all RAM boards had plastic
: cases. In 1984, my high school purchased about 20 new 800's, all with
: 48K, and all had RAM boards with plastic cases. (Yes, I opened every one
...
: plastic cases on their RAM boards. In fact, I have _never_ seen an
: un-cased RAM card. I'm just curious if this was perhaps something that
: occurred only in the very early machines, or the very last machines, just
: before they stopped production. (maybe they ran out of cases before they
: ran out of computers?) Does anybody really know?

The 800 I bought in '82 or '83 has the un-cased RAM cards.

-Thatcher
ulrich@world.std.com

4050. Re: Where to find the 'Technical Refernce Notes' ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 15:33:08 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CFz4J9.2BD@cs.vu.nl>
Source record: 104259

aa700@cleveland.Freenet.Edu (Michael Current) writes:
>In a previous article, ipoorten@cs.vu.nl (Poorten van IP) says:
>>Does anybody know where I can obtain a copy of the so called 'Technical
>>Reference Notes' ? (...)
>>Does anybody know if it's also electronically available somewhere ? (The
>>complete package or seperate parts...)

>We have it in the Cleveland Free-Net Atari SIG.

>TELNET freenet-in-a.cwru.edu, type "go atari" to reach the Atari SIG, and
>then look around in the "Atari Library" area.

Why can't I come in there ? I constantly get the same message : 'Connection
closed by foreign host.' What's the reason of this ? :(

>Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

--Ivo

4051. Re: Where to find the 'Technical Refernce Notes' ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 16:20:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2bba3u$glu@usenet.INS.CWRU.Edu>
Source record: 104260

In a previous article, ipoorten@cs.vu.nl (Poorten van IP) says:

>aa700@cleveland.Freenet.Edu (Michael Current) writes:

>>We have it in the Cleveland Free-Net Atari SIG.
>
>>TELNET freenet-in-a.cwru.edu, type "go atari" to reach the Atari SIG, and
>>then look around in the "Atari Library" area.
>
>Why can't I come in there ? I constantly get the same message : 'Connection
>closed by foreign host.' What's the reason of this ? :(

Very often you'll get the message:

"Sorry, this machine already has the maximum allowable number of users.
Connection closed by foreign host."

They enforce this to keep things running reasonably well for those who are
on the system. It's easiest to get in on weekend mornings, in my
experience, but I can usually get in after many repeated attempts any time
I want to.

I would also point out that they just recently installed new hardware, and
the system has yet to fully recover.

Keep trying, and good luck!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

4052. Re: Where to find the 'Technical Refernce Notes' ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-04 18:05:37 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1993Nov4.180537.20631@en.ecn.purdue.edu>
Source record: 104262

```
In article <2bba3u$glu@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current)
writes:
>
>In a previous article, ipoorten@cs.vu.nl (Poorten van IP) says:
>
>>aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>>>We have it in the Cleveland Free-Net Atari SIG.
>>
>>>TELNET freenet-in-a.cwru.edu, type "go atari" to reach the Atari SIG, and
>>>then look around in the "Atari Library" area.
>>
>>Why can't I come in there ? I constantly get the same message : 'Connection
>>closed by foreign host.' What's the reason of this ? :(
>
>Very often you'll get the message:
>
>"Sorry, this machine already has the maximum allowable number of users.
>Connection closed by foreign host."
>

I think you're having your problem from using the number address instead
of the name address when you telnet. I had the same problem until I started to
use the "freenet-in-[a,b,or c].cwru.edu" address. The Freenet startup screen
also says something about this. I hope this helps.

--
Ryan Osborn
rosborn@en.ecn.purdue.edu
```

4053. Re: Skunk...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-05 00:28:09 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <2bc6mq$5ok@dr-pepper.East.Sun.COM>
Source record: 104263

I keep hearing more and more about this "skunk".... but
nobody mentions if it is still avail anywhere.....

Anyone want to part with a copy ?

Thanks,

-- Curt

curtis.wilbar@east.sun.com

4054. Deprotecting

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-05 07:31:10 UTC
From: gumby@ace.com
Message-ID: <929.UUL1.3#25274@ace.com>
Source record: 104270

Speaking of Deprotection techniques..
I am currently trying to make myself a backup copy for safe disk
keeping reasons.
now i wish i had bought that OMNI board for my 800 to drop into the
monitor mode to see the code running...
anyone have one for sale?

4055. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-05 12:16:56 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2bdg7o$m68@nz12.rz.uni-karlsruhe.de>
Source record: 104264

In article <1993Oct22.230429.6816@uoft02.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Curtis Wilbar (curtis@darkwing.East.Sun.COM) wrote:
>: After thinking about this some more.... I think that what Geoff
>: says in the end of his last post......
>: "Another possibility is that the 1050 only sends 128 bytes for the first 3
>: sectors regardless of the actual formatted density of the disk."
>: This makes the most sense to me.....
>: I would say the best way to verify, would be to take a dbl density disk,
>: and see if any sectors can be read on an SD only drive (like an 810).
>
>
> Yep, you are CORRECT! This is what I've been trying to convice a few
>people posting in this thread. They REALLY ARE (REALLY, REALLY) DD sectors!

If you consider DD sectors as 128 bytes MFM sectors (i.e. 1050 native mode)
than I agree with you!

I'm still not convinced they're 256 bytes MFM sectors.

>Single density ONLY drives puke on 'em! They may only have 128 bytes of
>usuable data, but they are not single density sectors! (period!)

Yeah, that's because the 810 is an FM only drive. It can't read ANY MFM sectors
regardles if they're 128 bytes or 256 bytes long.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4056. Modem thoughts...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-05 19:52:30 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Nov5.195230.79078@austin.onu.edu>
Source record: 104266

I was just reading through a computer magazine/catalog, and saw some really nice 14.4 kbps modems. I know that the 850 maxes out at 9600 baud, but what about some of the other similar devices (MIO, etc.) I remember hearing someone say that they could reach 19.2kbps (I think) with one of the other interfaces, but what is there maximum speeds? Also, has anyone ever though of writing a packet compression for the 8-bit? I am not all that familiar with modem compression, but it appears to me that if a modem supports some type of compression scheme, then the modem appears to be transmitting information at one speed (say 9600 baud), when it actually transmitting much faster (say, 14.4 or 19.2 kbps). Am I correct about these assumptions? Is it possible to create such a program so that a modem connected to an 850 interface can appear to communicate at something faster than 9600 Baud?

In addition, does the 850 really max out at 9600 baud, or can it be coaxed into something faster? I mean, in 1980 when it was released, 9600 baud was so SCREAMING FAST, that Atari may have just truncated any information about it operating faster. Sounds odd, I know, but Atari has done stranger things in its lifetime...

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior EE Student
Ohio Northern University

4057. Re: Alt. Real. Backups

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-05 20:14:25 UTC
From: clubolim@mat.utfsm.cl
Message-ID: <CG1C82.AqI@inf.utfsm.cl>
Source record: 104267

Lance Murdock (lmurdock@austin.onu.edu) wrote:
: Does anyone know how to condense Alternate Reality (or anything else)
: onto fewer disks with a DS/DD drive? My XF551 will not write to the
: back side of a flippy disk (since it is DS). So, my backups take up
: FOUR!!!! disks...(and I thought DS/DD would save me space...<grin>)
: Has anyone else noticed this? One possible solution is to Diskcomm
: the disks to files, and then put all the files on one or two disks,
: but I would really like to have bootable backups.

: Any Suggestions??

: Lance "Ate_bit" Murdock
: l-murdock@onu.edu
: Senior EE Student
: Ohio Northern University
:

Have you tried to make an index hole at disk's reverse side???

I think this will enable you to format the disks at the back side....

Daniel Serpell
clubolim@mat.puc.cl

4058. Re: Writing Atari Disk formats...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-05 23:41:41 UTC
From: ScottM@cup.portal.com
Message-ID: <94958@cup.portal.com>
Source record: 104268

```
>My Atari 3.0 system disks just sit gathering dust.
>
What were the differences between Atari DOS 2.x and 3.0? I stopped at 2.5.

>Bill Zimmer - zim@ibx.com

/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, * WJM anchor Ted Baxter? |
|1200, Pets, Vic, *--------------------------------------|
|64, 128D, 800XL, //e * Good nighs and good newt - Ted Baxter |
\============================================================/
```

4059. Re: Screen change

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-06 05:57:49 UTC
From: george@xerox.com
Message-ID: <1993Nov6.055749.13309@spectrum.xerox.com>
Source record: 104269

Does anyone know where I can place an order for an
Atari 130XE 8bit computer. The old Antic Magazine
used to have lots of places listed for mail order
but the great old magazine isn't around anymore.

Does anyone have an Atari 130XE (with a good drive)
that is up for sale? Does anyone know the address
to a good mail-order computer company that sells
the old good 'ole 8bit line of Atari goddies? Is there
a newer Atari 8bit model out? (Yeah, I doubt that one)

This request may seem strange to many of you, but
its a hobby and my old Atari 400 is just not doing
well these days.

Thanks!

P.S. Does anyone have Bounty Bob Returns?

/// George M. Bauerschmidt \\\
// GMB:wbst129:xerox \\
\\-------------------------------------//
\\\ Pykor the Little Devil (delerious) ///

4060. Re: Where to find the 'Technical Refernce Notes' ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-06 13:17:22 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <95011@cup.portal.com>
Source record: 104271

Michael Current (mcurrent@carleton.edu) writes:
>In a previous article, ipoorten@cs.vu.nl (Poorten van IP) says:
>> Does anybody know where I can obtain a copy of the so called 'Technical
>>Reference Notes' ? It should consist of the OS User Manual, the Hardware
>>Manual the OS Source Listing, all together in one package...
>>
>> Does anybody know if it's also electronically available somewhere ? (The
>>complete package or seperate parts...)
>
>We have it in the Cleveland Free-Net Atari SIG.
>
>TELNET freenet-in-a.cwru.edu, type "go atari" to reach the Atari SIG, and
>then look around in the "Atari Library" area.

Michael, someone sent me a so-called Technical Reference manual from the
Cleveland Freenet a year or two ago; it was _NOT_ the manual Poorten is
referring to (which came from Atari), and moreover was missing half of
one of the later chapters (in the latter half of the "teens" I believe).
I would like to be able to clearly identify this manual to you, by author
and title, but I have either misplaced it OR thrown it away, as I cannot
find it at the moment.

I would caution those seeking the "real" Technical Reference Notes to
keep looking, even if they pick up the manual from the Freenet...

Chris
Chris_F_Chiesa@cup.portal.com

4061. 1200xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-06 16:22:57 UTC
From: dakota@dopey.cc.utexas.edu
Message-ID: <2bgj11$ppm@dopey.cc.utexas.edu>
Source record: 104272

for sale:

1200xl works fine includes cart basic
1050 drives (two) works fine
program recorder works fine
dos + public domain games
asssociated power supplies and cables

make fair offer add $10 if I have to pack it and ship it.

Richard

4062. Re: Skunk...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 03:00:36 UTC
From: gumby@ace.com
Message-ID: <959.UUL1.3#25274@ace.com>
Source record: 104273

M{>I keep hearing more and more about this "skunk".... but
M{>nobody mentions if it is still avail anywhere.....

M{>Anyone want to part with a copy ?

M{>Thanks,

M{> -- Curt

M{>curtis.wilbar@east.sun.com

I myself would like to know where to obtain a copy!
If you find out please pass the info along...
gumby@ace.com

4063. ATARI 800XL System-SOLD!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 06:10:21 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <1993Nov7.061021.11199@mnemosyne.cs.du.edu>
Source record: 104275
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

```
The Atari 800XL system and games which I posted here
have been SOLD, so please no more e-mail about them.
Thanks.
```

4064. Starlan stuff for sale... (complete starlan network)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 17:24:37 UTC
From: spam@iastate.edu
Message-ID: <spam.752693077@pv3805.vincent.iastate.edu>
Source record: 104276

Well, my previous offer generate absolutely no response...

Anyhow, wth my current network configuration, starlan is becomming
less & less relevent as I am going completely ethernet. So, I'm
offering ud for sale:

6 DOS Starlan-1 boards
Software for same (diagnostics, Application Prog Ref manual, Network program,
training package)
Manuals for same (Applications Prog Ref Manual, Technical Ref Manual,
Installation & maintainence guide (I and II), User's and DOS server guide,
assorted pamphlets)

1 3b1/7300/etc Starlan board.
Software for same (Diagnostics, network program)
Manual for same (Users guide manual)

1 NEU Network extension Unit. Allows you to tree off to 11 network lengths.

A few lengths of RJ45 flat cable.

A few RJ45 wall-mount connectors.

I have no idea about the worth of all this, so make an offer.

I'm mostly looking to get a 3b1 ethernet board/software/cable.

--
Michael Begley Ask me how "the man and the woman were
spam@iastate.edu Iowa State University both naked, and they were
(515) 233-6210 is censoring my usenet access not ashamed..." Gen:2.25

4065. Re: Screen change

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 19:08:55 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931107.50935.KAMARO_KID@delphi.com>
Source record: 104277

I have a near NEW 130xe that I'd be interested in selling you.

I'm asking $35.00 for it plus about $7.00 in shipping.

4066. R-time8 Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 19:11:13 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931107.51073.KAMARO_KID@delphi.com>
Source record: 104278

Ack! My R-time8 cartridge just died on me this morning, so once again I'm in the market for a replacement.

Anyone having such for sale or trade, please contact me ASAP!

4067. The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 19:13:53 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931107.51233.KAMARO_KID@delphi.com>
Source record: 104279

Well, after giving my BBS ONE more shot, I've once again decided to take it offline, although this time it wont be down completely, but will only be online Saturdays and Sundays (Friday after approx. 7:00pm until Monday morning at 0500am MST)

The Stats are:

The Korner BBS
300-19,200 via Hayes Ultra v.32 9600
250meg of storage (nothing but Atari 8bit files, 90% full)
1meg ramdisk (via Newell XE)
1meg virtual ramdisk (via ICD MIO)
Running BBS Express Pro! 3.2c (ansi version)
Antic, Analog & Compute magazine database index online (1982-1987)
Direct Access to Atari Classics Magazine & Delphi
801-969-9554

4068. Still for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-07 19:17:46 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931107.51466.KAMARO_KID@delphi.com>
Source record: 104280

I still have the following Atari 8bit hardware for sale or trade:

CSS Multiplexor (used only 2 weeks), complete package for creating your
own Atari 8bit based LAN system: $165.00

800xl 256k Newell: $65.00
800xl 256k Rambo: $60.00
Sx-212 Modem: $35.00
PR:C serial/parallel interface: $50.00
130xe (stock): $35.00
800xl (stock): $30.00
Okimate 10 color, thermal, regular, graphics printer with 2 rolls
thermal paper, 2 color ribbons, 2 brand new black ribbons. DIRECT
CONNECT to the Atari 8bit. No interface needed!: $60.00

Express! Cart w/manual: BEST OFFER$

Non-functional R-time8 for parts or repair: BEST OFFER$

Contact me via internet address at: kamaro_kid@delphi.com or
jking@uxscosv1.asit.utah.gov

or via VOICE phone at: 801-969-9782

Jim King
Atari Classics Exchange Editor &
Atari 8bit Manager of Delphi

4069. SIO2PC and the R-Verter

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-08 02:16:30 UTC
From: ross@unisys.co.nz
Message-ID: <1993Nov8.021630.28043@unisys.co.nz>
Source record: 104281

I dusted off the old 800XL over the weekend and to my amazement it
all still worked. Ah, that familiar graunching of the disk drive...

Anyway, I've also got the specs for the SIO2PC interface; this seems
to be very similar to the R-Verter interface from AID, which provides
an RS232 to SIO bus connection. The R-Verter appears to use TTL voltage
levels rather than true RS232, but I've been able to drive PC connections
up to 9600 bps without a problem.

So I was wondering if anyone has tried to run SIO2PC through the
R-Verter. Does the software require modification to talk to the
different interface?. Any experiences/suggestions welcome.

Cheers,
Ross


```
-------------------------------------------------------------------------------
Ross Palmer | _ _ _ _ _O_ __ __ __ __ |EMail: ross@unisys.co.nz
Unix Specialist | | | |\ | | (__ \ / (__ |Phone: (64 4) 4712680
Unisys New Zealand Ltd | `__' | \| _|_ __) _|_ __) |Fax: (64 4) 4711953
-------------------------------------------------------------------------------
```

4070. Re: Deprotecting

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-08 14:34:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931108093455MIS0160@MVS.UDEL.EDU>
Source record: 104282

In article <929.UUL1.3#25274@ace.com>,
gumby@ace.com (Ricky) writes:

>
>
>Speaking of Deprotection techniques..
> I am currently trying to make myself a backup copy for safe disk
>keeping reasons.
> now i wish i had bought that OMNI board for my 800 to drop into the
>monitor mode to see the code running...
>anyone have one for sale?
B & C computervisions still offers the OMNIMON plus OMNIVIEW boards for
$29.95. (408) 986-9960

4071. Novice Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-08 15:16:03 UTC
From: Bill_von_Hagen@transarc.com
Message-ID: <Qgra_nmSMUE3I6POoE@transarc.com>
Source record: 104283

I recently picked up a used 800XL (with few docs) to add to my
collection of micros. It came with lots of game disks - some boot
into a menu that lets me run the games, but others leave me in BASIC.
I can load DOS (2.5?) to list the disks, but don't understand how to
load any of the games that are listed. Could someone help me by
providing a short description of the different types of executable
files for the Atari 800XL, and how to load and run them.

Thanks!

Bill
(wvh@transarc.com)

4072. Re: Novice Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-08 17:12:00 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2blul1$kj4@news.belwue.de>
Source record: 104284

Hi!

Your main problem seems to be that you are not pressing the OPTION-key
when you switch your XL on, so you start your computer with BASIC. If
you have files on a disk with no gamedos, you can start the ".COM",
".EXE" or the ".OBJ" files with the "L"-option in the DOS. If you want
to start ".BAS"-files you'll have to start your computer with BASIC
and then type Run "....." ('.....' stands for the Filename). For the
".TUR" or ".TBS"-files you'll need Turbo-Basic XL.

(If you see in the Directory "file com" this means that the file is
called "file.com")

I hope I could help!
Jochen

4073. Re: Clock Cart from Best electronics (rtime8 compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-08 19:25:03 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2bm6ef$c5p@nz12.rz.uni-karlsruhe.de>
Source record: 104285

In article <1993Oct25.214222.3717@merrimack.edu>,
David E. Sheafer <__SHEAFERD@MERRIMACK.EDU> wrote:
>
> A few months ago, in Atari Classics there was ad from Best Electronics,
>in which they were working on a an Rtime 8 compatible clock cartridge, does
>anyone know if this was ever carried out and if its available

I've got a rumor on that! I've talked to Derek Fern from Micro Discount in
GB. He claimed that his company were working on this cartridge to be sold
by Best Electronics upon completion.

When I met hin on the fair in Hanau/Germany earlier this year, the cartridge
wasn't ready yet. He told me an interesting story about it.

Apparently Micro Discount received all necessary source codes for the Rtime8
software. After this they passed it on to an independent developer. This guy
apparently dissapeared with all the documentation and some other testing
equipement. Therefore Micro Discount couldn't continue the developement.

On the fair, Derek Fern even asked the A.R.G.S. (ABBUC Regional Gruppe
Stuttgart) to continue the developement of an Rtime8 compatible cartridge.
This because A.R.G.S. developed its own Rtime8 alike, not really compatible,
but similar with some functions.

Maybe Peter Straif could expand on that, since it was him who tried to
write the drivers for it.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4074. Comm prog...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-08 22:57:18 UTC
From: capone@perot.mtsu.edu
Message-ID: <2bmise$js2@perot.mtsu.edu>
Source record: 104286

I have am Atari 800XL (stock), two Atari 1050 drives, a 1010 program recorder, and a XMM801 Printer...

I have found someone selling an SX212 modem, but I do not have a Comm program...What kinds are there, and is anyone willing to share?

Also, Am I correct when I remember that the SX212 is direct connect to the SIO port? (It's been so long sice I have bought hardware for it)

Thanx,
-=Capone=-
capone@knuth.mtsu.edu

--
++++++++++++++++++++++++++++++++
+ -=Capone=- +
+ E-Mail: capone@knuth.mtsu.edu +
+ "You messa wid me, you messa +
+ wid my whole family, capeche?"+
+ -Al Capone(192*)+
++++++++++++++++++++++++++++++++

4075. Mac Drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 01:02:11 UTC
From: bkp3@Isis.MsState.Edu
Message-ID: <2bmq6j$ig5@Tut.MsState.Edu>
Source record: 104287

Is it possible to hook up a Macintosh Hard Drive (External) to
an Atari ST???

~ -Barry Patterson
bkp3@ra.msstate.edu
a

4076. Re: R-time8 Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 02:37:27 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93312.213727STIRRE31@MAINE.MAINE.EDU>
Source record: 104288

About the R-Time8 Cartridge. I recently read that BEST
computers was working on a clone of it, but there have been
some problems. Supposedly, they are going to set a deadline
for the project and try to get it out. This was in the recent
issue of Current Notes.
-scott tirrell

4077. 800xl or 65xe or 130xe for sale anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 05:42:37 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <qDgqcc4w165w@cyberden.sf.ca.us>
Source record: 104293

Man...
I'm sick of this
Popping my poor 1200xl motherboards in and out (now my stock one
is resetting/booting/crashing if I push it around the
wrong way when putting the keyboard and it's case (the
top half) on the thing!)
Popping my poor keyboard in and out! (I have to convince it to
recognize my [SHIFT] and [CONTROL] keys these days!)
Forcing the monitor, power, and SIO ports into it all
Etc.etc.etc. (drives don't wanna talk some times, the modem
doesn't get "heard" unless the cable in it is just right)

IN OTHER WORDS, FOLKS! MY SYSTEM IS SLOWLY BUT SURELY BITING THE DUST!

.....)^;

And this is all happening when I'm working on so many different projects
(ScotchDOS, Finder (ooh! finder? I'll explain later), and MyBBS (a fun
project which is impressive to people who understand the complexity of
programming and realize I'm 18 and using an Atari 8bit ;) ;) ;)))

Anyways.. ON TOP OF THAT, I'm really thinking that app. $400 isn't all
that much money (HEY! Get 100 users of my BBS and charge $4 each!?
hahah!) (just kidding folks, I'm not that cheap hahah!)

$400? What.. oh .. forgot to mention :) NO I'M NOT GETTING AN IBM! :)
I wanna get a Black Box really BAD!

And not ONLY will it help my drive space expand and let me organize my
system, but it'll ALSO let me hook up my 2400 and whatever ELSE I get my
hands onto (anyone want an SX212? tee-hee-hee!).

BUT! 1200xl's can't connect to good ol' Black Boxes.
So I want an 800xl or 65xe. Preferably an 800xl ;) Unless
you've got a cheap Transkey setup (ehehe) with the 65xe :) ...

Anyways... to sum it all up..

1) Who's got a cheap 800xl or 65xe for sale (PREFERABLY with
extra RAM (256k or more... I've been babied) (yeah, using
Mac Centrises! haha! jk))

2) How much are Black Box pre-set-up Hard Drive systems going
for these days? (If anyone's got it off hand.. I DO have
CSS's phone numbers and address, thanx :))

3) Anyone got a Transkey? :) Or a better question, can an almost
60 year old electrician handle the delicate work of setting up

a Transkey? (I think I can get my hand on some keyboards, BUT
HOW DO YOU TELL IF THEY'LL WORK WITH THE TRANSKEY!?) :)

Thanx a ton everyone...

Oh, and as for Finder. Well, this is getting a bit out of hand, but it's
a first try at using Icons and Windows together and getting them to work
nicely.

It forces you to use a RAMdisk (set up as drive 9 at the moment.. hey,
this is all just theory testing folsk! :)), and have a directory which
holds all your windows.

Now think of it like this: Each window file simply holds the size and
position and attributes of the window (and possibly the applic-
ation which created it)

Then, say you had a word processor or editor program that works
with this Windowing environment... it would have it's own big
file which contains what's inside the window, so any other prog-
ram can let you scroll around and stuff within the window without
reloading the application (you'll have a pulldown menu for swap-
ping between programs)

Other ditties include a "behind the scenes" screen which gets quickly
drawn (so you dont see the windows restacking when they're "priority"
(who's on top of who) gets changed or they get moved, resized, deleted,
etc.)
and a 1k array which holds what windows take up what parts of the screen,
so for example window >1< was on top of window >2<, this array would look
sorta like this:

```
00000000000000000000000000000000
00000000000222220000000000000000
00000000000222220000000000000000
00000000000222111111111111100000
00000000000222111111111111100000
00000000000222111111111111100000
00000000000222111111111111100000
00000000000001111111111111100000
00000000000001111111111111100000
00000000000000000000000000000000
```

something like that but bigger and using bytes not ASCII values
(otherwise you'd be stuck with a max of 9 windows on the screen!) (for
now it's 26, btw - A-Z :) but with MyDOS it can be about 66..)

---seenextpost---

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4078. Finder con'td

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 05:56:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <V1gqcc5w165w@cyberden.sf.ca.us>
Source record: 104294

---contdfromlast---

Anyways... when you click on the screen and it knows your within window 2 (there's a "2" in the array!), it will determine if that's the "top" window (in the farthest position in an array called WinPrior() which changes size), and if it's not, it'll remove it from the priority list, pull everyone else back (ie, window #1 in this example), and place it on the top, the redraw it so the "2"s will then overlap the "1"s!

It's not the fastest or most efficient, but HEY NEITHER IS THE MAC! :)

Anyways... the drawing routine was speeded up by the aid of a Hyper E: handler being installed (i know - CHEATER! :)), and I could probably VERY easily store ALL of the window data in memory and have it saved and loaded at the end and startup of programs..

Also, it'd probably be VERY easy for me to, say, make an editor that can OPEN MORE THAN ONE TEXT AT A TIME! (ie, swap via the RAMdisk :) hehe)

EAT YOUR HEART OUT TEACH-TEXT! :)

Anyways... anyone interested

I know it hasn't been done (and FINISHED!) yet by anyone else (unless Diamond GOS does it better..!?!) so THERE NYEAH! :)

l8r (I'm in a very hyper mood folks, btw :))

_____
| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4079. Re: Deprotecting

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 06:27:14 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2bnd8p$r5b@usenet.INS.CWRU.Edu>
Source record: 104289

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>In article <929.UUL1.3#25274@ace.com>,
>gumby@ace.com (Ricky) writes:
>
>>
>>
>>Speaking of Deprotection techniques..
>> I am currently trying to make myself a backup copy for safe disk
>>keeping reasons.
>> now i wish i had bought that OMNI board for my 800 to drop into the
>>monitor mode to see the code running...
>>anyone have one for sale?
>B & C computervisions still offers the OMNIMON plus OMNIVIEW boards for
>$29.95. (408) 986-9960

They are also available (cheaper too i think) directly from Newell
Industrys :)

Ssteve

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4080. The Cleveland Freenet Atari Library

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 09:56:25 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CG7yA2.CMK@cs.vu.nl>
Source record: 104290

Finally I managed to get on the Cleveland Freenet. Sadly, everytime I tried
to read a text I got the following message :

Cannot fetch article #xx: No such file or directory
The text for article xx is not available.

Does anybody know why ?

--Ivo van Poorten
< ipoorten@cs.vu.nl >

4081. 800xl schematics.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 14:36:58 UTC
From: kjh@uranium.Calvin.EDU
Message-ID: <Pine.3.05.9311090938.A23296-8100000@uranium>
Source record: 104291

Does anyone have the 800xl schematics? I would like to get a hold of them.
Thanks.

Ken Hilverda
kjh@uranium.calvin.edu

4082. Parts etc.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 15:06:52 UTC
From: d.paterson2@genie.geis.com
Message-ID: <9311091506.AA04814@relay2.geis.com>
Source record: 104292

An unsolicited plug: I've used BEST Electronics for all my Atari reapir parts for a while now. If Atari made it, they have parts for it (and technical knowledge of how it works).

Their Rev.9 catalog has everything up to populated mother boards.

Catalog cost: $3.67 (plus CA sales tax if applicable)

Best Electronics
2021 The Alameda Suite 290
San Jose CA 95125 USA
(408) 243-6950

4083. Re: R-time8 Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 17:33:35 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2bok9f$s7n@news.belwue.de>
Source record: 104295

Hi!

I heard from the English trader who wanted to develope this item that
he has lost contact to the developer, it won't be released at all!
(This information is some months old, so it probably isn't
up-to-date). The silver lining is a clock/centronics cartridge by
Roland Buehler & Holger Pfeil which will be released as soon as
they'll manage to find a company to build the boards...

SpartaDOS 3.2 works with it, but SpartaDOS-X doesn't (yet), so it
won't be a 100% Rtime8.

Bye,
Jochen

4084. ATR-8000 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 22:14:10 UTC
From: potter@sunny.DAB.GE.COM
Message-ID: <CG8wFM.CKE@sunblossom.ge.com>
Source record: 104296

Hi guys,

I've found another local guy (they're beginning to come out of the woodwork) who has an old ATR-8000 he'd like to sell to a good home. He says it's the 64K model with a Z80 inside, and comes with the user manual and a CP/M manual. He installed a terminal/Atari switch to replace a jumper that existed, but it is otherwise a stock unit. Can someone give me an idea of what these things are worth? If there is interest, I can get questions answered, and help complete the sale for the guy.

Thanks!

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4085. Looking for games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 23:17:21 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <931109230824_71450.1050_EHB55-1@CompuServe.COM>
Source record: 104297

I am looking for 2 games that were produced for the 8-bit: Weather Tamers by CBS Software and Trains by Spinnaker Software.

Any info would be appreciated.

-Lawrence

4086. DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-09 23:26:57 UTC
From: NOLRAM@delphi.com
Message-ID: <931109.66417.NOLRAM@delphi.com>
Source record: 104298

I like to know everyone's reason or opinions. I belong to Delphi I know that
of the
three ATARI supporting systems it's the "least active", but it seems like
all the old great programmers once belonged there, why did they leave? why is
there so little interest in it?

I checked out the others, but the prices for anything are so high
they don't even support Internet to it's fullest.
?????

4087. Re: Looking for games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 00:12:03 UTC
From: ind00052@pegasus
Message-ID: <2bpbkk$gn9@osceola.cs.ucf.edu>
Source record: 104299

Lawrence Estep (71450.1050@CompuServe.COM) wrote:
: I am looking for 2 games that were produced for the 8-bit: Weather Tamers by
: CBS Software and Trains by Spinnaker Software.

: Any info would be appreciated.

: -Lawrence

I have never heard of Weather Tamers from CBS software. What's it about?
I do have Trains, not too bad of a game - I don't recall too much about it.
As far as software distributers (the few that are still left) check the FAQ
I guess.

Sen
pobox 2173 - oviedo, florida 32765

4088. 2600/7800 carts FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 03:37:27 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <931110033328_71450.1050_EHB32-1@CompuServe.COM>
Source record: 104300

Atari 2600/7800 cartridges FOR SALE:
(All cartridges are BRAND NEW in factory boxes w/manuals unless otherwise noted. Multiple quantities available unless indicated w/a (1).)

2600 Video Game Cartridges-

$1 EACH titles:

Crystal Castles *No manual or box* (1)

$2 EACH titles:

Asteroids, Battlezone (1), Circus Atari, Crystal Castles, Galaxian (1), Jr. Pac Man (1), Ms. Pac Man, Missile Command (1), Pole Position, Realsports Football, Realsports Volleyball (1), Solaris, Space Invaders

7800 Video Game Cartridges-

$1.25 each titles:

Dark Chambers *Used w/Manual and box* (1)
Dark Chambers *No Manual or box* (1)
Karateka *No Manual or box* (1)

$2.50 each titles:

Asteroids, Ballblazer, Choplifter!, Crack'ed (1), Crossbow, Dark Chambers, Dig Dug (1), Donkey Kong (1), Food Fight, Hat Trick, Jinks, Joust, Karateka, One-On-One Basketball, Pole Position II, Realsports Baseball, Robotron:2084, Xevious

If interested in any of these cartridges, contact Lawrence Estep at 524 Roseview Terrace, New Albany, IN 47150, by CompuServe Mail at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM, or call (812) 948-6278.

Minimum order charge is $5. Price includes shipping charges. All orders will be shipped via U.S. Postal Service. This list was updated on 11/10/93. Please call or e-mail if possible to confirm availability of the titles you are interested in before mailing payment. New titles may have been added or titles may have sold out since this list was printed.

4089. Atari 8-bit software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 03:41:06 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <931110033833_71450.1050_EHB32-3@CompuServe.COM>
Source record: 104301

Atari 8-bit software FOR SALE
(All titles are brand new in original boxes. Prices includes shipping.)

Microprose titles:

F-15 Strike Eagle, Silent Service ($7.50 each)

SSI titles:

Computer Ambush, 50 Mission Crush, Panzer Grenadier, Reforger '88, Warship
($5.00 each)

Various titles:

Get Rich! Insurance Planning (Arrays Software),
Megafont II/II+/Font Downloader package (XLent Software) ($5.00 each)

If interested in any of these titles contact Lawrence Estep at 71450,1050 or
Internet 71450.1050@COMPUSERVE.COM.

4090. Re: 800xl or 65xe or 130xe for sale anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 03:46:34 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931109.81994.KAMARO_KID@delphi.com>
Source record: 104302

I've got 2x 256k 800xl's, one is a Newell (with a ram snitch switch) and the other is a rambo.

Both work perfectly.

I'd take $60.00 each or interesting trades.

Let me know.

4091. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 03:50:58 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931109.82258.KAMARO_KID@delphi.com>
Source record: 104303

Well. I'm the Atari8 bit SysOp for Delphi and I can easily explain why
all the famous 8bitters left: ST users

About 2 years ago, Delphi's ST staff decided that 8bitters were too lowly
to have in the same database together, so they got rid of the separate
8bit section, incorporating them both into ONE area.

This became even worse for the 8bitters when the ST'ers started dumping
all over the 8bitters and hassling them to convert platforms, etc..

Finally, several months ago, I got Delphi to create several splinter 8bit
Atari areas, including the now present file database and announcements
area.

You are correct. For the price, Delphi cant be beat, especially considering
that Delphi is the _ONLY_ pay service that provides free FTP, Telnet,
Usenet, Gopher, Wais, etc. access DIRECTLY into the internet..and NOT
just e-mail access into the I, like GEnie and CI$ do.

$20.00/month for 20hours of online time or $10.00 for 4 hours just CANT
be beaten, considering the full direct internet access available.

4092. APAC

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 12:44:50 UTC
From: goroll@fossi.hab-weimar.de
Message-ID: <CGA0qq.G3u@rain.HRZ.HAB-Weimar.DE>
Source record: 104355

Hello,

how can I display those wonderfull APC-Pictures in ACTION! (or Basic)?

Can anybody help me?

Michael

Michael Goroll -----> goroll @ fossi.hab-weimar.de
-IRC-> XL800
# # # #
Der ATARI 800XL lebt!!!!!
The ATARI 800XL is still alive!!!!

4093. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 12:46:06 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2bqnqe$44u@usenet.INS.CWRU.Edu>
Source record: 104304

(Kamaro Kid says he's Atari 8-bit sigop on Delphi.)
I can't affort Genie, Delphi, Prodigy, CIS, etc. anyway, but
back when I tried Delphi, in order to download the monthly
Analog disk, it was a pretty unpleasant experience. I litteraly
sat there and paid, like $5.00/hr (I don't remember exactly
how much) to watch my cursor blink while the Delphi computer
was doing time sharing. Litterally half of my $5/hr was
for waiting in the que to be serviced. Downloads were never
there, (well almost), and when they were, my x-modem couldn't
handle the timeout timesharing and wouldn't work. I guess it
is a lot better today.

4094. graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 14:28:41 UTC
From: markh@inmos.co.uk
Message-ID: <1993Nov10.142841.9417@inmos.co.uk>
Source record: 104356

Hi guys/gals,

Just a quick curiosity question...

Does anyone know of any graphics boards available for the
8 bits??

Other than Ataris' 80 column text thing?

Mark.

4095. 800XL semi defunct, want to revive it!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 15:04:02 UTC
From: ye05748@inet.d48.lilly.com
Message-ID: <1993Nov10.100403.626@inet.d48.lilly.com>
Source record: 104358

I've got an 800XL lying about in a box in my attic, along with a couple of plastic bags full of games. They've been there for about 4 years now...

But Why, you ask.

First the tape "drive" stopped working. It had always been a bit dodgy, though not as bad as a friends Commode 64 tape. It stopped dead. This was a little annoying, as I'd just (finally) started programming the damn thing. I did still manage to get my Mandelbrot generator working, but couldn't save or print (no printer). Oh well. It was nice for a week.

I spent a while with a voltmeter trying to find the pins on the 800-tape lead which carry in and out, so I could rig up a normal tape deck as save/load, but no joy. I could get a signal through (could hear it on the telly) but no response from the 800 - presumably theres a ready signal or something which I have to set too.

Then the cartridge port stopped working. What can I say? This happened about 6 months later.

I don't know whether the joystick port still works.

All internal operations (well, booting and running basic progs, which is all I can do without any input devices except keys) seem to be fine.

If anybody out there ever had similar problems, and can give me any tech clues/pointers, please post or mail me. I'd love to get the thing up and running again. In case I do, does anyone know whether I can interface it to a SVGA pc type monitor, or a multisync NEC-3D?

Many thanks - J

--
I don' need no steenkeeng sig, eh?

4096. for sale 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 15:12:35 UTC
From: dakota@thumper.cc.utexas.edu
Message-ID: <2br0d4$31a@thumper.cc.utexas.edu>
Source record: 104357

```
1200xl
2 1050 drives (not doubled))
power supplies
parallel port
program recorder
several version of dos

all works fine $85 or best offer

richard
512-250-9712 home
or email to dakota@thumper.ccwf.utexas.edu
```

4097. C langauge

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 17:20:25 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CGADI1.4Av@freenet.carleton.ca>
Source record: 104359

I know there C compilers for the 8bit, what I would like to know is what compiler is used the most or is the best one?

Thanks !!
Andrew Cochran
Ottawa Canada
email-ai187@freenet.carleton.ca
--

4098. Looking for an Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 23:37:55 UTC
From: "George M.Bauerschmidt"
Message-ID: <1993Nov10.233755.4943@spectrum.xerox.com>
Source record: 104360

Does anyone know where I can buy an Atari 130XE 8-bit computer? The old Antic Magazine used to have lots of places listed for mail order purchases, but the old magazine isn't around anymore. Does anyone out there want to sell their Atari 130XE (and disk drive)?

My request may seem strange, but it's an old hobby and my Atari 400 is just about dead.

Thanks!

~~George

//george@tinytoons.pp.wbst129.xerox.COM\\

4099. Read Text From Atari Diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-10 23:50:11 UTC
From: mgonzalez@vmsb.is.csupomona.edu
Message-ID: <1993Nov10.155011.1@vmsb.is.csupomona.edu>
Source record: 104365

I have text files saved on a floppy using the Atari Writer which I want
to be able to access. I need something that will read the atari
floppy disk so I can then save the ascii text in a standard MS DOS
ascii format. Does anybody know what software I can use that will
allow me to put my old Atari diskettes in my IBM computer in
order to nab the text?

mgonzalez@dhvx20.csudh.edu (Tony Gonzalez)

4100. 130XE Grading Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 01:55:10 UTC
From: petmecky@cssmtf.ccs.csus.edu
Message-ID: <1993Nov11.015510.16371@csus.edu>
Source record: 104361

I have an atari 130XE and I need a spreadsheet for tracking student point totals. Does anyone out there have a lead on where I might find such a program? I would appreciate any suggestions....!

Steven Petmecky

4101. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 03:06:09 UTC
From: Joe Walsh <RANSOM22@delphi.com>
Message-ID: <931110.79569.RANSOM22@delphi.com>
Source record: 104362

Yes, indeed, the response time of
Delphi has improved considerably, if
the timeouts you talk about were once
the norm.
Timeouts such as those are the reason
I left GEnie.
I D/L regularly from Delph, and use
it's forums and Internet access
daily, and find no problems with
waiting for the Delphi computer to
get around to me. :)

-Joe

4102. Re: 130XE Grading Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 03:28:13 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2bsbgd$os8@usenet.INS.CWRU.Edu>
Source record: 104363

(Steve Petnicki asks about spreadsheets for his 130xe.)
Some like SynCalc. I used Visicalc for 3 years and really found
it to be solid and servicable for a class of 150 students.
Visicalc: $19.95 + 4.75 ship. Amer. Technavision.
Order line only 1-800-551-9995
Questions answered 510-352-3787.
Located in California.

4103. Re: Looking for games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 04:10:20 UTC
From: ETAT@delphi.com
Message-ID: <931110.83420.ETAT@delphi.com>
Source record: 104364

Is that the 'trains' game where you have to haul coal, lumber, etc, then go to the next level. If so, I have a backup copy that came with some stuff somewhere on the many trades made over the years.

4104. ATARI-65 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 04:50:48 UTC
From: "Andrey A. Demidov" <demidov@demidov.phys.msu.su>
Message-ID: <AAKzSuia82@demidov.phys.msu.su>
Source record: 104372

I have for sale ATARI-65 with LDW-2000 diskdriver,
taperecorder with turbo-interface, 2 joysticks and
120 diskettes with more than 500 game, system and
busyness programs.

4105. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 05:59:30 UTC
From: NOLRAM@delphi.com
Message-ID: <931111.03570.NOLRAM@delphi.com>
Source record: 104366

Actually D/l are one of the reasons I like Delphi. first the 20/20 plane
serves me well(I always go over but 1.80 an hour is o.k), D/l over the Internet
is something of a nightmare, But Delphi's way is easier(like a workspace)
The one bad thing is activity. There's a few of us there, but we tend
to be more on internet than on Delphi

4106. Re: C langauge

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 06:16:21 UTC
From: jjmcwill@next5
Message-ID: <2bslbl$2us@mtu.edu>
Source record: 104367

Andrew Cochran (ai187@Freenet.carleton.ca) wrote:

: I know there C compilers for the 8bit, what I would like to know is
what compiler is used the most or is the best one?

: Thanks !!
: Andrew Cochran
: Ottawa Canada
: email-ai187@freenet.carleton.ca
:

Andrew,

CC65 is almost the GNU project equivalent for the 8 bit. Not as fast
at compiling and linking as the commercially available LightSpeed C
(check ATV or B&C computervisions for that) but it supports more than
LSC does, due to other people writing additional modules, like one for
130XE memory support and stuff. Check the Atari archive for tons of
ARC files in a cc65/ subdirectory.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

4107. Re: C langauge

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 06:18:59 UTC
From: jjmcwill@next5
Message-ID: <2bslgj$30k@mtu.edu>
Source record: 104368

Andrew Cochran (ai187@Freenet.carleton.ca) wrote:

: I know there C compilers for the 8bit, what I would like to know is
what compiler is used the most or is the best one?

: Thanks !!
: Andrew Cochran
: Ottawa Canada
: email-ai187@freenet.carleton.ca
:

Andrew,

CC65 is almost the GNU project equivalent for the 8 bit. Not as fast
at compiling and linking as the commercially available LightSpeed C
(check ATV or B&C computervisions for that) but it supports more than
LSC does, due to other people writing additional modules, like one for
130XE memory support and stuff. Check the Atari archive for tons of
ARC files in a cc65/ subdirectory.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4108. Re: C langauge

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 06:19:55 UTC
From: jjmcwill@next5
Message-ID: <2bslib$30u@mtu.edu>
Source record: 104369

Andrew Cochran (ai187@Freenet.carleton.ca) wrote:

: I know there C compilers for the 8bit, what I would like to know is what
compiler is used the most or is the best one?

: Thanks !!
: Andrew Cochran
: Ottawa Canada
: email-ai187@freenet.carleton.ca
--
Andrew,

CC65 is almost the GNU project equivalent for the 8 bit. Not as fast
at compiling and linking as the commercially available LightSpeed C
(check ATV or B&C computervisions for that) but it supports more than
LSC does, due to other people writing additional modules, like one for
130XE memory support and stuff. Check the Atari archive for tons of
ARC files in a cc65/ subdirectory.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4109. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 06:55:52 UTC
From: Bill Marcum <BMARCUM@delphi.com>
Message-ID: <931111.06952.BMARCUM@delphi.com>
Source record: 104370

Graphics boards? Who needs a graphics board when you've got such good graphics built in?

4110. Re: 800xl or 65xe or 130xe for sale anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 11:05:42 UTC
From: sjaves@mason1.gmu.edu
Message-ID: <1993Nov11.060543.56222@gmuvax>
Source record: 104371

I can offer a 800xl system including a disk drive (1050 I think)
and about ten game cartridges in a storage rack. It all works, no
docs. Make offer, note shipping.

4111. WANTED: The Eidolon & Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 12:39:00 UTC
From: FREDDY@frederik.tpki.toppoint.de
Message-ID: <5Cd5_2_ldEB@frederik.tpki.toppoint.de>
Source record: 104373

Does anybody know where I can still buy KORONIS RIFT and THE EIDOLON ???
Any kind of information is welcome !

Yours Atarily,

Ulf Petersen


```
=============================================================================
= Ulf Petersen InterNet: GEN05@rz.uni-kiel.d400.de =
= FAX/MAILBOX: 04381/4739 SevenNet: BEAVIS@POLARIS =
=---------------------------------------------------------------------------=
= "Ein Weihnachtsbaum der sprechen kann ! Und so viel Lametter" :-) =
= To make the best out of your day read this great message again !! =
=============================================================================
## CrossPoint v2.92 ##
```

4112. Atart Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 16:13:35 UTC
From: holstei1@muvms6.wvnet.edu
Message-ID: <1993Nov11.111335.2856@muvms6.wvnet.edu>
Source record: 104377

Does anyone have an atari emulator for the IBM?

4113. FREE collection of magazines

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 17:53:59 UTC
From: pakumar@OCF.Berkeley.EDU
Message-ID: <2btu7n$d5o@agate.berkeley.edu>
Source record: 104378

Anyone interested in obtaining a collection of old computer magazines
for FREE? They are just taking up space and I have no time to use them.
The types of magazines I have are Family Computing, Compute!, and Antic.
I have about 2-3 years worth of each, some old and some newer. There are
a few misc magazines like Analog and Atari explorer with it. I would like
to get rid of the whole thing, which weighs about 18 lbs
So if you are interested in obtaining this stuff, please EMAIL me. Of
course you will have to pay for the shipping. First person to email me
will get it.

Prasanth Kumar
pakumar@ocf.berkeley.edu
--

```
_ __ _ ,
' ) ) _/_ / ' ) /
/--' __ __. _ __. ____ / /_ /-< . . ______ __. __
/ / (_(_/|_/_)_(_/|_/ / <_<__/ /_ / ) (_/_/ / / <_(_/|_/ (_
```

EMAIL : pakumar@ocf.berkeley.edu

4114. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 19:21:40 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2bu3c4$g23@news.belwue.de>
Source record: 104376

Hi!

The only graphic card working on the XL is a Herculescard used with a very simple (and very cheap!) PC-interface. But who will write the software? (Perhaps Bob Puff will do some work)

Bye,
Jochen

4115. Re: ATARI-65 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 19:48:30 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2bu4ue$ijl@nz12.rz.uni-karlsruhe.de>
Source record: 104379

In article <AAKzSuia82@demidov.phys.msu.su>,
Andrey A. Demidov <demidov@demidov.phys.msu.su> wrote:
>I have for sale ATARI-65 with LDW-2000 diskdriver,

I think I've read about the LDW-2000 disk drive once. Is it really a double
sided, double density drive? I think they've got high speed too.
I wonder if they came from Poland?

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4116. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-11 21:37:00 UTC
From: FREDDY@frederik.tpki.toppoint.de
Message-ID: <5Cd62XfldEB@frederik.tpki.toppoint.de>
Source record: 104380

I have to agree with Bill Marcum ! Really, who needs a graphics board (Hercules etc) on an ATARI 8-bit nowadays ? I mean, a new and complete 386SX costs about $500 as far as I know (that price includes SVGA, monitor etc). If you want to "enjoy" Hercules (which is a VERY ANTIQUE hardware extension for the PC) you are better off with a new PC.

It is ABSOLUTELY not worth the money to purchase a Hercules, Soundblaster, Adlib (and so on and so forth) for your 8-bit when you have such great graphics modes built in. It is possible to create graphic modes like 160*192 with 128 colours (16 per line) nowadays ! It is possible to play digitized sounds and with the right sound tool you can create awsome melodies !

So, instead of looking for alternatives let's better work on better software routines that everybody can enjoy ! Maybe it is nice to see a Hercules connected to the 8-bit but just a minority will be able to enjoy that. With software you can give everybody something he can use, feel, hear and play ! See my point ?

Yours ATARIly,

Ulf Petersen
==
= Ulf Petersen InterNet: lord@tpki.toppoint.de =
= FAX/MAILBOX: 04381/4739 SevenNet: BEAVIS@POLARIS =
=--=
= "Ein Weihnachtsbaum der sprechen kann ! Und so viel Lametter" :-) =
= To make the best out of your day read this great message again !! =
==
CrossPoint v2.92

4117. Atari800 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 00:19:06 UTC
From: bossoj@alum01.its.rpi.edu
Message-ID: <2bukpq$nu3@usenet.rpi.edu>
Source record: 104382

For Sale

Atari 800 Computer w/ 48K RAM
Atari 410 Cassette Deck
Indus GT SS/DD 5.25" Disk Drive
Atari 1027 LQ Printer
ICD P:R: Connector Parallel/Serial Adaptor

Software Included:
AtariWriter (Cartridge)
Basic A&C (Cartridge)
Indus Spreadsheet, Database, & Wordprocessor
Plus games, etc.

$200.00 obo + shipping
All or nothing. Will not split up!!

Help finance my new Falcon030!!!

Reply through E-mail to Joe (bossoj@rpi.edu)

4118. Atari 8-bit/ST/7800 software Clearance

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 00:39:58 UTC
From: Rob-G@cup.portal.com
Message-ID: <95519@cup.portal.com>
Source record: 104374
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers.other

```
##########################################################################################
Atari Closeout!
##########################################################################################
------------------------------ ST SOFTWARE ----------------------------
Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).........20
Abacus GEM Programmer's Reference (book).............................5
GFA Basic (manual only, v2.0)........................................3
---------------------------- 8-BIT SOFTWARE ---------------------------
Tigers in the Snow (disk, box, manuals)
Touchdown Football
Jewels of Darkness (with docs)
Silicon Dreams (with docs)
SSI Tigers in the Snow (in box w/all docs)
Zork I (two available)
Fort Apocalypse
F-15 Strike Eagle (w/docs)
Hardball
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs)
Zaxxon (cassette -- in box w/docs)
****************** All the above games for $25!!!!! ******************

Atari's Timewise (disk, manual, box)
Text Wizard (Datasoft)
OSS's Action! Runtime Library
Award Ware (Commodore/Atari) (w/all docs)
Spell Checker!
***************** All the above programs for $10!!!!! *****************

##########################################################################################
Atari 7800 Games -- $5 each
##########################################################################################

Choplifter
Robotron: 2084
Crossbow
Food Fight
Asteroids
Ballblazer

##########################################################################################

Please send me Email if interested. Thanks!

Prices do not include shipping.
```

Rob_G@Delphi.com or Rob-G@cup.portal.com

4119. Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 00:43:35 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <95520@cup.portal.com>
Source record: 104375
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I've gotten some new titles for my Atari 8-bit, and again
several have no docs. I'm posting this to c.s.a.8 and r.g.v.c
because some of them did appear on other game systems.

I bought Imagic 1-2-3. It's a disk that includes Laser Gates,
Wing War and Quick Step.

I saved a post giving instructions for the ColecoVision version
of "Wing War", but I'll take more help.

"Quick Step" is giving me trouble, I don't have a clue what's
going on. This showed up for the 2600, anybody have docs?

"Laser Gates" appeared for the 2600. This seems more complicated,
Help requested.

Last one seems to be an Atari exclusive, "Thunderfox". What is the
object of the game?

Thanks in advance.

Jeff_M_Lodoen@cup.portal.com

4120. Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 04:47:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <753084863.AA08645@tdkt.kksys.com>
Source record: 104393

Quoting from UJ1G@RZSTUD1.RZ.UNI-KARLS to ALL

> On the fair, Derek Fern even asked the A.R.G.S. (ABBUC Regional Gruppe
> Stuttgart) to continue the developement of an Rtime8 compatible cartridge.
> This because A.R.G.S. developed its own Rtime8 alike, not really compatible,
> but similar with some functions.
>
It sure would be nice to see a compatible R-Time8 cart., but it
would also be nice to see an internal clock so you wouldn't have to stack
cartridges, esp. with a XL. Shouldn't this be possible?

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "All hope abandon, ye who enter messages here." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4121. Re: 130XE & XF551 For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 05:28:12 UTC
From: Edward Cunningham <3CUNNINGHAM@delphi.com>
Message-ID: <931112.01692.3CUNNINGHAM@delphi.com>
Source record: 104381

I am interested in taking both.

4122. Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 14:20:25 UTC
From: husky@bull.mimuw.edu.pl
Message-ID: <9311121417.AA08898@bull.mimuw.edu.pl>
Source record: 104383

Hi freax,

What do you think of the idea of placing smaller binary files (<30-40K)
on this list, like it is usual in the *.binaries.* newsgroups ?

/--\
| Michal Kurcewicz 8 8 Tap,Tap,Tap.. |
| husky@bull.mimuw.edu.pl or 8 8 - ?! |
| mkur@plearn.edu.pl 8 8 - Winnie Pooh's Powersteps! |
\--/

4123. New stuff on the archive

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 14:25:45 UTC
From: husky@bull.mimuw.edu.pl
Message-ID: <9311121410.AA08736@bull.mimuw.edu.pl>
Source record: 104384

Hi there,

Two days ago, i have posted some new stuff to the Michigan archive,
so it should be avaiable by now (location is unknown sofar).

1. tomscopy.arc - the world best disk copier for your loved 8-bit and
a short doc file for it.
2. crunch.dcm - Magus's Cruncher v. 5.0. Allows you to create
seft-extracting archive files. Very useful for
packing games. Comes with a large doc.

/--\
| Michal Kurcewicz 8 8 Tap,Tap,Tap.. |
| husky@bull.mimuw.edu.pl or 8 8 - ?! |
| mkur@plearn.edu.pl 8 8 - Winnie Pooh's Powersteps! |
\--/

4124. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 14:38:40 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931112.34720.KAMARO_KID@delphi.com>
Source record: 104385

Has everyone gone mental?

There is _NO_ such thing as a graphics, sound, adlib, etc.. CARDS for the
8bit Atari.

You all are confusing the IBM PC Compat with an Atari!

4125. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 14:39:45 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931112.34785.KAMARO_KID@delphi.com>
Source record: 104386

You must have had an account on Delphi YEARS ago.. because there is no $5.00/fee and Delphi is quite fast these days.

Tons of files online too!

4126. 7th Alternative Micro Show

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 14:54:05 UTC
From: trew@florence.mp.co.umist.ac.uk
Message-ID: <1993Nov12.145405.18538@nessie.mcc.ac.uk>
Source record: 104388

The 7th Alternative Micro Show will be held at the Staffordshire
Showground, near Stafford, on Saturday 13 November. I do not know whether
there will be a free bus from Stafford station ths time.

We expect a good Atari 8-bit contingent as usual, and I hope to see
lots of you there, This is not an advert - I am a member iof the
London Atari Computer Enthusiasts, which is a non-profit-making organisation
which will be exhibiting.

Simon.

UMIST, Manchester: trew@phi.ap.co.umist.ac.uk Tel: 061-434 6975
British Aerospace Stevenage: Simon.Trew@def.bae.co.uk Tel: 0438 753663
They shall not grow old, as we that are left grow old
Age shall not wither them, nor the years condemn
But with the going down of the sun and in the morning
We will remember them.

4127. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 15:02:17 UTC
From: markh@inmos.co.uk
Message-ID: <1993Nov12.150217.4955@inmos.co.uk>
Source record: 104387

Well I did mean the kind of thing that could
hang off the pbi.

Mark.

4128. Re: The Cleveland Freenet Atari Library

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 15:36:03 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1993Nov12.153603.4110@news.weeg.uiowa.edu>
Source record: 104404

ipoorten@cs.vu.nl (Poorten van IP) writes:

>Finally I managed to get on the Cleveland Freenet. Sadly, everytime I tried
>to read a text I got the following message :

>Cannot fetch article #xx: No such file or directory
>The text for article xx is not available.
>------------------------------

>Does anybody know why ?

The Cleveland Free-Net has been very sick for weeks now. Their latest
hardware upgrade turned out to be a big downgrade.

Believe me, we're all frustrated with the situation.

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
mcurrent@carleton.edu

--
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

4129. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 16:30:04 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2c0dmc$orl@news.belwue.de>
Source record: 104389

Hi!

I really didn't meant a price of 500 DM! No PC-user nowadays wants the Hercules card, so it is in the range of 10-20 DM, and the complete interface (without the card) is about 35 DM (I didn't forget a 0). So it is even cheaper than the XEP 80 (and much faster!). Besides, the interface maybe used with other PC-cards too!

Bye,
Jochen

4130. HDD controller for 130XE schematic?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-12 16:53:49 UTC
From: rva@romanov.donetsk.ua
Message-ID: <AAT-xuiq29@romanov.donetsk.ua>
Source record: 104390

Does anyone have the HDD controller for 130XE schematics?
I would like to get a hold of them.
Thanks.

Alexey Krivonosov | rva@romanov.donetsk.ua Ex-USSR
Donetsk, Ukraine | rva%romanov.donetsk.ua@ussr.eu.net Internet

4131. 1200xl system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 01:41:42 UTC
From: dakota@dopey.cc.utexas.edu
Message-ID: <2c1e0m$6ed@dopey.cc.utexas.edu>
Source record: 104391

```
1200xl
1 1050 drives (not doubled))
power supplies
parallel port
program recorder
several version of dos

all works fine $65 or best offer

richard
512-250-9712 home
or email to dakota@thumper.ccwf.utexas.edu
```

4132. Re: Novice Help Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 02:01:30 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <8skXcc8w165w@cyberden.sf.ca.us>
Source record: 104396

Bill_von_Hagen@transarc.com writes:

> into a menu that lets me run the games, but others leave me in BASIC.
> I can load DOS (2.5?) to list the disks, but don't understand how to
> load any of the games that are listed. Could someone help me by
> providing a short description of the different types of executable
> files for the Atari 800XL, and how to load and run them.
>

Well... ok.... keep in mind that some programs take up a lot (or a
@ertain area of) RAM and need BASI@ to be disabled (hold [Option] as you
boot, or if you have a 400/800 or 1200xl, just pull out the @artridge
hehe).

As for DOS 2.5 (and 2.0, and MyDOS's DUP, and many other DOS's DUP's),
the @ommands you'll really need a lot are:

A - dire<tory list
B - jump to @artridge (or BASI@, I assume)
@ - @opy (sorry..ikky keyboard)
D - delete
E - rename
F - lok
G - unlok
H & I - write DOS and format
L - load binary or load memory -
this is what loads up the games and other files that are
in "ma<hine language"... they start with the two bytes
255,255 and range in size from tiny to 127k or more(!?)

the loadable files with this @ommand are:
.@OM
.OBJ
.EXE
some dont have extenders
some files have strange extenders (from the good
old days of the BBSes that used the extender
to store the "des<ription" of a file - ie,
"B"asi< "G"ame "0"-@osts 0 @redits to DL
I have a few "OX9"s or something... those arw
usually @OMs I guess... I have no idea :)

the programs you load from BASI@ are
.BAS
some of THESE dont have extenders

the extender I use the most for TurboBASI@ XL is
.TBS

listed BASI@ and TurboBASI@ XL's are
.LST

the list goes on and on and on, but all of these should be the only
really relevant ones, other than of @ourse

data and @onfig
.DAT
.@NF

text and dox
.TXT
.DO@

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4133. on a side note... "@"???

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 02:07:38 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <e4kXcc9w165w@cyberden.sf.ca.us>
Source record: 104397

Who knew that you @an use the "at" ("@", not meant as a "see" in this
@ase) in filenames with MyDOS!?!??!

Wow!

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4134. Re: 800xl or 65xe or 130xe for sale anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 02:13:36 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <DDLXcc10w165w@cyberden.sf.ca.us>
Source record: 104398

KAMARO_KID@delphi.com writes:

> I've got 2x 256k 800xl's, one is a Newell (with a ram snitch switch) and the
> other is a rambo.
>
> Both work perfectly.
>
> I'd take $60.00 each or interesting trades.
>
> Let me know.
>

hmmmm

ok, a @urious question to all (this $60 ea. is too ri<h for my blood
sorry! :)) .. is it very easy to swap a Rambo XL from one board to
another? I know damned well what it looks like inside, but I wanna know
if I'd be missing something or having anything extra if I took it out of
my 1200xl and stu<k it in an 800xl....

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4135. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 05:31:30 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2c1rfi$ssi@terminator.rs.itd.umich.edu>
Source record: 104392
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 5013 Nov 12 15:08 ./8bit/Diskutils/tomscopy.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4136. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 06:21:00 UTC
From: ScottM@cup.portal.com
Message-ID: <95660@cup.portal.com>
Source record: 104395

>You are correct. For the price, Delphi cant be beat, especially considering
>that Delphi is the _ONLY_ pay service that provides free FTP, Telnet,
>Usenet, Gopher, Wais, etc. access DIRECTLY into the internet..and NOT
>just e-mail access into the I, like GEnie and CI$ do.
>
Delphi is NOT the _ONLY_ service that provides the above mentioned features.
Portal provides the exact same features at a reasonable price ($30 for 30 PC
Pursuit hours [no SprintNet charges for non-local access]). I tried Delphi
for a while but found Portal more useful for me.

/==\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter? |
|Pet, SuperPET, Vic, 64 *-------------------------------------|
|128D, 800XL, TI, //e * Good nighs and good newt - Ted Baxter |
\==/

4137. 1200xl forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 06:28:28 UTC
From: dakota@dopey.cc.utexas.edu
Message-ID: <2c1uqc$8nh@dopey.cc.utexas.edu>
Source record: 104394

```
1200xl
1 1050 drives (not doubled))
power supplies
parallel port
program recorder
several version of dos

all works fine $65 or best offer

richard
512-250-9712 home
or email to dakota@thumper.ccwf.utexas.edu
```

4138. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 11:10:44 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2c2fbk$j2s@nz12.rz.uni-karlsruhe.de>
Source record: 104399

In article <753084863.AA08645@tdkt.kksys.com>,
> It sure would be nice to see a compatible R-Time8 cart., but it
>would also be nice to see an internal clock so you wouldn't have to stack
>cartridges, esp. with a XL. Shouldn't this be possible?

Sure, that would be another approach. The ARGS RTime8 is much easier to handle
than a built-in model. You can still stack cartridges with this one, i.e.
ARGS also offers a cartridge port enhancement where you can use at least 4 (?)
cartridges simultanously. It looks like a part of a PC motherboard with its
slots. It's MUCH smaller of course.

-Marek Tomczyk

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4139. Re: wanted computer

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 14:48:57 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931113.35337.KAMARO_KID@delphi.com>
Source record: 104400

I have two 256k 800xl's. One is a Newell and features a ram snitch switch and the other is a Rambo. Both work perfectly.

4140. Re: The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 16:14:50 UTC
From: bbs@neb
Message-ID: <CGFuGv.Gz7@neb>
Source record: 104403

Scratch my previous message about the Korner BBS only being online
Saturdays and Sundays.

Now that someone else is going to be paying my phone bill (NOT a bbs
user), I've decided to put it back online 24hours via my MUX..
Thereby making my harddrive work twice as hard! [grin]

Stats:

The Korner BBS
801-969-9554
250meg of Nothing BUT Atari 8bit software
300-19.2k baud via Hayes V.32 Ultra 9600

Posted by BBS User: James King
Mail: bbs!james.king@neb
--
Nebula - A Public Access Unix System/bbs - (801)-572-4969 v.32/v.42(bis)/PEP

4141. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 19:13:41 UTC
From: tgreen@feenix.metronet.com
Message-ID: <CGG2qu.G2r@feenix.metronet.com>
Source record: 104401

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

>In article <753084863.AA08645@tdkt.kksys.com>,
>> It sure would be nice to see a compatible R-Time8 cart., but it
>>would also be nice to see an internal clock so you wouldn't have to stack
>>cartridges, esp. with a XL. Shouldn't this be possible?

>Sure, that would be another approach. The ARGS RTime8 is much easier to handle
>than a built-in model. You can still stack cartridges with this one, i.e.
>ARGS also offers a cartridge port enhancement where you can use at least 4 (?)
>cartridges simultanously. It looks like a part of a PC motherboard with its
>slots. It's MUCH smaller of course.

I believe it should be possible to do an internal clock, while
staying compatible with RTime8. Of course, I don't have the
RTime8, or specs for it, so I may be wrong. Anyone care to
point me to some specs, maybe I'll give it a try. (I just started
working for Dallas Semiconductor, who just happens to make some
real-time clock chips).

Todd
--

Todd Greenfield
tgreen@metronet.com

4142. Re: The Cleveland Freenet Atari Library

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-13 23:26:30 UTC
From: lej2@po.cwru.edu
Message-ID: <lej2.96.2CE56D26@po.cwru.edu>
Source record: 104402

In article <1993Nov12.153603.4110@news.weeg.uiowa.edu> mcurrent@news.weeg.uiowa.edu (Michael Current) writes:
>From: mcurrent@news.weeg.uiowa.edu (Michael Current)
>Subject: Re: The Cleveland Freenet Atari Library
>Date: Fri, 12 Nov 1993 15:36:03 GMT

>The Cleveland Free-Net has been very sick for weeks now. Their latest
>hardware upgrade turned out to be a big downgrade.

>Believe me, we're all frustrated with the situation.

>Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
>mcurrent@carleton.edu

It seems better now...
I just posted to freenet.sig.atari.general (I wasn't using the Freezenet BBS to read it though, that might have something to do with it...)

Lewis E. Jones - Undergraduate Comp. Eng. student at CWRU
lej2@po.cwru.edu or joneslew@snowhite.eeap.cwru.edu
If my beliefs represented CWRU's, it would be a school of Neo-Anarchists, NetHackers, Ultima Addicts, D&D players, and other normal people.

4143. the free mags have been given away

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 00:22:01 UTC
From: pakumar@OCF.Berkeley.EDU
Message-ID: <2c3tn9$l0p@agate.berkeley.edu>
Source record: 104407

The free collection of magazines I wrote about a few
days ago have been given away. Boy, talk about the amount of
response that the word 'free' can result in. :-)

prasanth kumar

--

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/ / (_(_/|_/_)_(_/|_/ / <_<__/ /_ / ) (_/_/ / / <_(_/|_/ (_
```

EMAIL : pakumar@ocf.berkeley.edu

4144. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 05:31:20 UTC
From: NOLRAM@delphi.com
Message-ID: <931114.01880.NOLRAM@delphi.com>
Source record: 104405

How do I get info on Portal, someone on a near BBS mentioned it, but I never got a chance to ask about it.I heard of Holonet, but don't like it's fees.

4145. Re: 130XE Grading Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 05:55:46 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2c4h92$kdv@news.ysu.edu>
Source record: 104406

There was an arc of SynCalc templates up on Genie last year that I downloaded for teachers...one for grades, one for homework and another for attendance...If you what it I'll put it up in the archive. Also there's a great pd (now) spreadsheet called SpeedCalc that was in Compute! mag. Now that they have released their atari software to the pd you can get it from Genie or I can put it up in the archive also. What do you say?
--
Joe Sabatino -->ab588@yfn.ysu.edu

4146. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 06:36:26 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2c4jla$l7e@news.ysu.edu>
Source record: 104408

So you want "specs" for the R-time 8 clock huh? I have 2 of them
and the only "spec" that come with them are programing specs. The
R-time8 suppliment don't even have the battery number you can use.
It just tells you its a 200mah 3 v Lithium for $5 plus shipping,
but you can get it at radio shack for $1.49; its a CR2430 coin cell.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4147. Toms Copy Program too slow

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 07:58:04 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2c4oec$mmb@news.ysu.edu>
Source record: 104409

Well I just had to see what Tomscopy.arc was and the docs were
impressive... It supposed to copy ss/sd, ss/dd, ss/id (id is IBM
512 byte sectors), ds/dd, ds/id, ss/80 track, ds/80 track.
Well I was interested in this cuz I wnat to have a copy program
that uses my Puff 3 1/2" 720k drive.
**->It doesn't format an ultra speed drive and if you turn the
format off it reads f o r e v e r the 2880 sectors s l o w speed.
The attract mode on the computer came on and I got so tired
watching the screen change colors I just hit reset. Reset does
not give DOS either...your locked in to the program.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4148. WANTED: Good old classics !

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 10:38:00 UTC
From: FREDDY@frederik.toppoint.de
Message-ID: <5CpAjyRWdEB@frederik.toppoint.de>
Source record: 104410

Hi guys !

A friend of mine told me that there is a great game called AGENT USA
published by Tom Snyder Productions. The task of this game is it to save
and explore the US at the same time - that's all I know ! Anyways, he told me that this is
a classic game everybody should have.
Does anybody know where I can still buy AGENT USA ? Also, I am still
looking for THE EIDOLON and KORONIS RIFT !

If you guys have any idea or suggestions please don't hesitate to contact
me !

Yours Atarily,

Ulf Petersen


```
=========================================================================
= Ulf Petersen InterNet: lord@tpki.toppoint.de =
= FAX/MAILBOX: 04381/4739 SevenNet: BEAVIS@POLARIS =
=-----------------------------------------------------------------------=
= "Ein Weihnachtsbaum der sprechen kann ! Und so viel Lametta" :-)) =
= To make the best out of your day read this great message again !! =
=========================================================================
## CrossPoint v2.92 ##
```

4149. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 13:06:39 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CGHGF3.5BM@cbfsb.cb.att.com>
Source record: 104411

In article <2c4jla$l7e@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>
>So you want "specs" for the R-time 8 clock huh? I have 2 of them
>and the only "spec" that come with them are programing specs. The

The programming specs _may_ be enough to figure out what chip is used,
and how to hardware address it.

--
Richard Dell

4150. Easy access to atari.archive.umich.edu mirrors

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 17:59:24 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2c5rls$ifa@terminator.rs.itd.umich.edu>
Source record: 104412
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A new and easy was has been set up to access the various sites that
the atari archive and others here at umich. Using the name
'mirror.archive.umich.edu' will connect you to an almost randomly
chosen mirror. Hopefully, this will alleviate some of your
connections woes.

Enjoy,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

4151. WANTED: Cosmic Balance

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 18:13:11 UTC
From: roy@eckerd.edu
Message-ID: <2c5sfn$cju@galileo.eckerd.edu>
Source record: 104413

Does anyone out there have SSI's Cosmic Balance, and possibly want to
part with it? :)

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

4152. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 21:08:58 UTC
From: tgreen@feenix.metronet.com
Message-ID: <CGI2qz.LBp@feenix.metronet.com>
Source record: 104414

rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

>In article <2c4jla$l7e@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>>
>>So you want "specs" for the R-time 8 clock huh? I have 2 of them
>>and the only "spec" that come with them are programing specs. The

>The programming specs _may_ be enough to figure out what chip is used,
>and how to hardware address it.

If the spec joseph is talking about is the Rtime8/SDCS supplement
manual, there's not much in there. But it does mention a source
file on the Rtime8 disk, which would be quite useful I'd think.
Or maybe someone out there has a dead Rtime8 they'd like to
donate?

While I'm at it, I was also thinking of attempting an IDE interface.
I just got the IDE spec, and have some data sheets for floppy/IDE
controllers. The question I have for the group is: would it
be better to make an adapter for standard IBM IDE cards, or
use a separate IC? I think the adapter would be cheaper, since
IDE cards are only about $5-10. And, most of the ICs are surface
mount packages, which wouldn't work well for the average hardware
hacker.

Don't know if I'll ever get either one working, but hey,
I need a new hardware project :-)

Todd

--

Todd Greenfield
tgreen@metronet.com

4153. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-14 23:26:44 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CGI94K.HMr@cbfsb.cb.att.com>
Source record: 104415

In article <CGI2qz.LBp@feenix.metronet.com> tgreen@feenix.metronet.com (Todd Greenfield) writes:
>
>While I'm at it, I was also thinking of attempting an IDE interface.
>I just got the IDE spec, and have some data sheets for floppy/IDE
>controllers. The question I have for the group is: would it
>be better to make an adapter for standard IBM IDE cards, or
>use a separate IC? I think the adapter would be cheaper, since
>IDE cards are only about $5-10. And, most of the ICs are surface
>mount packages, which wouldn't work well for the average hardware
>hacker.
>

As I read the IDE specs, an interface card for a PC would be little more than address selection and buffering. I strongly suspect that and interface for an ISA bus card would be of the same level of difficulty as one to directly support an IDE drive. Since less is generally better, a direct IDE drive interface would be the approach I would take, unless I was aiming towards supporting one of those CPUless ISA busses, and having multiple ISA bus card support.

Then again, might I suggest a direct SCSI drive support? Someplace I could probably (from a friend) dig up a fairly simple interface basically consisting of one 6821 PIA and buffers. Or at least the of the SASI interface he used (only one line different from SCSI). 'Course, he probably has it buried in storage. But then, I also recall an article or two in '68 Micro Journal on SASI interfaces. And those I could find.

>Don't know if I'll ever get either one working, but hey,
>I need a new hardware project :-)
>

The neverending list of priorities keeps expanding <grin>.

--
Richard Dell

4154. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 02:04:57 UTC
From: tgreen@feenix.metronet.com
Message-ID: <CGIGGA.9nM@feenix.metronet.com>
Source record: 104416

rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

>As I read the IDE specs, an interface card for a PC would be little
>more than address selection and buffering. I strongly suspect that
>and interface for an ISA bus card would be of the same level of
>difficulty as one to directly support an IDE drive. Since less is
>generally better, a direct IDE drive interface would be the approach
>I would take, unless I was aiming towards supporting one of those
>CPUless ISA busses, and having multiple ISA bus card support.

well, that's true. I have a couple reasons for using the PC card:
I've got a spare one, it would be easy to add support for floppies
and maybe serial ports included on some IDE cards, and you can
find smaller IDE drives for low $$ (40M for $100 new).

so it would mostly be due to what I have at hand, rather than
a well thought out plan.

Todd
--

Todd Greenfield
tgreen@metronet.com

4155. Re: 130XE Grading Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 03:41:53 UTC
From: NOLRAM@delphi.com
Message-ID: <931114.81713.NOLRAM@delphi.com>
Source record: 104417

Please u/l it, Do you have the docs for it?

4156. Re: 130XE Grading Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 05:05:14 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2c72ma$isb@news.ysu.edu>
Source record: 104418

OK I'll upload scgrades.arc and spdcalc.arc. Both have docs.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4157. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 07:25:26 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931115.08726.LMCCLURE@delphi.com>
Source record: 104419

"Then again, might I suggest a direct SCSI drive support?"

But SCSI has already been done for the Atari 8-bit. IDE drives are plentiful, and there are a lot of used "small" (i.e. less than 100meg) IDE hard drives on the market from IBM-compatible owners moving to larger and larger drives.

Also, an IDE interface for the Atari 8-bits is on Atari Classics' magazine's "Dream Street" list. <grin>

4158. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 11:41:44 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CGJ75L.AIq@cs.vu.nl>
Source record: 104420

Jochen Scharrlach writes:

>I really didn't meant a price of 500 DM! No PC-user nowadays wants the
>Hercules card, so it is in the range of 10-20 DM, and the complete
>interface (without the card) is about 35 DM (I didn't forget a 0). So
>it is even cheaper than the XEP 80 (and much faster!). Besides, the
>interface maybe used with other PC-cards too!

Please tell us were we can get that interface, sounds great to me !

>Bye,
>Jochen

--Ivo
++ipoorten@cs.vu.nl

4159. Agent USA, da best game ever....

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 13:51:21 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2c81gp$9me@charm.magnus.acs.ohio-state.edu>
Source record: 104421

This is an excellent game. But the goal of the game was to clear the Fuzzbomb. An object that made regular people into zombies, who would then roam (usually in packs...) after non-fuzzed people. Your weapons are your wits and these crystals that you grow.

The crystals would unfuzz people and people could carry 10 of them as protection against fuzz attackers. To keep track of the fuzz bomb and fuzz progress, you needed to go to state capitals to check maps. You travelled around the country by train.

You had to get tickets to go where you wanted (or if you timed it right, not even buy one) by train. Armed with the crystals.

I loved this game. I kept playing it until somebody told me I was actually learning something... ;)

~^~^~^~~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^^^^^~^^~^~~^~^^~^~~^~^~^~~^~^~~^~^~^^~^~^~~~

Proud member of A.C.E.C |_ |_ |_ Michael Steve jr.
The Atari Computer Enthusiasts of Columbus |_ |_ |_ The sequel
|_ |_ |_
8bits, ST's, TT's, and Falcons /_ |_ _
/_ |_ _
|__ |_ ___
-=-=-=-=-=-=-=--=-=-=-==-=-=-=-==-=-=-=-=-=-==-===-=-==-==-=--=-=-=-=-=-==-=-=-

4160. Re:Tomscopy too slow

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 13:52:26 UTC
From: husky@bull.mimuw.edu.pl
Message-ID: <9311151349.AA20870@bull.mimuw.edu.pl>
Source record: 104422

Toms Copier is very fast on drives supporting the (european) TURBO hi-speed mode. If you want to use it on an ultra speed drive, try to remove the two first chunks of the file. They contain the turbo routines ($100-$1xx) and their init adress ($100). Then it should work, if only ultra speed was turned on before (with eg. Qmeg OS). To quit Tomscopy press reset while holding down the option key - your computer will reboot.

Michal Kurcewic (husky@bull.mimuw.edu.pl)

4161. Yorky 256k memory upgrade.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 14:33:18 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9311151433.AA16727@deepthought.cs.utexas.edu>
Source record: 104423

You may have heard of my plug in 256k memory upgrade for teh 800XL but I have had further discussions with various people and we are exploring the possibility of adding a parallel printer interface into the box as well, possibly as an optional extra at the time of purchase.

This is still experimental but we forsee no problems and I am looking for feedback from the rest of the 8bit community.

Of course the price will have to increase, the current price for the Yorky is 50pounds plus postage, and the additional printer interface will add about 15 - 20 pounds to the price. We may also be able to retro fit an interface to any Yorkies that have already been sold!

This development is going to cost me money so I would be very grateful for some feedback about all its aspects, price, abilities, availability etc etc.

Please e-mail me on RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX

If you are outside the UK then you will have to reverse the ordering (or so I am told) try RG9@TOWER.YORK.AC.UK or RG9@VAX.YORK.AC.UK

I look forward to hearing from many of you soon.

I can also get you a separate printer interface that plugs into the PBI of an 800XL or a 130XE, priced around #20, e-mail for more info.

Richard Gore

4162. Lemmings Clone.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 14:33:27 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9311151433.AA16733@deepthought.cs.utexas.edu>
Source record: 104424

For all those game players out there, you may be interested to know a clone of teh classic game Lemmings is now available here in England, Germany & Holland!

Its called 'Thw Brundles' & costs 15pounds (UK sterling) plus postage.

I don't actually sell this game but I know a man who does, so if anybody is interested let me know and I'll see what I can do about arranging payment etc etc. I'm not promising anything but I can have a chat with the man.

The game itself is very addictive, you can control it with a Joystick, a mouse (ST or Amiga), CX 85 keypad or an animation station (what ever that may be!). Support is given for machines with upto 256k of memory to prevent disk access for every level. As far as I can tell it mimicks the original Lemmings with blockers, builders, floaters etc etc.
the background graphics are very good, the Brundles (Lemmings) themselves are small but move around pretty well, in fact I think this game is very, very well done, theres loads of these things walking all over the screen, some floating some digging etc, its pretty impressive. At the moment there are 60 levels but within a month or so the disks will be updated with 100 levels, of course previous disk buyers will be upgraded free of charge.

The game itself was programmed by the people behind KE-SOFT in Germany.

All you Light gun owners will be pleased to hear there is a new game available, based on the classic Space Invaders. It features animated colour graphics, fast action and digitised speech on a 130XE (or compatible).
Its name, ALIEN BLAST, priced at 4.95 (pounds) and available now from DGS in the UK who ship worldwide.

Feel free to send me any e-mail messages about the above two games, I can help much more with enquiries about Alien Blast as I wrote it but I might also be able to help you get a copy of The Brundles, by copy I mean original, if anybody asks for pirate copies I will pass the details onto the appropriate authorities!

Ricahrd Gore
(ooops can't even spell my own name now, Richard Gore is correct!)

4163. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 15:32:26 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CGJHu3.76F@sunblossom.ge.com>
Source record: 104426

In article <CGI2qz.LBp@feenix.metronet.com>, tgreen@feenix.metronet.com (Todd Greenfield) writes:
|> While I'm at it, I was also thinking of attempting an IDE interface.

Before you get too far, contact Bob Woolley of SLCC (San Leandro Comp. Club) (75126.3446@compuserve.com). He has written a series of articles in the SLCC journal about adding an IDE drive to the XL/XE series. The hardware is very small (1 chip? but he wastes half the drive with only 8-bit i/f), and the software wasn't too bad. I have heard that he is in the process of integrating an IDE drive into a 1200XL case.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4164. 8-bit Atari Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 16:10:35 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H5C9SNLPCY9D4DSM@carleton.edu>
Source record: 104425

Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the 8-bit Atari FAQ List

Revised 30-Oct-93

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA

U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335

Vendor: used hardware, commercial/PD/shareware

Bellcom (Plans to drop 8-bit support December 31, 1993)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
Developer: GEMulator
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072

Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup, SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO

U.S.A. 80222
Developer: Daisy-Dot III

DataQue Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg0@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690

Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
c/o Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang

Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org

Vendor: new/used hardware, commercial/PD/shareware
Developer: various utilities, hardware projects

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648

tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905

Vendor: PD/shareware

San Jose Computer
640 1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: products by DGS

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE, LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt

4165. Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 20:30:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <753411937.AA09835@tdkt.kksys.com>
Source record: 104436

Lazer Gates (Imagic) - Good game. From time to time, you'll see a platform (cannot remember what it looks like, other than it is flat, and looks like you c{n land the ship on it), that you land on top of. You'll get fuel and energy for shields. Try to get through the levels as fast as you can while killing all oponents that come your way. Getting through the levels somewhat fast will make it easier to get to the next levels. Going faster won't necessarly make you use fuel that much faster. If you need more help with this game, let me know. It's been awhile since I've played it, but I know if I run it, the game will come back to me.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4166. Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 20:56:02 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <753411937.AA09836@tdkt.kksys.com>
Source record: 104437

Thunderfox: I'm going to assume that your refering to the cart, so here are the instructions:

Maneuver the Thunderfox by moving the joystick handle up or down. Speed up or slow down by moving the joystick left or right, depending on your direction of travel. To change direction of travel, move the joystick in the opposite direction of travel. Your status indicators are at the bottom of the screen. Here you'll find your score, the number of ships and bombs you have left, the level, the weapon in use, and the long range scanner that shows the distance between the Phalon transporter and it's mothership.

Your Weapons: You have two types of weapons: lasers and bombs. To choose between the two, press OPTION on your XL/XE or the SPACEBAR. To fire a weapon, press the joystick button. The Thunderfox can carry six bombs at a time. If you use all of your bombs, return to the mothership to reload. Use bombs to destroy the anti-gravity stabilizers and ground installiations. Use lasers to fight airborne enemy attacks and the Crystal Guardian.

Your Mission: Your mission, should you wish to accept it, is to prevent completion of the Phalon war machine by location and destroying the energy crystals. The crystals are situated inside the heavily defended Phalon transporters and are guarded by the fearsome Crystal Guardian robot. You have no time to loose--once the transporter reaches the mothership, you will be destroyed by a death missile and the solar system will be doomed. Your mission continues as long as you're able to destroy transporters and ends when all of your Thunderfox airships are gone. Your orders are as follows:

1. Press START or the joystick fire button to start the game and to launch the Thunderfox from its mothership.

2. Travel to the far right-hand side of the outside of the transporter and bomb the two anti-gravity stabilizers that block access into the transporter. You must bomb each stabilizer FIVE TIMES. As you attempt to bomb the stabilizers, you'll have to fight off a varity of alien flying formations and evade whirling fighter craft. The flying alien formations can destroy you instantly.

3. Turn back so you can enter the transporter's thermonuclear laser room. Navigate through this room to the laser gates to get to the Crystal Guardian. You will be demolished if you are hit by lasers or if you touch the walls. Keep an eye on the radition-level indicator at the top of the screen. If you stay too long in this room, the radition level becomes too high and you perish.

4. Once you make it through the thermonuclear laser room, you enter the crystal room and confront the Crystal Guardian. Destroy the guardian and the crystals by shooting past the mobile wall at the guardian's head 10 times. Be careful--the Crystal Guardian will be shooting lasers at you the entire time.

5. The game resumes at the next level as you go out to confront the next Phalon transporter.

6. When the scoreboard appears, enter your initials next to your score. To enter your initials, move the joystick until the letter you want is highlighted then press the fire button. Select the arrow that points to the left to backspace. Select FIN once you have

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4167. Re: WANTED: Good old classics !

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 20:56:18 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2c8qdj$365@gap.cco.caltech.edu>
Source record: 104427

FREDDY@frederik.toppoint.de (Frederik Holst) writes:

>A friend of mine told me that there is a great game called AGENT USA
>published by Tom Snyder Productions. The task of this game is it to save
>and explore the US at the same time - that's all I know ! Anyways, he told me that this is
a classic game everybody should have.

This was a favorite of mine; I shamefully admit I did not have a legal
copy. The theme is basically "invasion of the body snatchers"; some
evil aliens or disease or somesuch is spreading across the country
and you have to stop it. The screen is pretty simple; at each location
you have a train depot (half the screen is the tracks and the train and
the other half you can wander around in and down to the other "rooms");
each location also has between 1-3 (?maybe just 2) additional connected
rooms. There is also a train schedule and I think some kind of map available
at each location. Little people wander around like gas molecules in a
random walk. The infected ones are really obvious. When they bump into
uninfected people the uninfected one gets infected too. You have to
change them back by dropping crystals for them to run into. If you
get bumped by an infected person you lose a crystal or crystals; if you
lose all of them you become a pod person too and lose. You have to grow
lots of crystals by depositing them on the ground and waiting (they
magically multiply) and "sheperd" the uninfected people who will take
them all up away from your crystal patch. You have to get the maximum
number of crystals (99 I think) and run headlong into the evil thing that
looks like a TV set that is the source of the disease. You also have to
find it first. To do this you hop from location to location on the train.
This is where the schedule booth comes in handy.
I think this was intended or at least marketed as an educational game.
It is a pretty good one though. Once I won once it lost its appeal,
however, so your mileage may very. I found it pretty addicting.

Brent

4168. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 20:59:08 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2c8qit$3bv@gap.cco.caltech.edu>
Source record: 104428

tgreen@feenix.metronet.com (Todd Greenfield) writes:

>well, that's true. I have a couple reasons for using the PC card:
>I've got a spare one, it would be easy to add support for floppies
>and maybe serial ports included on some IDE cards, and you can
>find smaller IDE drives for low $$ (40M for $100 new).

>so it would mostly be due to what I have at hand, rather than
>a well thought out plan.

I was thinking about doing something like this; then I thought of
all the time and effort and frustration and writing the drivers...
so I bought a black box. :) I think it's definitely worth $200
of my time :).

Brent

4169. Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-15 21:03:03 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.kksys.com
Message-ID: <753411937.AA09837@tdkt.kksys.com>
Source record: 104438

Part 2 Thunderfox: Select FIN once you have finished entering your initials.

Strategy: Avoid the transporter platforms. The platforms are located at the front and the center left and right sizes of the Phalon war machine. The ground installations are located on the sides, between the platforms. The anti-gravity stabilizers are located on the sides of the Phalon war machine, at the rear on top of the engines (towards the front of the engines). While flying, if you run into the transporter platforms, you will be destroyed. Score extra points by bombing ground installiations or an alien formation.

I must stop here because my bbs time is up.

Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4170. Re: 130XE Grading Spreadsheets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 02:39:16 UTC
From: NOLRAM@delphi.com
Message-ID: <931115.77956.NOLRAM@delphi.com>
Source record: 104429

Thanks in advance.

4171. Re: Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 07:34:14 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Nov16.023415.7175@uoft02.utoledo.edu>
Source record: 104430

Michal Kurcewicz (husky@bull.mimuw.edu.pl) wrote:
: Hi freax,

: What do you think of the idea of placing smaller binary files (<30-40K)
: on this list, like it is usual in the *.binaries.* newsgroups ?

Hmm, anyone know what "freax"-boy here is talking about? List?

-me

4172. Re: WANTED: Good old classics !

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 07:41:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Nov16.024154.7176@uoft02.utoledo.edu>
Source record: 104431

Frederik Holst (FREDDY@frederik.toppoint.de) wrote:
: Hi guys !
: A friend of mine told me that there is a great game called AGENT USA
: published by Tom Snyder Productions. The task of this game is it to save

Tom Snyder Productions? Might be the same... thought someone else put it out though. Played it a couple times... not too bad for a "learning" game. Look for it wherever they sell old Atari software (i.e.: American Techna-Vision, and the like) under educational software. It's one of those "learn as you play" games, great for kids about 8+. Decent graphics, good ideas, etc.

Synapse? Hmm, maybe not... thought I just remembered the "carrier co.".

-Tim

4173. Re: WANTED: The Eidolon & Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 07:53:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Nov16.025333.7177@uoft02.utoledo.edu>
Source record: 104432

Frederik Holst (FREDDY@frederik.tpki.toppoint.de) wrote:
: Does anybody know where I can still buy KORONIS RIFT and THE EIDOLON ???
: Any kind of information is welcome !

We lost newsfeed here for a while... don't know if anyone replied yet.
Just in case, check out American Techna-Vision. They deal in all kinds of
Atari 8-bit software and some hardware. U.S., Canada, overseas, etc. rates
given in their latest catalog. Sorry, don't know it by heart. Anyone have
the Atari FAQ lying about? It's usually posted the end of the month.
Haven't seen it in a while. I think it has the list of Atari retailers,
dealers, and such in it.

Well, good luck!

-Tim

4174. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 08:02:42 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Nov16.030242.7178@uoft02.utoledo.edu>
Source record: 104433

KAMARO_KID@delphi.com wrote:
: Has everyone gone mental?
:
: There is _NO_ such thing as a graphics, sound, adlib, etc.. CARDS for the
: 8bit Atari.

Hold up there kid, they're just talking about the XEP80 and stuff...
apparently trying to figure out if it's worth the effort linking an old
B&W Herc card to an Atari.

:
: You all are confusing the IBM PC Compat with an Atari!
:

Shudder... who would ever consider those two worlds the same... ugh.

-Tim

4175. Re: Mac Drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 08:07:20 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Nov16.030721.7179@uoft02.utoledo.edu>
Source record: 104434

Barry K. Patterson (bkp3@Isis.MsState.Edu) wrote:
: Is it possible to hook up a Macintosh Hard Drive (External) to
: an Atari ST???

Try in the ST newsgroup... there might be a couple people who know here,
but I'd imagine you'd have better luck in the proper group. (BTW: I know a
bit about the drive... don't think it's possible, sorry.)

-me

4176. Re: Alt. Real. Backups

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 08:11:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <1993Nov16.031152.7180@uoft02.utoledo.edu>
Source record: 104435

Lance Murdock (lmurdock@austin.onu.edu) wrote:
: Does anyone know how to condense Alternate Reality (or anything else)
: onto fewer disks with a DS/DD drive? My XF551 will not write to the
: back side of a flippy disk (since it is DS). So, my backups take up
: FOUR!!!! disks...(and I thought DS/DD would save me space...<grin>)
: Has anyone else noticed this? One possible solution is to Diskcomm
: the disks to files, and then put all the files on one or two disks,
: but I would really like to have bootable backups.

: Any Suggestions??

Or do what I USED to do, set up all 4 drives, D1: through D4:, load the proper selection of disks and just use one as the "swap" drive. Too bad it didn't support 256k though! (Most I could get out of the Dungeon was to recognize 128k and 4 drives... 6 drives and 256k would've been best! All I'd need was 2 more drives!)

-Tim

4177. How do login to archives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 09:16:10 UTC
From: sjaves@mason1.gmu.edu
Message-ID: <1993Nov16.041611.56294@gmuvax>
Source record: 104453

I'm new to this group and see there is an archives site. It doesn't
seem to accept anonymous log-ons so how do I access it?
Than

4178. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 16:00:52 UTC
From: hias@cosy.sbg.ac.at
Message-ID: <CGLDtG.K91@cosy.sbg.ac.at>
Source record: 104439

In article <CGI2qz.LBp@feenix.metronet.com>,
Todd Greenfield <tgreen@feenix.metronet.com> wrote:
>
>While I'm at it, I was also thinking of attempting an IDE interface.
>I just got the IDE spec, and have some data sheets for floppy/IDE
>controllers. The question I have for the group is: would it
>be better to make an adapter for standard IBM IDE cards, or
>use a separate IC? I think the adapter would be cheaper, since
>IDE cards are only about $5-10. And, most of the ICs are surface
>mount packages, which wouldn't work well for the average hardware
>hacker.
>
>Don't know if I'll ever get either one working, but hey,
>I need a new hardware project :-)
>
>Todd
>

I once thought about building an IDE-interface for the Atari (right,
as I got the IDE-specs :) but there's only one big problem:
IDE drives tend to be 512 bytes/sector and I couldn't find a DOS that
would use more than 256 bps. The only solution would be to use only
the first 256 bytes of each sector with the effect of reducing the
capacity of the drive by 50%.

If there's a DOS which is able to access 512 bytes/sector, please
tell me. The interface itself should be no big problem.

BTW: The IDE-"interface" consists only of some latches and some address-
decoding stuff. It's not really an interface, more of an extension-cord
to the ISA-bus.

so long,
Hias
--
Matthias Reichl, student of computer science at the University Of Salzburg
email: hias@cosy.sbg.ac.at
snail mail: Wolfgangerstr. 26, A-4820 Bad Ischl, Austria
phone: +43/6132/24590

4179. need SIO cable for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 16:42:09 UTC
From: azygmunt@hawk.depaul.edu
Message-ID: <1993Nov16.164209.21406@hal.depaul.edu>
Source record: 104440

Hello,
I'm trying to build the SIO2PC cable, and I don't have any extra SIO
cables to spare. Is there anyoune out there who would be willing to sell
me one or direct me to a dealer that still carries them? Any help
would be appreciated.

Thanks,
Aaron Zygmunt
azygmunt@hawk.depaul.edu

4180. 8-bit Sale: continuing...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 17:57:36 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CGLJ81.7pM@sunblossom.ge.com>
Source record: 104442

I'm still running into ex-8-bitters in town! Here is an update to
my list of (used) items for sale. A few items dropped off, and a
few have been added. After each time I post, I'll wait a few days
for replies to trickle in, then contact the person(s) involved.
Postage to be paid by buyer; package deals have preference:

Hardware, all in working condition:

Atari 800 $30 (now Qty 2)
48K, stock, with power supply

Indus GT Disk Drive $50
includes P/S and cable, all manuals
and Indus software (word proc., data
manager, spread sheet, DOS XL with
synchromesh II)

Atari 850 Interface $40
power supply, serial cable, printer
cable

ATR-8000 $100
64K model w/Z80, CP/M manual and
other user's manual

Cartridges, with box and docs, full working condition.

Atari BASIC cartridge $10
(includes BASIC reference manual)

Sega Congo Bongo $5 <-reduced

Cartridges (all w/o docs or box, but in working condition):

Atari BASIC $5
Atari Missile Command $5
Atari Centipede $5
Atari Star Raiders $10
AtariWriter $10
Parker Brothers Astro Chase $5 <-reduced
Parker Brothers Popeye $5 <-reduced
Parker Brothers Super Cobra $5 <-reduced
Epyx Alien Garden $3 <-reduced

Books:

Compute!'s First Book of Atari $7
Compute!'s Second Book of Atari $7

Compute!'s First Book of Atari Graphics $7
The ATARI Assembler (Reston) $7
ATARI Games & Recreations (Reward Books) $7

(for collectors of Atari arcana)

Computers for people (1982 dilithium press) $5
DOS 3 (Atari) $1

Disks (originals, working condition, but no docs or box):

Mr. Robot & His Robot Factory (Datamost) $5
Rescue on Fractalus (Epyx/Lucas Games) $7

All the above are in working condition. On request, I can throw in the following non-working (but classic) hardware with any other purchase:

410 Program Recorder

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4181. Re: need SIO cable for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 18:01:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931116130144MIS0160@MVS.UDEL.EDU>
Source record: 104441

In article <1993Nov16.164209.21406@hal.depaul.edu>,
azygmunt@hawk.depaul.edu (Aaron J. Zygmunt) writes:

>Hello,
> I'm trying to build the SIO2PC cable, and I don't have any extra SIO
>cables to spare. Is there anyoune out there who would be willing to sell
>me one or direct me to a dealer that still carries them? Any help
>would be appreciated.
>
>Thanks,
>Aaron Zygmunt
>azygmunt@hawk.depaul.edu
>
American Techna-vision 1-800-551-9995 has em for $4.50 apiece or
three for $10.00.

4182. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 19:01:54 UTC
From: tgreen@feenix.metronet.com
Message-ID: <CGLM77.C9F@feenix.metronet.com>
Source record: 104443

hias@cosy.sbg.ac.at (Matthias Reichl) writes:

>I once thought about building an IDE-interface for the Atari (right,
>as I got the IDE-specs :) but there's only one big problem:
>IDE drives tend to be 512 bytes/sector and I couldn't find a DOS that
>would use more than 256 bps. The only solution would be to use only
>the first 256 bytes of each sector with the effect of reducing the
>capacity of the drive by 50%.

how about reading each sector before writing it, and treating
each 512 byte sector as 2 256 byte sectors? It would slow
writes down a bit, but it probably wouldn't even be noticeable
when its connected to an 8bit.

Thats what I planned on trying, but maybe there's a good
reason not to do this? I thought I'd put a microcontroller
with a little RAM on the PBI, and maybe a floppy controller
as well.

Todd
--

Todd Greenfield
tgreen@metronet.com

4183. Atari 8 bit items forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 20:42:09 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2cbdv1$gio@usenet.INS.CWRU.Edu>
Source record: 104444

Atari 7800 Console w/ Power supply/AV Cable/Switchbox MINT $50 1
No contollers, compatable w/ 2600 type sticks

:: Atari 400/800/XL/XE Hardware

Atari 800 (48k) THUMB LATCHES version, very rare. All internal cards
are in original Atari metal cases. Unit is VERY clean and comes
with a early version users guide w/ many photos of the thumb latches
audio/video cable and power supply $60

Indus GT SD/ED/DD 5.25" Disk Drive - Includes power supply
and sio cable - Digital display/controls $75
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4184. Joysick extenders?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 21:35:56 UTC
From: jns@inoms.bellcore.com
Message-ID: <CGLtBw.FGD@walter.bellcore.com>
Source record: 104445

I'm looking for extension cords (male to female) for the nine-pin joystick socket on my Atari 8 bit/Atari 2600/Colecovision/Intellivision...

I went to Radio Shack looking looking for these, and all they had to offer me were these very thick nine-foot, nine-pin, nine-dollar cables.

I want something thin and unshielded (and cheap). Where should I look?

PS - If anyone out there has the remote control atari joysticks for sale, let me know!

--

Jesse N. Schell
Bell Communications Research
PY4 4B-324
33 Knightsbridge Rd.
Piscataway, NJ 08854
Phone: (908) 699-6777
Fax: (908) 336-2423
Email: jns@inoms.bellcore.com

4185. ChildsPlay SoftWare Services

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-16 22:29:23 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H5E1DO7IYC9EDDBE@carleton.edu>
Source record: 104446

The following message is forwarded
From: markus@unirsvl.rsvl.unisys.com (Mark Vallevand x7880)

[begin forwarded message]

I send this last month, but it didn't show up in the list. Here it is again:
...
This is a blurb from a friend who has begun selling his software. It can be
added to the list of 8-Bit Atari venders and developers. I can't
post to csa8 because of a buggy system, but I can mail and FTP. I will
also FTP a copy of this blurb to the umich archive. If you post this to
csa8, it will reach users faster. I don't know when we will be able to post
messages. I will try to recreate it verbatim...

ATARI DEALERS ATARI DEALERS ATARI DEALERS

Send your software catalog (to prove you're a dealership) to ChildsPlay SoftWare
and receive free samples of new software upon release. Attempting to provide,
NEW and affordable software for the ATARI 8-bit computers, you won't want to
miss this opportunity to be included on the mailing list of this software power
house! ChildsPlay SoftWare has been developing ATARI software for over ten
years, most programs given out to BBS's or as shareware releases. Now the
wiser, new software is being marketed to dealerships only. One title is ready
to ship TODAY, more are waiting for packaging, still others under development.
The game disks come in a plastic disk blister (clam-shell) with a colorful
insert to attract on-site buyers. A picture of the game is displayed on the
insert to easily identify what is being purchased.

To receive your sample. and be included on the proprietary (not resold) mailing
list, send you software catalog to the address below. Hurry! A limited
quantity of samples will be shipped to key areas in late 1993 for this first
release, sone sample per dealership.

ATARI USERS ATARI USERS ATARI USERS

Chances are, you the reader are a user, instead of a dealer. You might know of
a dealer in your area that retails ATARI software. By bringing in this add to
the attention of your nearest dealer, you might earn yourself a free Mah Jong
game disk from ChildsPlay SoftWare. Mah Jong is a one player, low stress,
strategy game for the ATARI computer. 100 tiles are placed on a pile, your task
is to remove the pile by selecting matching pairs. 5 levels go from super easy
to quite difficult, some thinking before playing is required. 130 colorful
tiles and random playment make every level different each time you play.

To qualify for a free sample, bring a copy of this ad (or facsimle) to your nearest ATARI dealer/retailer. Ask the manager to include your name in his sample request. All dealers who respond to this ad, postmarked before December 31, 1993, and include the name of the person who contacted them with this ad, WILL RECEIVE TWO SAMPLES and a note to release one sample to you for word of mouth advertising. This offer is good everywhere permitted by law, and will expire January 31, 1994.

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, Minnesota 55427-2259
(No phone inquiries please!)

I have seen the Mah Jong game demo'ed. It looks very nice. The packaging also looks first rate. I have not played the game yet.

--
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880
--
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

4186. Re: need SIO cable for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 02:09:12 UTC
From: capone@perot.mtsu.edu
Message-ID: <2cc148$omr@perot.mtsu.edu>
Source record: 104447

In <1993Nov16.164209.21406@hal.depaul.edu> azygmunt@hawk.depaul.edu (Aaron J. Zygmunt) writes:

>Hello,
> I'm trying to build the SIO2PC cable, and I don't have any extra SIO
>cables to spare. Is there anyoune out there who would be willing to sell
>me one or direct me to a dealer that still carries them? Any help
>would be appreciated.

I believe that Toad Computers in Maryland has them...I don't have the number offhand...I will post it later....Anybody else have it?

I know they have an 800 number something like 1-800-444-TOAD I believe this is the number.....

They carry Software, Hardware, and other refurbished equipment for the 8-bits...They also carry lots of new ST stuff (If you're into that, YUK!).

-=Capone=-
++++++++++++++++++++++++++++++++
+ -=Capone=- +
+ E-Mail: capone@knuth.mtsu.edu +
+ "You messa wid me, you messa +
+ wid my whole family, capeche?"+
+ -Al Capone(192*)+
++++++++++++++++++++++++++++++++

--
++++++++++++++++++++++++++++++++
+ -=Capone=- +
+ E-Mail: capone@knuth.mtsu.edu +
+ "You messa wid me, you messa +
+ wid my whole family, capeche?"+
+ -Al Capone(192*)+
++++++++++++++++++++++++++++++++

4187. Re: need SIO cable for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 02:14:21 UTC
From: capone@perot.mtsu.edu
Message-ID: <2cc1dt$oms@perot.mtsu.edu>
Source record: 104448

OOps...I screwed up the number for Toad Computers...it's

1-800-488-TOAD

And they are in Severna Park, MD.....

Sorry for the goofup....
-=Capone=-

--
++++++++++++++++++++++++++++++++
+ -=Capone=- +
+ E-Mail: capone@knuth.mtsu.edu +
+ "You messa wid me, you messa +
+ wid my whole family, capeche?"+
+ -Al Capone(192*)+
++++++++++++++++++++++++++++++++

4188. MIDI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 05:34:05 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CGMFGt.J7w@freenet.carleton.ca>
Source record: 104449

Im interested in purchasing some MIDI eq for my XE.

Has anyone dealt with Gralin Int. in england, because it looks like they have developed some MIDI eq.

Is there anyone else who sell MIDI for the eight bit anymore?

Thanks!!

Andrew Cochran
Ottawa Canada
Email ai187@freenet.carleton.edu
Xe-Group BBS (613)225-0901

--

4189. Re: Clock Cart From Best Elec (also, IDE drive adapter idea??)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 09:35:04 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2ccr88$aj@gap.cco.caltech.edu>
Source record: 104450

tgreen@feenix.metronet.com (Todd Greenfield) writes:

>hias@cosy.sbg.ac.at (Matthias Reichl) writes:

>>I once thought about building an IDE-interface for the Atari (right,
>>as I got the IDE-specs :) but there's only one big problem:
>>IDE drives tend to be 512 bytes/sector and I couldn't find a DOS that
>>would use more than 256 bps. The only solution would be to use only
>>the first 256 bytes of each sector with the effect of reducing the
>>capacity of the drive by 50%.

>how about reading each sector before writing it, and treating
>each 512 byte sector as 2 256 byte sectors? It would slow
>writes down a bit, but it probably wouldn't even be noticeable
>when its connected to an 8bit.

According to my black box manual, which is at home right
now so my memory may be fooling me, this is essentially
what the black box does for 512 byte/sector SCSI drives,
with exactly that consequence.

Brent

4190. Will Sparta 2.3 work with hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 09:47:08 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2ccrut$ce@gap.cco.caltech.edu>
Source record: 104451

My shipment of goodies from Toad arrived today; I had ordered
a copy of the SpartaDos Construction Set in anticipation of
getting a hard drive. I thought I would get 3.2, but got an
earlier version, 2.3, instead. Anyone care to outline the
differences? I am pretty SpartaDOS-naive...

Won't have my 8-bit up here until after Thanksgiving, either,
so all I can do is sit and look at this stuff :(.

Brent

4191. IDE drive adapter

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 12:48:18 UTC
From: hias@cosy.sbg.ac.at
Message-ID: <CGMzKJ.2tv@cosy.sbg.ac.at>
Source record: 104452

In article <2ccr88$aj@gap.cco.caltech.edu>,
Brent Buescher <buescher@ugcs.caltech.edu> wrote:
>tgreen@feenix.metronet.com (Todd Greenfield) writes:
>
>
>>how about reading each sector before writing it, and treating
>>each 512 byte sector as 2 256 byte sectors? It would slow
>>writes down a bit, but it probably wouldn't even be noticeable
>>when its connected to an 8bit.
>
>According to my black box manual, which is at home right
>now so my memory may be fooling me, this is essentially
>what the black box does for 512 byte/sector SCSI drives,
>with exactly that consequence.
>
>Brent

I already had that idea some time ago, but I thought about building
a dumb interface card for the parallel bus and write an extension to
the ROM. That implied the problem that I couldn't use so much memory
(yes, 512 Bytes are a lot if you want to stay compatible with most
of the programs). So I dropped it. Another Idea would be to use a small
RAM-chip on the interface (could be mapped over the floating-point code),
but I'm not quite sure if it would be better to build a standard-PBI
device then (amost same effort).

Comments? What would you prefer, an easy-to-build-and-develop dumb
interface plus a new OS-ROM, or a (professional?) PBI-device with its
own RAM and ROM (would cost some $$$ more)? I haven't built a PBI-device
yet (but a lot of interfaces which were plugged into the parallel bus),
but I have the specs.

so long,
Hias
--
Matthias Reichl, student of computer science at the University of Salzburg
email: hias@cosy.sbg.ac.at
snail mail: Wolfgangerstr. 26, A-4820 Bad Ischl, Austria
phone: +43/6132/24590

4192. Wanted..

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 16:37:17 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CGnA65.Mqp@freenet.carleton.ca>
Source record: 104454

I am currently looking for the following items.

Xep80-
Sparta Dos-X cartridge
1050 drive
Hybrid Arts or Any MIDI soft/hardware

Please send email to ai187@freenet.carleton.ca

Also consider that I am in Canada when quoting prices(ie include shipping)

Thanks!
--

4193. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 18:56:40 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2cds58$h3q@news.belwue.de>
Source record: 104205

Hi!

> Please tell us were we can get that interface, sounds great to me !

The interface was developed by the ARGS-"Hardwareteam". I could give
you the adress, but I don't really know what Roland Buehler wants to
do with the interface. Perhaps it will be produced by Bob Puff (CSS).
If you really want the interface, send me your adress - perhaps Roland
will send you the schematics!

WARNING: Until now there is nearly no software for it!!

Bye,
Jochen
jscharrl@ba-stuttgart.de

4194. Re: MIDI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-17 20:17:47 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CGnKDo.81B@sunblossom.ge.com>
Source record: 104206

In article <CGMFGt.J7w@freenet.carleton.ca>, ai187@Freenet.carleton.ca (Andrew Cochran) writes:
|>
|> Im interested in purchasing some MIDI eq for my XE.
|>

I might be of some help...I have come across some used stuff, including a Hybrid Arts Midi Track II (the box, manual, disk, and one Midi cable). Would this be something you'd be interested in? How much do these things go for used, these days?

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4195. Re: Will Sparta 2.3 work with hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 05:47:13 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2cf291$leh@news.ysu.edu>
Source record: 104207

```
The Sparta manual says that vs.2.3 has no built in r-time 8 handler
like 3.2d has and the memlo gives almost an extra 4000 bytes.
R-time8 is handled externally. Zhandler wont work with it.
3.2 has these advantages over 2.3:
-better time/date support
-internal r-time 8 interface
-internal jiffy clock interface
-internal 32 keyboard buffer
-automatic mini-buffer syystem for fast put/get
-new vectors added for m/l support
-control returned to DOS if DOS was active during RESET
-supportsboth STARTUP.BAT & AUTORUN.SYS
-compatible w/BASICXE, 1200XLs and modified operating systems
-BASIC ON/OFF within batch files
-NOISY I/O flag recognition
-Support for Supra hard drive interface
<3.2 recommended only for the MIO interface also>
-full read capability for Atari dos 2.5 duel dens.
Personally, I'd never use 2.3 with a hard drive.
--
Joe Sabatino -->ab588@yfn.ysu.edu
```

4196. Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 06:02:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <753721438.AA01045@tdkt.kksys.com>
Source record: 104223

Quoting from TGREEN@FEENIX.METRONET.CO to ALL

> >In article <753084863.AA08645@tdkt.kksys.com>,
> >> It sure would be nice to see a compatible R-Time8 cart., but it
> >>would also be nice to see an internal clock so you wouldn't have to stack
> >>cartridges, esp. with a XL. Shouldn't this be possible?
>
> I believe it should be possible to do an internal clock, while
> staying compatible with RTime8. Of course, I don't have the
> RTime8, or specs for it, so I may be wrong. Anyone care to
> point me to some specs, maybe I'll give it a try. (I just started
> working for Dallas Semiconductor, who just happens to make some
> real-time clock chips).
I would be interested in knowing what you find out. Keep us
posted.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Back Up My Hard Drive? I Can't Find The Reverse Switch!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4197. Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 06:05:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <753721438.AA01046@tdkt.kksys.com>
Source record: 104224

Quoting from UJ1G@RZSTUD1.RZ.UNI-KARLS to ALL

> Sure, that would be another approach. The ARGS RTime8 is much easier to
handle
> than a built-in model. You can still stack cartridges with this one, i.e.
> ARGS also offers a cartridge port enhancement where you can use at least 4
(?)
> cartridges simultanously. It looks like a part of a PC motherboard with its
> slots. It's MUCH smaller of course.
>
How much would the cartidge stacker and RTime8 replacement be in
DM or $?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "If "Q" were castrated, would he become "O"?" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4198. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 06:43:49 UTC
From: ScottM@cup.portal.com
Message-ID: <96092@cup.portal.com>
Source record: 104209

>You must have had an account on Delphi YEARS ago.. because there is no
>$5.00/fee and Delphi is quite fast these days.
>
I had an account on Delphi last year. I switched to Portal.

>Tons of files online too!
>
Same on Portal. FTP & Telnet are free too.

```
/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter? |
|Pet, SuperPET, Vic, 64 *-------------------------------------|
|128D, 800XL, TI, //e * Good nighs and good newt - Ted Baxter |
\============================================================/
```

4199. Re: Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 06:58:23 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2cf6ef$518@news.cs.tulane.edu>
Source record: 104208

In article <1993Nov16.023415.7175@uoft02.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
>: What do you think of the idea of placing smaller binary files (<30-40K)
>: on this list, like it is usual in the *.binaries.* newsgroups ?
>
> Hmm, anyone know what "freax"-boy here is talking about? List?

What he's talking about is posting uuencoded binary file to the News group...
an idea that has been rejected before due to the fact that many folks only get
to read what's happening here through the news digest...when uue files fill
up the digest, people unsubscribe...

Mike
Archive Project Louisiana

4200. Re: Atari 8-bit software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 07:10:06 UTC
From: goroll@fossi.hab-weimar.de
Message-ID: <CGoEKv.F0G@rain.HRZ.HAB-Weimar.DE>
Source record: 104210

In article <931110033833_71450.1050_EHB32-3@CompuServe.COM> 71450.1050@CompuServe.COM (Lawrence Estep) writes:
>Computer Ambush, 50 Mission Crush, Panzer Grenadier, Reforger '88, Warship
>($5.00 each)

Reforger'88 is a GAME? I have been in the Bundeswehr (the German army) in 1988, and I have participated to Reforger '88, which took place in Bavaria (South Germany)

Michael Goroll -----> goroll @ fossi.hab-weimar.de
-IRC-> XL800
# # # #
Der ATARI 800XL lebt!!!!!
The ATARI 800XL is still alive!!!!

4201. Atari 800xl and 600xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 07:41:05 UTC
From: sjaves@mason1.gmu.edu
Message-ID: <1993Nov18.024106.56329@gmuvax>
Source record: 104222

Atari 800xl, 1050 disk drive, several game cartridges with holder.
No boxes or manuals but it all works.

Atari 600xl new in box with manuals.
Atari 410 program recorder, untested, beat up looking.
Make offer.

4202. Issue 14 of the News Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 08:03:54 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2cfa9a$78r@news.cs.tulane.edu>
Source record: 104211

Issue 14 of the News Disk by Dean Garraghty has been sent to the archives at umich. It should be available for downloading in a few days (as soon as someone moves it and other files from the New sub file). This is the Final issue of the News Disk, Issue 15 was released as the Atari 8bit News Paper (a 20 page mag) and is currently available from Dean Garraghty Software in England.

Mike
Archive Project
Louisiana

4203. PC-interface

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 20:25:34 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2cglnu$586@news.belwue.de>
Source record: 104212

Hi Freax!

I know this is close to an ad, but if anyone is interested in the
schematics for an PC-interface (plus disc) for the price of 10 DM
write to me:

jscharrl@ba-stuttgart.de

(this is not a real ad because the 10 DM are for the postage and it is
easier to send a 10 DM-banknote than some coins!)

You'll get this price back, if you send useful software for the
interface to the developer (so this is not an ad at all).

Bye,
Jochen (in the hope of surviving this message)

4204. Re: ChildsPlay SoftWare Services

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 21:51:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <28c9cc4w165w@cyberden.sf.ca.us>
Source record: 104214

MCURRENT@carleton.edu (Michael Current) writes:

> The following message is forwarded
> From: markus@unirsvl.rsvl.unisys.com (Mark Vallevand x7880)
>
> [begin forwarded message]
>
>
> I send this last month, but it didn't show up in the list. Here it is again:
> ...
> This is a blurb from a friend who has begun selling his software. It can be
> added to the list of 8-Bit Atari venders and developers. I can't
> post to csa8 because of a buggy system, but I can mail and FTP. I will
> also FTP a copy of this blurb to the umich archive. If you post this to
> csa8, it will reach users faster. I don't know when we will be able to post
> messages. I will try to recreate it verbatim...
>
> --
>
> ATARI DEALERS ATARI DEALERS ATARI DEALERS
>
> Send your software catalog (to prove you're a dealership) to ChildsPlay SoftW
> and receive free samples of new software upon release. Attempting to provide
> NEW and affordable software for the ATARI 8-bit computers, you won't want to
> miss this opportunity to be included on the mailing list of this software pow
> house! ChildsPlay SoftWare has been developing ATARI software for over ten
> years, most programs given out to BBS's or as shareware releases. Now the
> wiser, new software is being marketed to dealerships only. One title is read
> to ship TODAY, more are waiting for packaging, still others under development
> The game disks come in a plastic disk blister (clam-shell) with a colorful
> insert to attract on-site buyers. A picture of the game is displayed on the
> insert to easily identify what is being purchased.
>
> To receive your sample. and be included on the proprietary (not resold) maili
> list, send you software catalog to the address below. Hurry! A limited
> quantity of samples will be shipped to key areas in late 1993 for this first
> release, sone sample per dealership.
>
>
>
> ATARI USERS ATARI USERS ATARI USERS
>
> Chances are, you the reader are a user, instead of a dealer. You might know
> a dealer in your area that retails ATARI software. By bringing in this add t

> the attention of your nearest dealer, you might earn yourself a free Mah Jong
> game disk from ChildsPlay SoftWare. Mah Jong is a one player, low stress,
> strategy game for the ATARI computer. 100 tiles are placed on a pile, your t
> is to remove the pile by selecting matching pairs. 5 levels go from super ea
> to quite difficult, some thinking before playing is required. 130 colorful
> tiles and random playment make every level different each time you play.
>
> To qualify for a free sample, bring a copy of this ad (or facsimle) to your
> nearest ATARI dealer/retailer. Ask the manager to include your name in his
> sample request. All dealers who respond to this ad, postmarked before Decemb
> 31, 1993, and include the name of the person who contacted them with this ad,
> WILL RECEIVE TWO SAMPLES and a note to release one sample to you for word of
> mouth advertising. This offer is good everywhere permitted by law, and will
> expire January 31, 1994.
>
>
> ChildsPlay SoftWare Services
> 6812 Hill Place
> Crystal, Minnesota 55427-2259
> (No phone inquiries please!)
>
> --
>
> I have seen the Mah Jong game demo'ed. It looks very nice. The packaging al
> looks first rate. I have not played the game yet.
>
> --
> Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.c
> Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880
> --
> Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.c
> Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

Is it any better than MyJong? (no, I didnt write it hehe)
My Jong allows for up to 128 (I think) different tiles, and different
widths, heights, and lengths of the pyramids, as well as different game
variations like "@an take from above", "@an take up/down as well as
left/right" and "@an take as long as you @an see any of the 6 sides of
it", and even has a @heater for you (finds a legal mat<h if it @an)

:)

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4205. Re: How do login to archives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 21:54:23 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <cDD9cc5w165w@cyberden.sf.ca.us>
Source record: 104215

sjaves@mason1.gmu.edu () writes:

>
> I'm new to this group and see there is an archives site. It doesn't
> seem to accept anonymous log-ons so how do I access it?
> Than

Atari.Ar<hives.UMi<h.Edu often doesnt allow logons, mainly be<ause of the high number of people using it (it ki<ks off people when there's already 250 or so anon. users), BUT it also lists at least 3 mirror you @an FTP to, one of them is rather slow, but I forget whi<h one :)

It also tells you what dire<tories the mirror'd files are in..

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4206. Re: Will Sparta 2.3 work with hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 21:57:00 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PHD9cc6w165w@cyberden.sf.ca.us>
Source record: 104216

ab588@yfn.ysu.edu (joseph sabatino) writes:

>
> The Sparta manual says that vs.2.3 has no built in r-time 8 handler
> like 3.2d has and the memlo gives almost an extra 4000 bytes.
> R-time8 is handled externally. Zhandler wont work with it.
> 3.2 has these advantages over 2.3:
[...stuff erased...]

:) Heheh... and then there's MyDOS.
DOnt ask ME for spex.. I forget :) I have no ni<e hardware :(
I'm just damned glad it's 99% handled by DOS.SYS instead of DUP.SYS! :)

____
| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4207. Re: Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 21:58:12 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <PJD9cc7w165w@cyberden.sf.ca.us>
Source record: 104217

snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

> In article <1993Nov16.023415.7175@uoft02.utoledo.edu> timuszyn@jupiter.cse.ut
> >
> >: What do you think of the idea of placing smaller binary files (<30-40K)
> >: on this list, like it is usual in the *.binaries.* newsgroups ?
> >
> > Hmm, anyone know what "freax"-boy here is talking about? List?
>
> What he's talking about is posting uuencoded binary file to the News group...
> an idea that has been rejected before due to the fact that many folks only ge
> to read what's happening here through the news digest...when uue files fill
> up the digest, people unsubscribe...
>
> Mike
> Archive Project Louisiana
>

Yeah, but who's for sour<e-<ode? I love sour<e-<ode! :) I thrive on it.
I've thought of different ways of handling en<oding it (UUe'ing just
bloats up a file, even straight "legal" text files .. so why not just
@onvert what you HAVE to @onvert!? Ie, you might have a line that says
simply:
10 X=X+1
what's the point of bloating it by en<oding? just leave it
but if you had a line like
10 PRINT "! HELLO EVERYONE! "
where the "!" is a @lears<reen and the " HELLO EVERYONE! " is all in
inverse, well, you're going to have to xvert it.. either that or write
all your programs w/o non-"legal" @hara<ters! (yawn! hehe)
anyways..)

I think you all get my point.. sorta.. who'd be for either
posting @ode here
or perhaps adding
a "alt.sour<e.atari.8bit"
or something group???
I am! :)

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4208. Re: Will Sparta 2.3 work with hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-18 23:43:40 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2ch1bd$4ra@gap.cco.caltech.edu>
Source record: 104213

I called toad today and they said the manual
was for 2.3 but the disks are 3.2... I don't have
the 8-bit up here yet, so I couldn't boot to tell
for sure.

Brent

4209. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-19 04:35:12 UTC
From: NOLRAM@delphi.com
Message-ID: <931118.84912.NOLRAM@delphi.com>
Source record: 104218

I believe that the tonS of files online meant Delphi itself not
including the ftp. There's an Atari sig(for both 8bit and st),
Commiedore,apple,etc. all with database files.
That's a great add on benefit.Besides Murdoct Just bought it or something
and will add a Faster news drive, and TV GUIDE<-this I like.

4210. Re: Will Sparta 2.3 work with hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-19 05:57:18 UTC
From: jharris@cup.portal.com
Message-ID: <96165@cup.portal.com>
Source record: 104219

```
>I called toad today and they said the manual
>was for 2.3 but the disks are 3.2... I don't have
>the 8-bit up here yet, so I couldn't boot to tell
>for sure.

This is probably true. That's how my version of SpartaDOS was shipped.
However I did get a manual addendum that had some 3.2 specific stuff in it.

John Harris - jharris@cup.portal.com
```

4211. MIO or BLACK BOX wanted for $$ or ibm motherboard trade.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-19 08:13:25 UTC
From: root@akh104.rh.psu.edu
Message-ID: <2chv75$pao@genesis.ait.psu.edu>
Source record: 104220

Okay..I finally got all my atari 8bit system upgrades into
a nice baby case. Got my transkey..and HAD 2, count em, 2mio's.
Due to a STUPID wiring error on my part I totally fried my 1megMIO.
I picked up a junky 256k mio board for $10 from someone who didnt
know anything about engineering...and thus..only the RAM works on it.
So..I can either spend a few weeks moving 8 chips from one board
to the other (VERY VERY painful if you have ever seen the ZIP chips they
used) or I can get rid of some of my IBM stuff.

SO, anybody got an MIO or a black box? the MIO would be better
since it can fit into my baby case nicely...
I have full size 386DX20 and DX25 boards..and
a very itty bitty 386SX16 board...

Andrew K. Heller
Computer Engineering at The Pennsylvania State University,
Making the world safe again.

4212. Atari ST 8-bit emulator program question

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-19 13:51:02 UTC
From: winters@access.digex.net
Message-ID: <2cij06$784@access.digex.net>
Source record: 104221

I am going to try and get in touch with the author from Canada, but would like to know if anyone is using the ST (I have a 1040ST) Atari 8-bit emulator program - the one on the Atari ST archives. I fired it up last night and was amazed to see the old 8-bit DOS screen come up and was even able to write a BASIC program - maybe someone someday will write a Coleco simulator on a Pentium! :--) I take it that you don't need to use a 8-bit drive (plus cable) to hook up to your ATARI and can use a TOS RAM disk? Could someone please just give me a brief intro on how to set up a ST to take a ARC file (I have a few ARC files sitting on my C drive, obtained from 8-bit archives) and make it run on this 8-bit emulator?
If this Canadian author is still around, hats off to him and the people who helped him with it! I couldn't believe the almost identical "click" sound when typing in Atari 8-bit BASIC commands or DOS commands!
Also, kind of nice being able to fit the tiny size of 8-bit games on a miniscule portion of my "massive" 20MB drive. :--)
Thanks for any opinions or advice on this subject.

---- Mike

4213. To George M. B.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-19 23:17:08 UTC
From: sjaves@mason1.gmu.edu
Message-ID: <1993Nov19.181710.56358@gmuvax>
Source record: 104230

I had some bouncing replying to your offer. Did you get my response?

4214. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 05:31:37 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2cka3p$lik@terminator.rs.itd.umich.edu>
Source record: 104237
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 328 Nov 14 13:07 ./8bit/Cc65/cc65ra65-UNIX.readme2
-rw-r--r-- lenn 173 Nov 14 13:04 ./8bit/Cc65/cc65ra65-UNIX.readme
-rw-r--r-- lenn 80129 Nov 14 12:59 ./8bit/Cc65/cc65-UNIX.tgz
-rw-r--r-- lenn 8915 Nov 14 13:11 ./8bit/Graphics/gifncode.arc
-rw-r--r-- lenn 41744 Nov 14 13:13 ./8bit/0index
-rw-r--r-- lenn 519 Nov 15 20:38 ./8bit/ass130tx.arc
-rw-r--r-- lenn 57968 Nov 18 20:01 ./8bit/Djg/issue14.arc
-rw-r--r-- lenn 207 Nov 18 20:01 ./8bit/Djg/issue14.txt
-rw-r--r-- lenn 15663 Nov 18 20:01 ./8bit/scgrades.arc
-rw-r--r-- lenn 23537 Nov 18 20:01 ./8bit/spdcalc.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4215. Re: How do login to archives?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 08:23:25 UTC
From: sjaves@mason1.gmu.edu
Message-ID: <1993Nov20.032326.56362@gmuvax>
Source record: 104231

I think I solved the log in problem, thanks.

4216. Re: DELPHI

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 08:27:29 UTC
From: ScottM@cup.portal.com
Message-ID: <96282@cup.portal.com>
Source record: 104225

> I believe that the tonS of files online meant Delphi itself not
>including the ftp. There's an Atari sig(for both 8bit and st),
>Commiedore,apple,etc. all with database files.
>That's a great add on benefit.Besides Murdoct Just bought it or something
>and will add a Faster news drive, and TV GUIDE<-this I like.
>
I meant Tons of files on the Portal system itself. FTP, Telnet, etc. are
just added bonuses.

/==\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter? |
|Pet, SuperPET, Vic, 64 *-----------------------------------|
|128D, 800XL, TI, //e * Good nighs and good newt - Ted Baxter |
\==/

4217. Atari 800xl and 600xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 13:15:04 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <753819311.AA01388@tdkt.kksys.com>
Source record: 104232

How does $10 plus shipping sound to you for the 600XL?

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4218. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 13:28:19 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2cl61j$i9u@news.belwue.de>
Source record: 104226

Dag Hugdahl (Dag.Hugdahl@tdkt.kksys.com) wrote:

> How much would the cartidge stacker and RTime8 replacement be in
> DM or $?

The cartridge-slot-expansion costs about 20-30 DM. It has NO
electronic parts on it, it is simply the expansion of the slot to 3-5
slots (You could build it on your own).

I don't know what the clock-cart costs, but the combined
clock/centronics-cart is about 60 DM (plus 10 DM for the ARGS-OS, to
handle the centronics interface). It is NOT an RTime8 replacement, but
at least SpartaDOS 3.2 works with it.

Bye,
Jochen

4219. Analog mags for assale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 16:45:08 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGsuJA.F9A@cbnewse.cb.att.com>
Source record: 104227

Analog Computing Magazines for sale ($1/issue $5/lot + shipping (4 lb total))
(excellent condition unless noted otherwise)

Anyone unfamiliar with this 8 bit Atari magazine - it was one of the best.
It carried full source - change what you didn't like or extend it! IMHO,
in days of failing software houses, this is how all software should be
provided. You will also find tutorials on programming, memory maps, and
help columns. A must have for any serious Atarian.

3/84 (disk drive issue, Parker's "Intro to Action, Pt 1", disk miser,
binary file menu/loader, Hudson's super ml game Planetary Defense) *

4/84 (adventure special, Parker's "Intro to Action, Pt 2", file'em,
games Hudson's H_Bug, Moriarty's Crash Dive, Munch'In Climb'In
communication for the handicapped) *

7/84 (games special, Buzz-Zap!, Hudson's Bacterion, Action games -
Stars 3D and Bounce, also AlterDos, What Is It, Auto Line
Numbering+, ConTEXT, and Scredit) *

8/84 (printer utilities, Proset, Matt*Edit, Graph Es, Fergee File
printer, Printer Survey, Plotkin's Analog Card File, Touch Tone
Dialer Update - games - Bennett's Avalanche, Comeau's Spy Plane) *

3/89 (controlling videodisc system from Atari, Master Memory Map VIII,
un-Sprites, games - King's Pebbles, Martone's Electra-Ball, survey
XEGS cartridge and disk games)

4/89 (pixel averaging, Master Memory Map IX, univert, Kolbe's ml game
Krazy Mazes)

5/89 (Ultimate Graphics File Converter, Master Memory Map X, Hudson's
Boot Camp, Timmin's ml game Crazy Clown Jumper, Super Command
Processor pt 1 (memory resident DOS - add your own commands.))

6/89 (Adventure issue, Super Command Processor pt 2, Sector to Printer,
Disk Directory Alphabetizer, Accessing Atari XL Hidden Memory,
games - Marble Magic and Secret Agent: Mission 1)

* previously owned by now defunct club, slightly more worn than 3/89-6/89
issues (but still not abused) and has club name in magic marker on front.

Contact Wayne Booth trek@intgp1!att!com or (708) 393-1905

4220. Antic magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 16:55:53 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGsv17.FE7@cbnewse.cb.att.com>
Source record: 104228

Antic Magazines for sale ($1/issue, $2 with disk or $12/lot + shipping (7 lb total)) (all in excellent condition)

Anyone unfamiliar with this 8 bit Atari magazine - it was one of the best. It carried full source - change what you didn't like or extend it! IMHO, in days of failing software houses, this is how all software should be provided. You will also find tutorials on programming, memory maps, and help columns. A must have for any serious Atarian.

6/84 (800 XL special, scrolling, basic animation, type in sw - color finetuner, Casten's game -Escape from Epsilon)

5/85 (ST special, GEM, type in sw - manipulating strings, lazy loader, mode mixer, beer party atari, son of infobits, tscope autodialer, fader II, games - arena racer, AMAZING (in Action!)

7/85 with disk (computer challenges special, 130XE intro, DOS column, computer chess, war games, type in sw - cryptoquotes, guess that song, slide, games - star venture, dark star, overflow, Plotkin's miniature golf + construction set)

10/85 with disk (mind tools special, type in sw - banjo picker, yoga breathing, graph 3d, gem color cascade, scrolling pt 2, games - alien asylum, lemonade)

11/85 with disk (communications special, radio atari, radio modems, 130XE Memory Management, type in sw - rapid graphics converter, morse code receiver, fast moves (asm lang) game - Vampire rats -ST SECTION D. Small's Using IBM disk files, type in sw - ST Sound, Reader's first ST program)

12/85 with disk (shoppers guide special, type in sw - video star atari, diskio plus, BBS Crashbuster (protect your BBS), build your own Eprom Programmer, game - Casten's Box-In - ST SECTION 520 ASM language column, type in sw - ST Logo Exploration)

1/86 (mapping XL/XE, type in sw -dandy dissolver, appointment calendar, bingo caller, sysop santa claus, games: dungeon master apprentice, Goulet's Wireball -ST SECTION TOS Roadmap, type in sw -ST Font Loader)

2/86 (color printer power, type in sw Radio Shack Color Printer for Atari, Programming the 1020 plotter, T-Shirt Construction Set, Basic on/off switcher, Instant-DOS, multi-colored players (asm routines), game: Warrior 3000. -ST SECTION crash clues, ST disk secrets, type in sw- Forth Escapes)

3/86 (practical applications, type in sw: lie detector, digital dilithium dahlias, home hearing test, stickwriter, Bitz (asm routines), game: Lunar Lander Construction Set
ST SECTION- type in sw- midi driver, hippo sound, logo moderne)

1/87 (voice/sound, type in sw: talking typewriter, door prize, menu maestro, math attack, strings (basic) game: Carsten's Rebound.
ST SECTION-assembly language talker, game: Super Trek)

1/88 (type in sw: mighty mailer address book, basic biorhythms, SSI Joystick commander, topshelf (database), game: Rassilon's Triple Header (3 games),
ST SECTION- mega 4 intro, type in sw: GFA Basic Loader)

8/88 (home application special, X10 control, type in sw: Numberprint, black box, BSRk, 1st look inside XE game system(hw surprises)
ST SECTION- mouse hints, hard disk backups, power add-ons for GFA Basic, type in sw: ST BSRk (home control interface))

6/89 (Diamond OS, type in sw: autorun selector, OS Device Handlers pt 1, 2 column print pro, Icon animation system, super locator, game: Doomed)

7/89 (type in sw: ml stringer, OS Device Handlers, pt 2, Egypt calendar, Flash!, tapetime labelmaker, game: Abramowitz's Red Squares)

Contact Wayne Booth trek@intgp1!att!com or (708) 393-1905

4221. magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-20 16:58:17 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGsv56.FG8@cbnewse.cb.att.com>
Source record: 104229

Atari Interface Magazines (AIM) for sale ($1/issue, or $5/lot + shipping
(3 lb total)) (all in excellent condition) For 8 and 16 bit users.

1990 - Oct, Nov
1992 - Jan, Feb, Mar, Apr, May, Jun

Atari User for sale ($2 for lot + 2 lb shipping) For 8 and 16 bit users.

1991 - Sep, Nov
1992 - Jan, Mar, Apr, Jun, Jul, Aug, Sep, Oct, Nov, Dec

Current Notes for sale ($1/issue or $5/lot + 5 lb shipping) One of the
better User Group magazines serving 8 and 16 bit users. Publishes 10x/yr.
Dave Small writes here, among other notables.

1989 - Jun
1990 - Jul/Aug (stained cover), Sep, Oct, Nov
1991 - Apr, May, Jul/Aug, Sep

Contact Wayne Booth trek@intgp1!att!com or (708) 393-1905

4222. Lynx!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 00:45:40 UTC
From: paradox@maynard.chi.il.us
Message-ID: <CGtGs4.8yI@maynard.chi.il.us>
Source record: 104242

Sure, this is not exactly the place, but does anyone know where is an archive with information pertaining to the Atari Lynx or the Atari Jaguar, such as GIF files or Atari Explorer online magazines? Thanks!

Tim Johnson

4223. 8 bit educational software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 03:45:16 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGtp3I.1DB@cbnewse.cb.att.com>
Source record: 104233

I have the following preschool software priced for quick sale:

Preschool IQ Builder 1 (ages 3-6) disk
Preschool IQ Builder 2 (ages 3-6) disk
Sammy the Sea Serpent (ages 4-7) disk + cassette - an interactive story
Preschool IQ Builder 1/8K (ages 3-5) disk
The Adventures of Oswald (ages 3-6) disk

$6 (includes shipping to continental US)

Also available for older people:

APXs Elementary Biology (ages 9-14) disk, doc, box $5 + shipping
SunBurst'she Pond (ages 7-adult) disk, doc, box $10 + shipping

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

4224. 8 bit games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 03:47:27 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGtp74.1F5@cbnewse.cb.att.com>
Source record: 104234

I have the following disk software for sale:

improve your 8 bit programming skills with these aids:
Santa Cruz Educational Software - Tricky Tutorial #1 - Display Lists
Santa Cruz Educational Software - Tricky Tutorial #6 - Sound
$4 each or $6 for the pair (includes shipping)

And relax with one of these games for your 8 bit docs+box
Pacific Coast Highway
Space Eggs
Mission Asteroid- Hi Res Adventure #0
Slime
Baja Buggies
Darts and Tilt
Airstrike
Protector II
Blue Max
Oil's Well
Buried Bucks

$4 each or the lot for $20 (includes shipping to continental US)

Also have some disks (just original disks, no docs)
Tele-talk (terminal emulator)
Picnic Paranoia
Jaw Breaker
Slime
Preppie
Gorf
Star League Baseball
Dimension X
Wizard of Wor
One-on-One
Shamus
Rasterblaster (pinball game)
Chicken

$3 each or the lot for $20 (includes shipping to continental US)

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

4225. 8 bit documentation sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 03:49:32 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGtpAL.1HB@cbnewse.cb.att.com>
Source record: 104235

I have the following manuals for sale:

Atari Basic ($1 + shipping for 2 lb)

The Atari Assembler
Compute's First Book of Atari
Compute's First Book of Atari Graphics

($3 each + shipping 1 lb each)

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

4226. Re: Atari 800xl and 600xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 04:34:05 UTC
From: JG58@delphi.com
Message-ID: <931120.84845.JG58@delphi.com>
Source record: 104236

I'd give you $20.00 + shipping for the 600XL. Reply if this is enough.

4227. Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 20:33:22 UTC
From: ind00052@pegasus
Message-ID: <2cojai$gl3@pegasus.cc.ucf.edu>
Source record: 104238

Just out of curiosity, does anyone know what all of the Sierra Online games were in the series (the ones like Mission Asteroid). I have the following:

Mission Asteroid
Ullysess

(Hmm maybe that's all I can think of).

Sen

4228. Drive cases; 24-pin wide carriage printer-for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-21 22:06:16 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00975E19.30A4A940@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104239
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I have a few external drive cases for sale-

1. External case for a single full height drive, with a linear power supply, fuse, power cables, on/off switch. Currently houses a full-height IBM 360K drive.
I'll sell with or without the drive; asking $19 empty, $26.50 with drive.

2. As #1 above, but DOUBLE the size (will hold 2 full height drives, or 4 half height drives). currenly holds 2 full height 360K IBM drives, and I also have half-height 360K drives (DS/DD) that can be installed in it.
I'll sell with or without the drives; asking $40 empty, $55 with 2 drives.

If you can use any of the above, please e-mail an offer to address COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973. Thanks!

24-pin, wide carriage Toshiba printer for sale-

Toshiba P341 SL. 24-pin, wide-carriage printer

This is a wide-carriage printer with a fast-mode print quality (216 cps at 12 cpi, bidirectional with logic seeking), 24-pin LQ modes and fonts. Also have a quite mode, and many other features.
All features can be selected from the front panel (which has an LCD window). It is also, of course, programmable by software commands. The printer has both friction (single sheet) feeder as well as a tractor pin-feeder. The tractor is built in, and when not in use folds neatly to a hidden compartment at the back of the printer.

The printer is very clean, and instructions are included.

I'll sell to a reasonable offer ($100-$200 range?).

Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU , or call (804) 293-8973.
Thanks!

4229. 1050 Happy, Indus Drive, etc. 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 01:02:48 UTC
From: Barry.Jones@f160.n3603.z1.FIDONET.ORG
Message-ID: <795.2CF0E68A@mechanic.fidonet.org>
Source record: 104251

For those who can appreciate the advantages of having a 1050 Happy Drive (besides making unauthorized copies, that is) I'm putting mine up for sale. She's still whistles right along in fast mode. I'm looking for the best offer.

Also, I've got an Indus w/ its case, cable and software for sale. The registration is a little off when used as a boot drive (which I'm sure a hardware maven could adjust) but works fine as a secondary.

--
Internet: Barry.Jones@f160.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!160!Barry.Jones
Note: The opinions stated in this post are only my own!

4230. De Re Atari & other books 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 01:11:18 UTC
From: Barry.Jones@f160.n3603.z1.FIDONET.ORG
Message-ID: <796.2CF0E68B@mechanic.fidonet.org>
Source record: 104252

For the true Atari hacker, De Re Atari, by the legendary Chris Crawford, et al, is a book to have. I'm selling it off as well as an 850 Interface Manual, Compute's First and Second Book of Atari, Your Atari Computer, Atari Basic, Basic Exercises for the Atari, and the 6502 Gourmet Guide & Cookbook.

Anyone interested?

--
Internet: Barry.Jones@f160.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!160!Barry.Jones
Note: The opinions stated in this post are only my own!

4231. ATR-8000 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 03:42:54 UTC
From: mckeen@cs.widener.edu
Message-ID: <2cpcfu$3gd$1@ashley.cs.widener.edu>
Source record: 104240

I'm having a hard time of getting any 850 terminal programs to recognize my ATR-8000 serial port and if I try to open it in BASIC I get an ERROR 130. This is after configuring the jumper sockets by the port itself. Any ideas PLEASE!

chris - mckeen@cs.widener.edu

4232. SX 212 Handler

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 04:28:45 UTC
From: ScottM@cup.portal.com
Message-ID: <96433@cup.portal.com>
Source record: 104241

Is there a handler (AUTORUN.SYS) or the like to let BASIC programs set up
to use a Hayes modem work with the SIO connected SX 212?
I have a friend who has the above problem. He wants to use something other
than SX Express.

```
/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter? |
|Pet, SuperPET, Vic, 64 *-------------------------------------|
|128D, 800XL, TI, //e * Good nighs and good newt - Ted Baxter |
\============================================================/
```

4233. Kermit 65 Again...

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 05:24:00 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <754017939.AA02033@tdkt.kksys.com>
Source record: 104314

I posted a message with this subject a few months ago but was
having problems getting messages out to the news group, but I thought I
might try again. I have been having problems getting Kermit 65 to d/l
with my P:R:C. According to Ben Poehland, I have the right version of
the P:R:C as well as Kermit, but I can't figure out why it will
eventually timeout with downloads. Omnicom seems to work ok but I would
prefer to use Kermit. Any ideas?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Yes, I live in Iowa. I only work in outer space." *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4234. Re: MIO or BLACK BOX wanted for $$ or ibm motherboard trade.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 08:07:07 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kqPeDc1w165w@cyberden.sf.ca.us>
Source record: 104244

root@akh104.rh.psu.edu (System Administrator) writes:

> Okay..I finally got all my atari 8bit system upgrades into
> a nice baby case. Got my transkey..and HAD 2, count em, 2mio's.
> Due to a STUPID wiring error on my part I totally fried my 1megMIO.
> I picked up a junky 256k mio board for $10 from someone who didnt
> know anything about engineering...and thus..only the RAM works on it.
> So..I can either spend a few weeks moving 8 chips from one board
> to the other (VERY VERY painful if you have ever seen the ZIP chips they
> used) or I can get rid of some of my IBM stuff.

How about sending both MIOs to @SS and having them make one working one
and send it ba<k to you.. they do stuff like that for free (send two
broken things in and get one ba<k fixed.. very ni<e)

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4235. audio and video junk

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 08:14:10 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <B3PeDc3w165w@cyberden.sf.ca.us>
Source record: 104245

Well, I got my last issue of _A@_ (now I need $$ to resubs<ribe!) a few
days ba<k and read it @over to @over of @ourse ;) and am interested
GREATLY in that there 3-frames / se<ond video @apturer mentioned in the
bit about the Halle meeting! :)

I'm @urious if anyone has done or thought of adding in audio and video
@apture through a simple set of handlers... just imagine:

```
DIM SOUND$(10000)
OPEN #1,4,0,"A:" the "audio devi<e"
BGET #1,ADR(SOUND$),10000 some XIOs or something @ould
handle the rate and even maybe
spe<ial effe<ts!?!? :) :) :)
PRINT "PRESS A KEY TO HEAR IT"
@LOSE #1
GET N
OPEN #1,8,0,"A:"
BPUT #1,ADR(SOUND$),10000
```

Wouldnt that be rude!?!? :)
And maybe the sampler @ould even handle [Start]-key ending.. imagin in
A<tion!:

```
size_of_sound_blok_read = BlokGet ( 1, put_sound_here, max_size)
```

niiifty :)

and same @ould go for video! :)

```
GRAPHI@S 9
OPEN #1,4,0,"V:"
REPEAT
BGET #1,DPEEK(88),7680
UNTIL PEEK(764)<255
GET N
```

Man.. that'd be so keen. Who agrees. Who has @omments? Who's up to
making this!!?!??!? :)

I mean, we already have su<h a ni<e operating system with K:eyboard,
D:isk_drive, E:ditor, S:<reen, @:assette, M:ouse, R:S232_port,
T:alking_spee<h_synthesizer, why not add A:udio_@apture and
V:ideo_@apture to this unlimited list of devi<e handlers!?!?!? :)

Wow.. :)

```
--------------------------------------------------------------------------
| / |\
```

| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4236. 800XL system FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 08:49:51 UTC
From: johns@haiti.gsfc.nasa.gov
Message-ID: <JOHNS.93Nov22084951@haiti.gsfc.nasa.gov>
Source record: 104243

For Sale: Atari 800 XL computer system. Includes: Atari 800 XL CPU, Atari 1050 disk drive w/ US doubler, Indus GT disk drive, , Koalapad graphics tablet, Joystick.

You will need a TV or a color video monitor, that's it.

Also included: a pile of software, featuring Action, PL 65 and Basic languages, an assembler, word processing and spreadsheet programs; a good selection of programmer's reference books (inside Atari, Beginning Machine Language 1 & 2, etc.); and a box full of magazines with interesting articles and programs. Also, some games.

*** This system would be a great gift for a talented youngster who might like to develop programming and general computer skills ***

Asking $100

Call Steve 301-927-0912 (eve) 301-513-7742 (day)

--
Steve Johns

4237. ATR8000 HD interface questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 17:08:47 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <2cqrmv$jsv@dr-pepper.East.Sun.COM>
Source record: 104246

Hi everyone,

Well, seems I finally got around to putting my ATR8000 HD setup
together..... and I am not having much success.....

I have a Ztec 1000 board that goes into the ATR8000 that plugs
into the CPU socket and the CPU plugs into a socket on the Ztec.

There is then a 50 pin ribbon cable (SASI/SCSI?) that runs to a
Xebec card which then controls the hard disk(s).

If I run the SET program that is on a Mydos disk I was given (that
states it is for the Ztec hard disks), I can get the HD light to flash,
but I can never access the drives. I'm almost positive it is because
the MFM hard disk has not been physically formatted by the Xebec
controller.

Anyone have the docs on how to set this up, the only Ztec docs
I have is the one page installation of the Ztec 1000 board page.

I have a CPM disk of hard disk utilities with a program called
FORMAT but it says it is for WD1002 controlled hard disks and I
do not know what that is.

Anyone have any info on this setup ????? Is the 50 pin interface
SASI or SCSI or something else ? How do I physically format the
hard disk ?

Any info would be appreciated... I have quite a collection of Analog
magazines, so if you know of any info in there on this, let me know as
well (I haven't gotten around to checking them yet).

Thanks,

-- Curt

Curtis H. Wilbar Jr
SunService
curtis.wilbar@east.sun.com

4238. 1200xl system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 17:52:40 UTC
From: dakota@thumper.cc.utexas.edu
Message-ID: <2cqu98$snm@thumper.cc.utexas.edu>
Source record: 104247

```
Newsgroups: comp.sys.atari.8bit
Subject: 1200xl for sale
Summary:
Followup-To:
Distribution:
Organization: The University of Texas - Austin
Keywords:
Cc:

1200xl
1 1050 drives (not doubled))
power supplies
parallel port
program recorder
several version of dos

all works fine $65 or best offer

richard
512-250-9712 home
or email to dakota@thumper.ccwf.utexas.edu
```

4239. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 19:09:41 UTC
From: lant@gordian.com
Message-ID: <1993Nov22.190941.11830@gordian.com>
Source record: 104248

Does anyone remember Journey to the Planets? If so, I would like to know how to get through the level with the machine that transforms objects from one form to another.

4240. Re: ATR-8000 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 19:47:08 UTC
From: jim@skipjack
Message-ID: <1993Nov22.194708.20080@jpl-devvax.jpl.nasa.gov>
Source record: 104249

In article <2cpcfu$3gd$1@ashley.cs.widener.edu>
mckeen@cs.widener.edu (Christopher McKeen) writes:
>I'm having a hard time of getting any 850 terminal programs to
>recognize my ATR-8000 serial port and if I try to open it in BASIC I
>get an ERROR 130. This is after configuring the jumper sockets by the
>port itself. Any ideas PLEASE!
>
I use MYDOS 3.16 which came with the ATR-8000 and contains a special (?)
R: driver for the ATR-8000. Works for me. I never saw a comm program
that expects an R: driver which did not work with this setup.

4241. Indus GT slave connector?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-22 23:10:06 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2crgse$dod@usenet.INS.CWRU.Edu>
Source record: 104250

Well, I had a problem w/ the plexiglass door on my Indus GT and while
fixing it I noticed a IBM floppy type connector on the motherboard, it
the exact size of a 3.5" floppy connector.

Does anyone have any info on this? or know if it actually works?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4242. Re: SX 212 Handler

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 01:19:57 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Nov23.011957.19840@coplex.coplex.com>
Source record: 104254

The SX handler that comes with Bobterm should work, or any R-verter handler.

4243. Will Sparta 2.3 Work With

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 04:22:01 UTC
From: Dag.Hugdahl@tdkt.kksys.com
Message-ID: <754036479.AA02053@tdkt.kksys.com>
Source record: 104315

Quoting from BUESCHER@UGCS.CALTECH.EDU to ALL

> I called toad today and they said the manual
> was for 2.3 but the disks are 3.2... I don't have
> the 8-bit up here yet, so I couldn't boot to tell
> for sure.
>
As I recall, there were two manuals with my Sparta Construction
Kit: a larger one that covered 1.1 and 2.3 and a smaller, sort of
addendum that covered 3.2. You might not have that addendum.

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Drop your carrier! We have you surrounded!" *
* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4244. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 04:28:57 UTC
From: jharris@cup.portal.com
Message-ID: <96533@cup.portal.com>
Source record: 104253

>Does anyone remember Journey to the Planets? If so, I would like to know how
>to get through the level with the machine that transforms objects from one
>form to another.

Hey, I can answer this one, since some kind sould answered it for me 1-2
months ago. :-)

You've probably already gotten the object that you need. A long flat
orange thing. It's actually a flying carpet. If you grab it and take it
back a couple of screens to the left, you can press a key that enables you
to fly across the valley. I didn't realize until I started typing this
that I don't rememeber exactly which key to press. It may have been up
arrow.

The one I'm still stuck on I think, is with the chest and the key. It
obviously looks like the key should open the chest, but I've tried lots of
combinations and can't seem to open it. It might take a keypress, and
that's why I couldn't find it -- or the flying carpet.

John Harris - jharris@cup.portal.com

4245. WANTED: Good old classics !

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 05:39:10 UTC
From: Barry.Jones@f160.n3603.z1.FIDONET.ORG
Message-ID: <817.2CF243F1@mechanic.fidonet.org>
Source record: 104318

I have an original copy of Koronis Rift (and I believe I still have a copy of Eidolon, though I think I no longer have the original)

--
Internet: Barry.Jones@f160.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!160!Barry.Jones
Note: The opinions stated in this post are only my own!

4246. Still for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 05:53:04 UTC
From: Barry.Jones@f160.n3603.z1.FIDONET.ORG
Message-ID: <818.2CF243F2@mechanic.fidonet.org>
Source record: 104319

Jim,

Pardon my ignorance, but I don't remember a PR:C Serial/Parallel interface: what is it, please?

By the way, do you know of anyone interested in a 1050 Happy drive w/warp and/or and Indus drive?

Barry Jones

--
Internet: Barry.Jones@f160.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!160!Barry.Jones
Note: The opinions stated in this post are only my own!

4247. XEP-80 Repairs?

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 08:35:57 UTC
From: lordthan@news.delphi.com
Message-ID: <2csi1d$k05@news.delphi.com>
Source record: 104305

If anyone knows where I can get an Atari XEP-80 (80 column "card")
repaired for less than what the damn thing cost in the first place, please
let me know in mail., Thanks.

-Steve

4248. WANTED: Software for the ATARI 1020 COLOR PLOTTER !!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 09:36:00 UTC
From: FREDDY@frederik.toppoint.de
Message-ID: <5DOlimzWdEB@frederik.toppoint.de>
Source record: 104306

Hi guys !

Does anybody know where I can get some really nice tools and programmes
for the 1020 COLOR PLOTTER ? I'm especially interested in a tool that
allows you to print out pictures, like KOALA- or Micropainter-Pics, or
small text files !
Of course, tools that are in the Public Domain would be preferred :^) !
Please let me know where I can get these things ?

Thanks in advance !

Yours ATARIly

Ulf

PS: Send PM to freddy@frederik.toppoint.de

```
============================================================================
= Ulf Petersen InterNet: lord@tpki.toppoint.de =
= FAX: 04381/4739 SevenNet: BEAVIS@POLARIS =
=--------------------------------------------------------------------------=
= "Ein Weihnachtsbaum der sprechen kann ! Und so viel Lametta" :-)) =
= To make the best out of your day read this great message again !! =
============================================================================
## CrossPoint v2.92 ##
```

4249. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 11:30:24 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Nov23.113024.21901@cs.nott.ac.uk>
Source record: 104307

In article <96533@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Does anyone remember Journey to the Planets? If so, I would like to know how
>>to get through the level with the machine that transforms objects from one
>>form to another.
>
[snip]
>
>You've probably already gotten the object that you need. A long flat
>orange thing. It's actually a flying carpet. If you grab it and take it
>back a couple of screens to the left, you can press a key that enables you
>to fly across the valley. I didn't realize until I started typing this
[snip]
Just drop it on the edge of the cliff (near the top), pick up the ball, and
then either push up or down (can't remember which) on the joystick while
standing over the flying carpet. That should do the trick!
>
>The one I'm still stuck on I think, is with the chest and the key. It
>obviously looks like the key should open the chest, but I've tried lots of
>combinations and can't seem to open it. It might take a keypress, and
>that's why I couldn't find it -- or the flying carpet.
heheh, just answered that one a couple of weeks back, anyway here is the reply
I sent the other chap:

>>>I solved all the puzzles but one...there was one planet with one room
>>>where two blocks moved on the top of the screen, and you could change the
>>>color of the blocks by shooting at them, and in another room something
>>>fell down depending on the color of the blocks...I never found out how to
>>>get across the water in one of the rooms...can anybody help me?
OK, it's been some time, but I think I can more or less remember.
I can't remember exactly what colour blocks made what shapes fall, but one
of the two coloured blocks controlled which shape fell, and the other one
controlled the colour of the shape, it is quite easy to work this out, just
make a list (on paper!) of what falls when.
There are 3 shapes that fall, a big box, a long thin thing, and another long
thin thing with some extra bits that stick out of the sides which you can't
seem to pick up. (I'm not going to spoil the game by saying
what they are, you will find out!). Pick up the first long thin thing
mentioned, and then walk over to where the water is, stand right on the edge
and press the fire button, the object should then fall and extend the ground
under your feet forming a bridge. Just take it from there!
[end of my reply to other chap]

We are thinking about the same level here aren't we? Well if you build the
bridge, cross the river, you will find something on the otherside that will
help you pick up the key. Once you've done that it is just a case of making

sure the chest and key are the same colour, then catch the key and open the chest. If this doesn't work or you're thinking of a completely different level the mail me and I'll be pleased to help (solved all the levels and finished the game heheheh :-)).

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4250. New products from DGS.

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 14:30:31 UTC
From: rg9@tower.york.ac.uk
Message-ID: <Pine.3.87.9311231401.A18953-0100000@tower.york.ac.uk>
Source record: 104308

This has been uploaded on behalf of Dean Garraghty/DGS, who are having difficulties in uploading messages at the moment.

MORE NEW PRODUCTS FROM D.G.S
==========

As I've said many times before, here at DGS we don't hang around when there are new products to be found! We have two new pieces of software available, a new piece of hardware, and then there's our new magazine!

New Software:

BOMBI - A new game from Power Per Post sold by DGS in the UK, Eire, and Australia only. Great 3D platform game. Disarm the bombs without getting killed! Great graphics and digitized sounds. UK Price: 4.95 pounds.

ALIEN BLAST - This new game is especially for light gun users! This is a version of the classic game Space Invaders, but you shoot the aliens with a light gun! Great graphics, and digitized speech (for 130XE and upgraded 800XL users). Runs on any XL/XE with 64K RAM or more. Light gun required. UK Price: 4.95 pounds. US price: $15 (including Air Mail sipping). US users pay in cash in US$. Price to Europe: 8 pounds.

New hardware:

DGS are pleased to announce that we now have stocks of the Rambit turbo load data recorder upgrade kit.

This piece of hardware will bring new life to your data recorder! It comes as a kit which you install in your 1010, XC12, or XC11 data recorder. Installation is very simple. Basically you solder 3 wires from the Rambit onto the data recorder's PCB, cut one track on the PCB, and solder 1 new capacitor to the PCB. Full fitting instructions are supplied (with diagrams).

The Rambit turbo load system allows you to load specially converted tapes at up to 3500 baud! Software (on turbo load tape) is included with the kit. This software will allow you to convert many tapes (including multi-stage load tapes) to turbo load format. This software has many advanced features, which also allows you to examine and change memory after loading tapes. This can help in converting tapes with non-standard loaders. However, many pre-done turbo format tapes are available (including 3 from DGS). Many of these games have not been available on disk, so having them on turbo load format is the next best thing!

The Rambit turbo load system is a MUST for people with no disk drive, or for those people who want to have fast access to tape-only software.

UK price: 13 pounds inc. P&P. US price: $30 including shipping. (US users pay in cash in US$).

New Magazine:

The first issue of our new magazine is finally back from the printers and is available now. For your copy of this first issue send US$5 in cash. A 4 issue subscription costs US$21.

Our Details:

DGS also sells a wide range of software, both commercial and PD. Our new full 25 page catalogue is available for just US$3 (NEW LOW PRICE!), or get a free copy when You buy any of our products! All US$ payments should be made in cash (or by I.M.O drawn in UK pounds. Calculate pounds price by US$ price divided by 2. E.g. $15 is 7.50pounds). USERS IN OTHER COUNTRIES SHOULD CONTACT US FOR PRICES AND PAYMENT DETAILS.

Send orders direct to:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

E-Mail: djg0@aber.ac.uk

Dean Garraghty.
17 November 1993.

4251. MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 14:51:34 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <N53gDc1w165w@cyberden.sf.ca.us>
Source record: 104311

WOw, :) MULE might @ome in MAJORLY handy as neither of my 1200xl's print or do modem at the moment (<run<h!).... I'm going to see if I @an get a @opy of the IBM Mule program to an IBM owning friend so I @an transfer my BIG TERM PAPER due soon over to him! :) Yipee!

thanx to Ri<k @ortese (sp? wait, he made it, right? I should know this, I'm one of the only people around here with a real 1050! J/k!)

Ok, so I'm bored

| / |\
| H E \ Y B E R |/ E N [phbill@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

4252. Re: Lynx!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 17:34:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93327.123455STIRRE31@MAINE.MAINE.EDU>
Source record: 104309

```
Check the Atari Archive on UMICH.EDU! There is a section
for the Lynx and a section for magazines which includes
AEO (and the newest Jaguar special edition).
-scott tirrell
```

4253. cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 18:40:40 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGyJvv.2J7@cbnewse.cb.att.com>
Source record: 104310

I have the following cartridge software for sale:

Atari's Galaxian (CXL4024)
Atari's ET Phone Home (RX8030)
Activision's River Raid + doc
Epyx's Pitstop + doc + box

$6 each (includes shipping to continental US)

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

4254. Composite color monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 20:18:19 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00975F9C.70804360@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104312
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.marketplace

For sale-

Amdek color composite monitor, with video and audio inputs. 13" screen.
Excellent condition, both in appearance and picture quality.
Useful with VCR's, computers (Apple, Atari, Commodore, TI, CGA cards with
composite output), cameras, and other composite video sources.

Asking price is $75 plus shipping.
Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804)293-8973.
Thanks.

4255. Newell Industrys

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-23 23:26:34 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2cu67a$nt5@usenet.INS.CWRU.Edu>
Source record: 104313

Does anyone have an EMail address for Newell Industrys or Wes Newell?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4256. Re: Newell Industrys

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 05:28:47 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2cureg$mc5@news.ysu.edu>
Source record: 104316

I don't know if he has an email address but his BBS is still running.
I just called there tonight. 214-442-2584.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4257. HELP! w/Antic chips

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 05:38:11 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2cus03$ml2@news.ysu.edu>
Source record: 104317

Question:->In the 800xl, can you substitute the CO21697 antic
chip for the older CO12296 without further modifications?
I am trying to install a Newell 256k upgrade and with the CO12296
it seems more involved than the CO21697. I have these spare chips
and it seems easier just to plug it in rather than make 3 solder
connections more and cut a trace on the motherboard.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4258. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 06:26:38 UTC
From: jharris@cup.portal.com
Message-ID: <96637@cup.portal.com>
Source record: 104321

>Just drop it on the edge of the cliff (near the top), pick up the ball, and
>then either push up or down (can't remember which) on the joystick while
>standing over the flying carpet. That should do the trick!

Thanks for clearing that up. I don't know why I remembered that as pushing
the up arrow key, but as you said, it only requires pushing up on the stick.

>Once you've done that it is just a case of making
>sure the chest and key are the same colour,

This was the key. I had always shot both blocks to be the same color, and
thus, the key and chest never matched. That's interesting that you can
complete the level without ever shooting the far block.

Thanks for your help.

John Harris - jharris@cup.portal.com

4259. Re: HELP! w/Antic chips

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 06:56:57 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2cv0jp$i7a@usenet.INS.CWRU.Edu>
Source record: 104320

In a previous article, ab588@yfn.ysu.edu (joseph sabatino) says:

>
>Question:->In the 800xl, can you substitute the CO21697 antic
>chip for the older CO12296 without further modifications?
>I am trying to install a Newell 256k upgrade and with the CO12296
>it seems more involved than the CO21697. I have these spare chips
>and it seems easier just to plug it in rather than make 3 solder
>connections more and cut a trace on the motherboard.

I had a couple of dead MBs laying around when i installed mine and it worked
fine, but then again, your mileage may vary :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4260. Re: WANTED: Software for the ATARI 1020 COLOR PLOTTER !!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 11:19:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CGzu4H.9HB@utnetw.utoledo.edu>
Source record: 104324

Frederik Holst (FREDDY@frederik.toppoint.de) wrote:
: Does anybody know where I can get some really nice tools and programmes
: for the 1020 COLOR PLOTTER ? I'm especially interested in a tool that
: allows you to print out pictures, like KOALA- or Micropainter-Pics, or
: small text files !

Anyone know if the 1020 plotter picdump program is posted to the umich Atari archive? It'll print out MicroIllustrator / Koala Pad images quite nicely, IN COLOR of course!. For that matter, does anyone have a list of descriptions or brief comments on all the files that are stored on umich? There are very few files online, so I'd assume a description file is kept somewhere, right? I Hope?!? Heck, I've several Megs of files for the old machines, and I still rmemeber what some of the files are and what they do... and more importantly, where I stashed them (I hate to label disks). It's just that I haven't really searched for anything for the 6502's for years now... not sure what some of the filenames refer to on the archive!

-Tim

4261. Re: MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 11:28:02 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CGzuIq.9tK@utnetw.utoledo.edu>
Source record: 104325

phbill@cyberden.sf.ca.us wrote:
: WOw, :) MULE might @ome in MAJORLY handy as neither of my 1200xl's print
: or do modem at the moment (<run<h!).... I'm going to see if I @an get a
: @opy of the IBM Mule program to an IBM owning friend so I @an transfer my
: BIG TERM PAPER due soon over to him! :) Yipee!

Hmm. Saw MULE, ugh. I'd stick to UTIL. It's on the umich archive under Diskutils or Diskutil, filename util.arc. VERY handy. The best I've seen so far. Just don't know how well it actually works... hard to explain. I've transferred a load of files to a 5 1/4" on an old 360k IBM drive, just need to get home to try it... and find time to. UTIL allows you to format a 5 1/4" disk to DD "MYDOS" format, and store MULTIPLE files on it! Uses the same dir structure as the Atari DOS would... nice! Make sure to use the /B option for binary mode though! REALLY self-explanatory, seems quite well-written, covers most needs... not sure, but I think it also works on the old style 1.2M 5 1/4" drives also! This you've just got to try!

-Tim

4262. Journey to the Planers (for Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 12:24:42 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Nov24.122442.14322@cs.nott.ac.uk>
Source record: 104322
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic

After having answered a couple of questions on this game (Journey to the Planets), I've got one of my own (snigger!).

OK, on the flying carper planet (the solution for which was given a couple of posts ago!), there was this bug/feature where if you did certain things but didn't finish the level, a small wall (block?) would appear at some distance above your ship when you tried to take off and then follow your ship's horizontal movements, meaning that you couldn't leave the level. I once saw someone do this several times, but I never saw *exactly* what they did to manage it. I've never been able to recreate the situacion either. Anybody know how you do this?

A couple of other little bugs/features/oddities of the game are that on that same level, if you pick up the chain, but instead of going out the short way you go back to your ship the long way (walk right instead of left), when you get back to your ship the chain will suddenly have become much larger. Doesn't give you more points, but it makes a change! (I'm not 100% sure if the above procedure is correct, since I haven't played in some time, but it does involve walking right instead of left at some point!).

One cheat for the game is on the candelabra level, if you just go straight in, pick up the balloon, and go straight back to your ship without bothering about the cage or crab or anything else, then you finish the level and get *loads* of point for it! (don't worry if the balloon disapears when you reach the screen your ship is on, you still get the points!).

Anybody know of any other cheats/features for this game? Having seen these posts has revived my interest in the game, I'll have to see if I can dig it out sometime and finish just *one more time* heheheh. ;) Great game that!

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4263. Re: HELP! w/Antic chips

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 14:19:43 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2cvqhv$5u@usenet.INS.CWRU.Edu>
Source record: 104323

(Joe wants to use 21697 Antic on 256k Newell upgrade to 800 xl.)
Yes, that will work. You don't have to make the additional three
connections if you use the 21697 Antic. Although I tested the
12296 on mine and it seemed to work fine without the three extra
connections, the refresh or something is only supposed to work
with the three connections on the 12296. The 21697 refreshes
without the three connections.

4264. Re: WANTED: Software for the ATARI 1020 COLOR PLOTTER !!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 15:13:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931124101354MIS0160@MVS.UDEL.EDU>
Source record: 104326

In article <CGzu4H.9HB@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>Frederik Holst (FREDDY@frederik.toppoint.de) wrote:
>: Does anybody know where I can get some really nice tools and programmes
>: for the 1020 COLOR PLOTTER ? I'm especially interested in a tool that
>: allows you to print out pictures, like KOALA- or Micropainter-Pics, or
>: small text files !
>
>
> Anyone know if the 1020 plotter picdump program is posted to the umich Atari
>archive? It'll print out MicroIllustrator / Koala Pad images quite nicely,
>IN COLOR of course!. For that matter, does anyone have a list of descriptions
>or brief comments on all the files that are stored on umich? There are very
>few files online, so I'd assume a description file is kept somewhere, right?
>I Hope?!? Heck, I've several Megs of files for the old machines, and I still
>rmemeber what some of the files are and what they do... and more importantly,
>where I stashed them (I hate to label disks). It's just that I haven't really
>searched for anything for the 6502's for years now... not sure what some of the
>filenames refer to on the archive!
>
>
> -Tim
>
There is a desc file on UMICH Archive called 8bitcat.arc which will give
2 text files--both of which seem to be over 2 years old. With the
hundreds (thousands?) of PD/Shareware 8bit programs floating around,
I've always wondered why the archive has so few of them. It's probably
the old story of too many things to do-too few people to do them. I,
for one, would love to see an up-to-date description file for all the
8bit programs. Is there someone out there who would volunteer for
this assignment?

4265. Manuals for 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 15:39:15 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CH065M.7sr@cbnewse.cb.att.com>
Source record: 104327

I have the following manuals for sale:

Atari Basic ($1 + shipping for 2 lb)

The Atari Assembler
Compute's First Book of Atari
Compute's First Book of Atari Graphics

($3 each + shipping 1 lb each)

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

4266. General mags with Atari articles - for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-24 15:46:23 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CH06HH.7yx@cbnewse.cb.att.com>
Source record: 104328

Compute Magazine for sale ($1/issue, or $3/lot + 3 lb shipping (all in excellent condition) Although a general magazine, Atari geared articles are listed.

7/86 - (8 bit: 2 articles + 3 type in, ST: 2 articles + 1 programming)
10/86 - (8 bit: 4 articles + 4 type in, ST: 3 articles + 1 type in)
11/86 - (8 bit: 2 articles + 2 type in, ST: 3 articles + 1 type in)
12/86 - (8 bit: 2 articles + 3 type in, ST: 2 articles + 2 type in)

Creative Computing for sale ($2/lot + 3 lb shipping) (these are from a now defunct club collection - well used but still serviceable) Although a general magazine, well suited to 8 bitters. A bit more serious and fewer games with type in applications and utilities.

1976 - Mar/Apr (Vol 2/Issue 2) AI
1980 - Apr (software), May (apps to save money), Oct (Actor languages)

Micro - collection of articles applicable to Atari from Micro Magazine ($2 + 1 lb shipping) One of the more serious magazines for 6502s with both hardware and software articles.

1983 - Jul (computers compared), Sep (education), Oct (programming Techniques), Oct (character graphics)
1984 - Aug (whole mag- math functions, step/trace progs, hi res graphic prints)

Contact Wayne Booth trek@intgp1!att!com or (708) 393-1905

4267. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 03:28:44 UTC
From: jharris@cup.portal.com
Message-ID: <96688@cup.portal.com>
Source record: 104329

Now that I had the final clue, I tried playing this one more time, and succeeded in clearing all the planets. For those that haven't finished, I won't spoil anything by telling what I did next. After doing this though, I found myself back in space, and the map display was filled with all '+'es. I flew around for quite awhile, and there seemed to be one planet out there, but it would disappear and be repositioned any time I attempted to land on it. I received no messages about the game being over.

So my question is this. Am I still missing one final step? Any hints?

Thanks,
John Harris - jharris@cup.portal.com

4268. Re: SX 212 Handlertrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 08:57:58 UTC
From: ad717@yfn.ysu.edu
Message-ID: <2d1s2m$qu9@news.ysu.edu>
Source record: 104330

There is sx212 handler in atari archive it is listed as
Telecomm/sx212a.arc

hope this helps.
--
Edward Cunningham

4269. Re: Lynx!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 10:03:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH1LAE.I65@barclays.co.uk>
Source record: 104331

```
Try alt.games.lynx. There is a Lynx FAQ that probably has this info.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

4270. Re: MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 14:09:05 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1993Nov25.140905.18282@news.weeg.uiowa.edu>
Source record: 104332

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Hmm. Saw MULE, ugh. I'd stick to UTIL. It's on the umich archive under
>Diskutils or Diskutil, filename util.arc. VERY handy. The best I've seen so

Remember, the one in util.arc is the older version, not the latest version.

As stated in the FAQ List (as long as I'm remembering it correctly), the latest
version is contained in 8bit/Diskutils/diskutil.arc.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

4271. 800XL hw - emulation topics

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 15:31:04 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Nov25.153104.24967@news.uit.no>
Source record: 104333

I have been working on a 6502 emulation core (adapted from STXformer) for the Amiga, and it seems to be stable enough to fit a machine on top of it now.
I am running the 800XL ROMs, and after 10 000 000 instructions I am somewhere around address $f300 (I think). As this takes 15 seconds I am a little unhappy about the speed. Part of the problem is that all reads and writes check if the address that is used needs special attention.

What I was hoping to avoid was the read checking. Are there any special places in the chips that have a latch that will trigger some event when you read from that address? I believe the C64 has one or two in the CIA chip timers - they will start counting when you read them.

Thanks in advance.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

4272. Connecting two Ataris together

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 16:20:07 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2d2lvn$olm@dux.dundee.ac.uk>
Source record: 104334

[No readable article body recovered]

4273. Re: WANTED: Software for the ATARI 1020 COLOR PLOTTER !!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 19:12:03 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931125.51123.KAMARO_KID@delphi.com>
Source record: 104335

I have several different PD packages for the 1020 plotter.

Most make use of the color characteristics of that printer.

Being the SysOp of Delphi has SOME advantages! [grin]

I'll see if I can place them in the Atari Archives sometime.

4274. Hello from Holland

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 23:11:28 UTC
From: bernard@link.hacktic.nl
Message-ID: <2d3e30$3i9@link.hacktic.nl>
Source record: 104342

Hello ALL,

This is a LITTLE test mesaage from me (Bernard Kok) from the Netherlands.
I hope that you can read this msg..

Please can somebody let me know if this will work..

Greetinx from Bernard Kok from Holland.

4275. OMNITERM

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-25 23:28:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH2MJy.AKx@utnetw.utoledo.edu>
Source record: 104336

Help! Hoping someone out there knows the proper ACK - hack hex sequence
for OMNITERM to engage 2400 baud correctly? It's set for 300, 1200, and
"custom". I WANT CUSTOM = 2400!

Thanks,
-Tim

4276. 130xe For sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 02:46:44 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CH2vpx.7CC@freenet.carleton.ca>
Source record: 104337

130XE for sale with the following

1050 disk drive
Magnavox Color Monitor with speaker inside
XM301 300 baud modem
Voice master Jr. with software
Action cartridge and action toolbox with manuals
Various games on disk(gaunlet,Ninga)
Macro Assmblr with manuals and box
Around 60 disk with various games/utilities and programming tools
and lots of demos

All above in perfect shape!
Will separate the above , tell what you want!

Take the whole thing for $150 US O.B.O.

Thanks!

--
Andrew Cochran
Ottawa Ontario
Canada
Email- ai187@freenet.carleton.ca

4277. CXL4003 andCXL4002 forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 03:16:30 UTC
From: bytehed@news.delphi.com
Message-ID: <2d3see$rk0@news.delphi.com>
Source record: 104338

I was digging through the closet, and I came upon these two carts. They are the BASIC and ASSEMBER/EDITOR carts.

The are from my old 800 days. I am selling them for Best offer. Send replies to: Mark.Bell@ulbbs.sccsi.com


```
-------------------------------------------------------------------
| Mark Bell |Internet:(Order of Choice) |Certified DECIBM|
|800 College Drive #104 | Mark.Bell@ulbbs.sccsi.com |nut just trying |
| Vineland, NJ 08360 | Bytehed@Delphi.com |to trip the |
| 1-(609)-327-4029 | Bytehed@aol.com |Matrix DECtastic|
-------------------------------------------------------------------
```

4278. Re: Still for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 03:27:06 UTC
From: jharris@cup.portal.com
Message-ID: <96749@cup.portal.com>
Source record: 104339

>By the way, do you know of anyone interested in a 1050 Happy drive w/warp
>and/or and Indus drive?

I know someone interested in buying any drives that are capable of reading
double density disks. They must be in good working condition. Anyone who
has drives they want to sell, please contact me.

I would also be interested in any 130XE computers, again, in good condition.

John Harris - jharris@cup.portal.com

4279. Gauntlet blues!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 10:59:34 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9311261059.AA10827@deepthought.cs.utexas.edu>
Source record: 104340

I have recently come across a problem with the game Gauntlet, the commercial version released by Mindscape in the US and US GOLD in the UK.

Heres the story, I own the original US GOLD (UK version) of the origianl game master disk, however I recently bought the Deeper Dungeons extension disk. This Deeper Dungeons however is the Mindscape version and guess what, the two are incompatible!!!!! US GOLD also did the Deeper Dungeons disk and I've no doubt the code is very nearly the same but Mindscape added some extra protection and now the two are incompatible.

So be warned if you buy Gauntlet and the Deeper Dungeons make sure you are getting compatible versions, ie both by Mindscape or both by US GOLD.

Now I would like to plead for help, as anybody got the original Mindscape master disk for sale at a very reasonable price, or maybe even the US GOLD version of the Deeper Dungeons?

If anybody can help please e-mail me (Richard Gore) at;

RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX

NB from the USA you have to invert the uk.ac.york.vax bit to vax.york.ac.uk and same for the tower address (well I'm told you have to do this!!).

4280. Connecting two Ataris together

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 11:03:37 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2d4nq9$a03@dux.dundee.ac.uk>
Source record: 104341

[No readable article body recovered]

4281. Action Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 11:24:13 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <754329616.AA02826@tdkt.kksys.com>
Source record: 104058

I'm interested in that Action Cart Package. I'd like to call to make arrangements.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4282. Connection of an XL and XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 11:52:36 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2d4qm4$bnc@dux.dundee.ac.uk>
Source record: 104343

Is there anybody out there who can help me with this?
For many years I owned an 800XL and was generally happy with it. However,
I wouldn't have minded the extra memory of the 130XE. So when I saw a 130XE
advertised pretty cheap, I snapped it up. Now I have two computers i'm very
happy with. However.... I would be even happier if I could connect them
together, and write true two player games, etc.
So, can anybody tell me, what connections should I be making, and what
pokes/peeks? I know this can be done, because I saw a device driver which
allowed you to treat the joystick port as "J:" in the old Atari User magazine
(before the publishers decided to axe it, and it was bought by Page 6). This
let you read/write through various pins.
If this is true, then there is no need for a fancy interface to get
two Ataris to talk to each other (such as the 850).

On another point, when I bought the 130XE, I got an XC12 datacorder with it.
It looks just like the PHONEMARK datacorder, except its a different colour,
and it
doesn't need its own power supply. So why is the XC12 supposed to be better
than the Phonemark?

Thanks in advance for any help.

Graeme Fenwick

P.S. Sorry about any blank messages, this was due to a user-hostile workstation (SUN).
I hate these machines!!! >:-(

E-Mail :- gfenwick@uk.ac.dund.mcs

4283. Serial Connections

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 15:16:33 UTC
From: jdd@rd.eng.bbc.co.uk
Message-ID: <CH3uFM.4oA@bbc.co.uk>
Source record: 104344

I understand from an old Atari User Magazine that a program &
hardware(wiring only) that it is possible to use the joystick ports as a
serial connecton

If anyone has experiance of this i would be interested in the wiring &
software details

Please Mail me if any one can help

Thanks in advance John Derbyshire
Email jdd@rd.eng.bbc.co.uk

4284. RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 16:39:47 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CH3yAC.CK7@bart.stars.reston.paramax.com>
Source record: 104345

My kid dropped my 130XE and in the process the switch
that is part of the Rambo XL broke - I dismantled
the XE and tested the switch - turns out it is NOT
a normal DPDT switch (on-off-on) - the middle position
switches on the alternate poles - I can't find this
switch in any electronics catalogs.

Anybody have any clues?? If I use a normal DPDT switch
then I can't turn on the OS that corresponds to the
middle switch position.

Maybe I should buy a new Rambo XL - who sells them??

Respond via e-mail.

Thanks,

Bob Malay

--
****
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
****

4285. Need MyDos Disk

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 18:23:38 UTC
From: mckeen@cs.widener.edu
Message-ID: <2d5hja$8mn$1@ashley.cs.widener.edu>
Source record: 104346

I posted a question of why my ATR-8000 serial port would not be recognised by 850 type comm programs and was informed by several people that I could use MYDos to access the serial port for general applications, I thank you all who responded. Now I have downloaded MYDos off of a site but have no way of getting to the Atari. Would someone be as kind as to offer to mail me a bootable MYDos disk so I can get the rest of my stranded 8bit wares off my PC. Of course I would be more than willing to compensate this kind act with a couple bucks.

Thank you,
Chris - mckeen@cs.widener.edu "Atari user from 1979"

4286. Re: OMNITERM

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 20:44:36 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Nov26.204436.24384@coplex.coplex.com>
Source record: 104348

If I remember right, for 2400 you enter 0C as the value for AUX1.

4287. 130xe's

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-26 22:50:00 UTC
From: paul.guglielmino@ENEST.COM
Message-ID: <53.1373.3026.0N1F0D1E@ENEST.COM>
Source record: 104059

```
If anyone has a 130xe that they want to sell CHEAP, send me some email.
```

Paul.Guglielmino@enest.com

• OLX 2.2 • **WARNING** DO NOT REMOVE THIS TAG UNDER PENALTY OF LAW!

4288. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 05:28:02 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2d6oh2$eho@terminator.rs.itd.umich.edu>
Source record: 104347
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 1336 Nov 22 22:32 ./8bit/Demos/hard.txt
-rw-r--r-- lenn 119336 Nov 22 22:32 ./8bit/Demos/harda.dcm
-rw-r--r-- lenn 108360 Nov 22 22:32 ./8bit/Demos/hardb.dcm
-rw-r--r-- lenn 3978 Nov 22 22:33 ./8bit/Demos/starworx.exe
-rw-r----- lenn 50122 Nov 22 22:34 ./8bit/Archivers/crunch.dcm
-rw-r--r-- lenn 41292 Nov 22 22:39 ./8bit/dir
-rw-r--r-- lenn 41944 Nov 22 22:40 ./8bit/0index
-rw-r--r-- lenn 21528 Nov 22 22:33 ./8bit/Games/bombdown.com
-rw-r--r-- lenn 14590 Nov 22 22:33 ./8bit/Games/tetris3d.com
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4289. Re: OMNITERM

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 06:26:24 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2d6rug$n1n@news.ysu.edu>
Source record: 104349

Tim...
To set the system to 2400 bps by modifying the XIO 36 command byte to
$0C (you can do this yourself if you press the OPTION key and choose to
edit options).
If you would like me to send the complete docs in email I will.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4290. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 06:40:43 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2d6spb$nfg@news.ysu.edu>
Source record: 104350

That's a new one on me....I didn't think that you could put a
RamboXL on any 130 XE! The only setup I know of with a switch
on a 130xe is the 576k (and more) Peterson XE. Maybe some others
had a switch but the RamboXL was strictly 800xl and 1200xl stuff.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4291. Re: ATR8000 HD interface questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 10:26:46 UTC
From: winston@merk.com
Message-ID: <CH5BoM.4IE@merk.com>
Source record: 104353

On Monday, November 22, 1993 at 17:08:47 GMT (12:08pm EST ?)
curtis@darkwing.East.Sun.COM (Curtis Wilbar)
of Sun Microsystems, Inc. writes:

CW> I have a CPM disk of hard disk utilities with a program called
CW> FORMAT but it says it is for WD1002 controlled hard disks and I
CW> do not know what that is.
CW>
CW> Anyone have any info on this setup ????? Is the 50 pin interface
CW> SASI or SCSI or something else ? How do I physically format the
CW> hard disk ?

I will take an educated guess that a controller beginning with the two characters "WD..." (as in WD1002) is probably one of the "WESTERN DIGITAL" family of controller boards. (I have seen Western Digital controller cards for Ethernet LANs. I will assume that this same company makes controllers for hard drives?) Good luck with your ATR8000 ! I would be interested in learning whether or not the CP/M package for the ATR8000 is compatible with the CP/M package for the Commodore C128 and the CP/M package for the APPLE-][.

4292. Re: Still for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 10:27:14 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH5BpF.31n@utnetw.utoledo.edu>
Source record: 104351

Barry Jones (Barry.Jones@f160.n3603.z1.FIDONET.ORG) wrote:
: Pardon my ignorance, but I don't remember a PR:C Serial/Parallel interface: what is it, please?

: By the way, do you know of anyone interested in a 1050 Happy drive w/warp and/or and Indus drive?

Anyone had any luck reaching this person? I've emailed him a couple days ago, but no response as of yet. I provided a brief comment/explanation on the P:R: connection and asked about the drives... No comment on the P:R: thing, and no ok as to the drives. Hmrrph.

-Tim

4293. Re: WANTED: Software for the ATARI 1020 COLOR PLOTTER !!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 10:34:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH5C1K.375@utnetw.utoledo.edu>
Source record: 104352

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: for one, would love to see an up-to-date description file for all the
: 8bit programs. Is there someone out there who would volunteer for
: this assignment?

I was wondering about this also! There are so few Atari 8-bit files up on umich, I was hoping SOMEONE, SOMEWHERE has kept a running list of the different files. Hopefully something noting what systems they'll run on, what they do, how much memory they require, or something!?!?! I know I wouldn't have time to catalog/describe all my files... but heck, I've got quite a few megs of stuff... most on 90k disks!!! Scary thought, eh?

-Tim

4294. Hello from Holland

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 12:11:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.tdkt.kksys.com
Message-ID: <754426505.AA03429@tdkt.kksys.com>
Source record: 104075

Greetings from Minneapolis/St. Paul, Minnesota, USA.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4295. Re: Hello from Holland

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 15:35:26 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931127.38126.KAMARO_KID@delphi.com>
Source record: 104354

Bernard, your test message came through just fine.

4296. Re: ATR8000 HD interface questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-27 23:08:05 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2d8mkl$sb9@news.cs.tulane.edu>
Source record: 104055

In article <CH5BoM.4IE@merk.com> winston@merk.com (Winston Smith) writes:
>learning whether or not the CP/M package for the ATR8000 is compatible with
>the CP/M package for the Commodore C128 and the CP/M package for the
>APPLE-][.

The CPM 2.2 that comes with the ATR is compatible with almost all the files
I gotten from the C64 archives as well as files found in the CPM archives.
Very few C64/128 would not work on my system...those were the ones that
broke protocal and made direct calls to the C64 itself (graphics mostly).

The unzip CPM file does work on the ATR... but only supports version 1.10
of zip...the zip up program looks like it does nothing more than put a
zip shell on the file with no (or little) compression.

Only thing I can tell the fellow reguarding the hard drive and controler is
SWP put out a disk with their hd interface that had a program to format
the hd and to let the Atari know it was there...it was a sep. disk with several
other utils, only seen it once and I do not have a copy....

Mike
Archive Project
Louisiana

4297. Info about ANALOG Computing magazine needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-28 04:50:02 UTC
From: d91fe@krokis.pt.hk-r.se
Message-ID: <D91FE.93Nov28055002@krokis.pt.hk-r.se>
Source record: 104056

Greetings!

I'm currently searching for a couple of old text adventures that were obviously published in ANALOG Computing about 1983, and since I have just recently learned that this was an ATARI publication, I figured that this would be the best place to try.

The adventures in question are titled "Crash Dive" and "Adventure in the Fifth Dimension" respectively. They were written by Brian Moriarty.

Now, I would be extremely grateful for any of the following:

1) Information about in which exact issues those adventures were.

2) Information about how to acquire them.

3) The sources, in any form. Xeroxes, scans, typed-in, whatever.

4) An opportunity to buy the issues in question.

I would of course be prepared to pay for any reasonable expenses.

/Fredrik Ekman

4298. Wanted broken 800xl!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-28 05:29:16 UTC
From: NOLRAM@delphi.com
Message-ID: <931128.01756.NOLRAM@delphi.com>
Source record: 104057

I need an 800 xl or the chip set
I'm looking for a low price item.
Thanks.

4299. NEW DGS products

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-28 12:55:41 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <9311281255.AA02189@nextsun.INS.CWRU.Edu>
Source record: 104060

MORE NEW PRODUCTS FROM D.G.S
==========

As I've said many times before, here at DGS we don't hang around when there are new products to be found! We have two new pieces of software available, a new piece of hardware, and then there's our new magazine!

New Software:

BOMBI - A new game from Power Per Post sold by DGS in the UK, Eire, and Australia only. Great 3D platform game. Disarm the bombs without getting killed! Great graphics and digitized sounds. UK Price: 4.95 pounds.

ALIEN BLAST - This new game is especially for light gun users! This is a version of the classic game Space Invaders, but you shoot the aliens with a light gun! Great graphics, and digitized speech (for 130XE and upgraded 800XL users). Runs on any XL/XE with 64K RAM or more. Light gun required. UK Price: 4.95 pounds. US price: $15 (including Air Mail sipping). US users pay in cash in US$. Price to Europe: 8 pounds.

New hardware:

DGS are pleased to announce that we now have stocks of the Rambit turbo load data recorder upgrade kit.

This piece of hardware will bring new life to your data recorder! It comes as a kit which you install in your 1010, XC12, or XC11 data recorder. Installation is very simple. Basically you solder 3 wires from the Rambit onto the data recorder's PCB, cut one track on the PCB, and solder 1 new capacitor to the PCB. Full fitting instructions are supplied (with diagrams).

The Rambit turbo load system allows you to load specially converted tapes at up to 3500 baud! Software (on turbo load tape) is included with the kit. This software will allow you to convert many tapes (including multi-stage load tapes) to turbo load format. This software has many advanced features, which also allows you to examine and change memory after loading tapes. This can help in converting tapes with non-standard loaders. However, many pre-done turbo format tapes are available (including 3 from DGS). Many of these games have not been available on disk, so having them on turbo load format is the next best thing!

The Rambit turbo load system is a MUST for people with no disk drive, or for those people who want to have fast access to tape-only software.

UK price: 13 pounds inc. P&P. US price: $30 including shipping. (US users pay in cash in US$).

New Magazine:

The first issue of our new magazine is finally back from the printers and is available now. For your copy of this first issue send US$5 in cash. A 4 issue subscription costs US$21.

Our Details:

DGS also sells a wide range of software, both commercial and PD. Our new full 25 page catalogue is available for just US$3 (NEW LOW PRICE!), or get a free copy when You buy any of our products! All US$ payments should be made in cash (or by I.M.O drawn in UK pounds. Calculate pounds price by US$ price divided by 2. E.g. $15 is 7.50pounds). USERS IN OTHER COUNTRIES SHOULD CONTACT US FOR PRICES AND PAYMENT DETAILS.

Send orders direct to:

DGS
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND

E-Mail: djg0@aber.ac.uk

Dean Garraghty.
17 November 1993.

4300. Re: Info about ANALOG Computing magazine needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-28 13:49:50 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2daa9u$c79@usenet.INS.CWRU.Edu>
Source record: 104061

(asks what issues of ANALOG "Crash Dive" and "Advent. 5th Dimension"
were in)
Crash Dive was in issue 18, about May of 1984. I can't seem to find
Advent. 5th Dim. issue, although I have the program. Both can
probably be found in the archives at umich.edu.

4301. seeking disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 01:30:47 UTC
From: Mark Crispin <mrc@Ikkoku-Kan.Panda.COM>
Message-ID: <MS-C.754536647.662824084.mrc@Ikkoku-Kan.Panda.COM>
Source record: 104062

I'm looking for a disk drive for a Atari 130. I've tried sending e-mail to the guy advertising a 1050 w/ Happy but I've gotten no answer. Any leads to MRC@Panda.COM

4302. Snapper v0.2 FTP Software DatabasE

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 03:01:04 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2dbolg$o34@news.dmpe.CSIRO.AU>
Source record: 104063
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi there everyone out there in Net-Land!

Well today, after many problems (mainly finals ...) I release the
first official copy of SNAPPER. A few of us (Erlend, Hermann and I)
have noticed that there is a sad lacking of an information system to
find out what software is available for the good old ATARI range of
computers by FTP, so we created a project called SNAPPER. SNAPPER
is/will be a database of all the software we can find for FTP'ing.
The database is similar to the FISH index on the AMIGA (bleurgh ;^))
and the LINUX operating system. By compiling a database of what is
available, we hope to aide those "I've need of a XXXX type program.."
requests, and to ensure that people can always get the latest
software versions. A brief synopsis is in the file itself, as are
the instructions. We welcome all your comments, suggestions, praise!?
and hope that everyone will participate in the project by filling out
entries for us.

Well that's about it, If you have problems, whatever, feel free to
drop me some e-mail at:

karlm@mel.dbc.csiro.au

and I'll endeavour to reply to everyone!

Best Regards,

Karl.

----- 8< ---- CUT HERE FOR SNAPPER v0.2 TEMPLATE ----- 8< -----

```
------------------------------------------------------------------------

SNAPPER - Atari FISH Software DataBase Template

e-mail this to karlm@mel.dbce.csiro.au,
and a copy of the software as well if possible.

+-----------------------------------------+
| Release Date : Friday November 11th, 1993.|
+-----------------------------------------+

------------------------------------------------------------------------
+---------+
| HISTORY |
+---------+
```

Snapper is a DataBase of information about each of the software
packages that are available by FTP for the Atari range of computers.
It was thought that an indexing system whereby people could easily
search for particular types of software, updates of previous software,
etc. should be created. After seeing similar systems on the Amiga
range of computers, (such as the FRED FISH series), and the LSM (Linux
Software Map) for the Linux operating system, it was deemed that not
only was such a tool useful, but in light of all the different sites
around the world which are growing, it is almost a necssity. And so
it began ...

Why 'Snapper'? Well, Snapper is a breed of FISH ..... ;^)

Credits go to Erland Nagel (error@stack.urc.tue.nl) and Hermann Samso
(S_SAMSO@irav1.ira.uka.de) for getting me to do this (even though I
should have been more logical in thinking ... %@))

+---------+
| UPDATES |
+---------+

New versions of this document will be uploaded to two main sites
directly,
* The University Of Michigan Archives (atari.archive.umich.edu),
* Universiy Of Kaiserslauten (ftp.uni-kl.de)
as they are released. Updates will also be posted to the newsgroups
* comp.sys.atari.st
* comp.sys.atari.8bit
when updated.

+--------------+
| INSTRUCTIONS |
+--------------+

Firstly, when submitting, ALWAYS use the template below. Not only
does it save time for the Snapper maintainers, but it also stops us
from learning hieroglyphics, etc. ;^) Please submit all entries in
English! It doesn't matter if the english is bad, just make it
understandable. Entries in languages other than English will be
deleted.

Now the key rules.
1. Fill in as much as possible! This usefullness of this DataBase
depends entirely on how much information you can give, so fill 'em
up!
2. Don't delete anything! If you don't have anything to add in, just
leave it BLANK.
3. Also, as above, don't rename anything. If you have suggestions
for changes, e-mail me, Erlend or Hermann, and we'll try to
integrate your ideas into the next revision. Otherwise,
leave the sheet alone!
4. Once finished, e-mail the completed copy to me
(karlm@mel.dbce.csiro.au)!

5. Also, if you notice any changes or corrections that are necessary,
mark them on a copy of the template. This makes it easier for me
to understand changes, and it also aides you in trying to explain
the changes!

Thanks for putting in the time and filling out this template. Your
time and enthusiasm will help all Atari users out there, and your help
will ensure that the Snapper DataBase will continue to become a
trusted resource in the Atari Community.

Best Regards,

Karl.

(Karl Meyland) (karlm@mel.dbce.csiro.au)

Sample Guide :

Program Name : The name of the program!
Program Type : Ray Tracer, Text Editor, Sound Editor, etc.
Version Number : Revision number - i.e. v1.0.a
Release Date : The date this version was released - DDMMYY
Intended Systems : Falcon 030, STf, etc.
Minimum Requirements :
Memory : 1 Mb ST Ram, 1 Mb TT Ram
Processor : 68030, 68881
DMA-Sound : Not Necessary
TOS Version : 1.4 +
Other : Joystick, NVDI v2.5, etc.
8-Bit Prog? : No. - Is it intended for 8-bit computers?
Written By :-
Name : The Author's name
Address : Their Address i.e.
: 2/114 Walpole St,
: Kew,
: 3101
Country : The Author's Country of residence - i.e. Australia
Telephone : Number & Preferred Hours - +41 3 853 9622, 18:00-20:00
E-Mail : Internet E-Mail Address - karlm@mel.dbce.csiro.au
Contact Method : E-Mail - Respect what the authors want! (not
everyone wants lotsa E-Mail ...)
Program Description : What does it do? Is it a 24bit Targa Raytracer,
: or a Vector Graphic Program, or what?
:
:
:
Archive Name : The name of the original archvie, ORIG1.ZIP
Archive Size : How big is it? In Kb or Mb, 423Kb , 1.4 Mb, etc.
FTP Dist. Site : ftp.uni-kl.de
Site Path Name : /pub/atari/test

```
Known Bugs/
Incompatibilities : What doesn't it work with? Tos v2.06, NVDI,
: DeskTracker v1.5, Color Monitors, etc.
:
:
:
Submitted By : Who submitted this completed template,
e-mail : Their e-mail address,
snail : And their snail-mail Address.
:
:
:

-------------------- 8< -- Cut Here -- 8< ----------------------------
--------------------------------------------------------------------------
SNAPPER DATABASE LISTING ENTRY SHEET v0.2
--------------------------------------------------------------------------
Program Name :
Program Type :
Version Number :
Release Date :
Intended Systems :
Minimum Requirements :-
Memory :
Processor :
DMA-Sound :
TOS Version :
Other :
8-Bit Prog? :
Written By :-
Name :
Address :
:
:
:
Country :
Telephone :
E-Mail :
Prefferred -
Contact Method : E-Mail / Post (Snail Mail) / Phone
Program Description :
:
:
:
:
Archive Name :
Archive Size :
FTP Dist. Site :
Site Path Name :
Known Bugs/
```

Incompatibilities :
:
:
:
:
Submitted By :
e-mail :
snail :
:
:
:
Submission Date :

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4303. Re: OMNITERM

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 04:24:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH8K87.8v9@utnetw.utoledo.edu>
Source record: 104064

Bill Marcum (bmarcum@coplex.coplex.com) wrote:
: If I remember right, for 2400 you enter 0C as the value for AUX1.

Much appreciated! Just to let everyone know, OMNITERM works well at 2400 baud also! Nice!!!

-Tim

4304. Re: Info about ANALOG Computing magazine needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 04:29:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH8KHx.96E@utnetw.utoledo.edu>
Source record: 104065

Fredrik Ekman (d91fe@krokis.pt.hk-r.se) wrote:
: Greetings!
Salutations!

: The adventures in question are titled "Crash Dive" and "Adventure
: in the Fifth Dimension" respectively. They were written by Brian
: Moriarty.

2 of the best darn adventure games I've seen for that machine (in the public domain)... I've always loved non-graphical adventure games. I still keep a fair assortment of them for the 8-bit. Although, crash dive... hmm, I may not have that one... had disk problems.

Who's all up for a massive 8-bit PD adventure game swap?!? How about we have umich create a "Adventure" directory so we can just send 'em up there for all to use? I don't mind just sharing them... heck, I've got just about every piece of software for the 8-bit - really nothing I could trade FOR!

-Tim

4305. MYDOS problem!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 04:34:02 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH8Kor.9G1@utnetw.utoledo.edu>
Source record: 104066

NEED to get a hold of the "fixed" MYDOS... umm, how to describe it...hmmm.
I have a few programs (such as Atariwriter) that puke on the modified sector
count MYDOS reads back to the software. Someone once told me I just needed
the "other" version of MYDOS with the 3-digit sector count... I saw
MYDOS45M.ARC and MYDOS45S.ARC on umich, but both are the STANDARD versions.
Where can I find the "fixed" version? (what filename?)

-Tim

4306. Drive case / Black box

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 05:12:22 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CH8MGn.BoB@utnetw.utoledo.edu>
Source record: 104068

I think I need some help in this area... don't have a black box quite yet,
but was wondering how others had set their systems up.

1. Do you have a drive case for your floppy drives and hard drive(s)?
a. run off same power supply?
b. hard drive and floppy in same case?

2. If you don't use a real case for the drives, well, what do you do?
a. do you have a bare power supply sitting next to you?

3. Full/half/quarter heights all work fine, right? Any preferences?
a. brand names to avoid?

4. What's a decent sized hard drive? 100 Meg? 80? Would 40 be too small?
a. did you buy yours new or used?
b. what's a good hard drive price?
c. stick to the older drives, right? I don't want to pay top dollar for
drive performance if the old system I'm using can't take advantage of it!

5. is Bob going to have another December 'Annual' sale like last year?
(he had just about EVERYTHING discounted!!!)
- if so, this will get me to buy one soon, VERY soon... I'm keeping my
fingers crossed on this one!

-Thanks for any input
-Tim

PS: This is part of a reply I made to someone selling drive cases, thought I'd
include it just for reference... or something... on a whim I guess:

- -

Also, if you had the black box, how'd you place the hard drive (I'd assume
you would've bought one also). Could you run two half height floppies in
the double case with a full size hard drive on the bottom? Would the power
supply hold? (2 drives and the hard drive... I think it would. ???)

My ideal case would hold and power 1 360K 5.25", 1 1.44M 3.5", and some
#M (?) hard drive. I've been putting off purchasing the black box until I
find some decent drives and a case to use with it.

4307. Jaguar mailorder

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 09:44:32 UTC
From: an53758@anon.penet.fi
Message-ID: <095314Z29111993@anon.penet.fi>
Source record: 104067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Followup-To:comp.sys.atari.advocacy

!The Jaguar 64bit game machine has arrived! It is packed with a
action strategy game called Cybermorph (similar to Rescue on
Fractalus) that is fun and absorbing. Keep a watch out for
DOOM from id Software and 3D Aliens versus Predator too.

Ok to get it mail order call any of these folx :

G&G Software 800-262-7462 (~$249)

J&R Music World 800-221-8180 (~$239)

The Wiz (908) 602-1950 (~$249)

Next thing to do is replace the flaky Jaguar RF modulator/cable
with the Jaguar SVIDEO/Stereo cable from Redmond Cable. Run (do
not walk) with your order to 17371-A1 NE 67th Street, Redmond,
WA 98052 (or call (206) 882-2009). Use a Sega/SNES modulator and
cable if you have to but get the Redmond cable if yu can!

Any other info about the other new consoles?

-ron

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

4308. Re: HELP! w/Antic chips

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 13:05:29 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CH98D6.Ds4@sunblossom.ge.com>
Source record: 104069

In article <2cvqhv$5u@usenet.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
|>
|> The 21697 refreshes without the three connections.

That raises a question I need the answer for: how does the 21697 Antic refresh 256k (while the 12296 only refreshes 64k)? I've looked over the original Buccholz 256k schematic (the update that performs 16k banking). There's seemingly no way for Antic to toggle the MSB (pin 1 of the 256k DRAMs). So how do you refresh the rows in the upper half of the memory? I must be missing something.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4309. Re: Hello from Holland

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 14:58:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH9DLn.uz@barclays.co.uk>
Source record: 104070

```
In article <2d3e30$3i9@link.hacktic.nl>, bernard@link.hacktic.nl (Bernard Kok) writes:
|> Hello ALL,
|>
|> This is a LITTLE test mesaage from me (Bernard Kok) from the Netherlands.
|> I hope that you can read this msg..
|>
|> Please can somebody let me know if this will work..
Got to the UK OK.... Hi!
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

4310. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 16:30:29 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CH9Hut.H1L@sunblossom.ge.com>
Source record: 104071

In article <96688@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes:
|> I flew around for quite awhile, and there seemed to be one planet out
|> there, but it would disappear and be repositioned any time I attempted to
|> land on it. I received no messages about the game being over.
|>
|> So my question is this. Am I still missing one final step? Any hints?

Unless you've done something wrong (??) you should be able to land on that
one planet, and complete the game. The ending is truly anti-climactic, as
it is something like "CONGRATULATIONS, YOU HAVE WON" appears on the screen,
and that endless "Anchors Aweigh" them plays once again.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4311. Journey to the Teleporting Planets

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 18:36:56 UTC
From: jns@inoms.bellcore.com
Message-ID: <CH9npL.GFn@walter.bellcore.com>
Source record: 104072

In article <CH9Hut.H1L@sunblossom.ge.com>, potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
|> In article <96688@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes:
|> |> I flew around for quite awhile, and there seemed to be one planet out
|> |> there, but it would disappear and be repositioned any time I attempted to
|> |> land on it. I received no messages about the game being over.
|> |>
|> |> So my question is this. Am I still missing one final step? Any hints?
|>
|> Unless you've done something wrong (??) you should be able to land on that
|> one planet, and complete the game. The ending is truly anti-climactic, as
|> it is something like "CONGRATULATIONS, YOU HAVE WON" appears on the screen,
|> and that endless "Anchors Aweigh" them plays once again.

Boing?! Now, I haven't played JTTP for quite a few years, but I remember being in the exact situation as John describes.. The damn planet kept teleporting away whenever I went to land on it! I tried everything... approaching from every conceivable angle, approaching slow, approaching fast, wiggling my nose while approaching, approaching while balancing on one leg and whistling "Singin' in the Rain" backwards through my nose, everything! And NOTHING worked! After what you say about the closing message, I'm almost glad I gave up. I wonder what Jeff did that John and I didn't... Any ideas, anyone?

--

Jesse N. Schell
Bell Communications Research
PY4 4B-324
33 Knightsbridge Rd.
Piscataway, NJ 08854
Phone: (908) 699-6777
Fax: (908) 336-2423
Email: jns@inoms.bellcore.com

4312. 1050 Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 18:47:35 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Nov29.184735.96583@austin.onu.edu>
Source record: 104073

Does anyone know much about the workings of a 1050? I have a busted one that I would like to get up and running. I tried to work on it a couple of years ago without any success. I am guessing that something is shorted because it causes the computer to screech and dump to basic whenver it is daisy-chained. I think it is corrupting the +5 Volt line asserted by the computer.

Does anyone have a SAMS manual (or similar) that they would consider parting with?

4313. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-29 22:42:12 UTC
From: ken@cup.hp.com
Message-ID: <CH9z2C.1D6@cup.hp.com>
Source record: 104074

Dag Hugdahl (Dag.Hugdahl@tdkt.kksys.com) wrote:

>In article <753084863.AA08645@tdkt.kksys.com>,
> It sure would be nice to see a compatible R-Time8 cart., but it
>would also be nice to see an internal clock so you wouldn't have to stack
>cartridges, esp. with a XL. Shouldn't this be possible?
>
I talked to Brad Koda (sp?) at Best Electronics today, and he said that the
hardware is done, and the software is being done in Poland (after the
original programmer in the UK disappeared.)

He hopes to have an rtime8 replacement in early 94.

He also said someone in Santa Cruz, CA bought the rights to ICD's 8bit line,
and will be doing manufacturing only. I guess this means no upgrades, etc.
but the stuff should be available again.

Anyone else have any other rumors?

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

4314. New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 04:11:13 UTC
From: jharris@cup.portal.com
Message-ID: <97001@cup.portal.com>
Source record: 104076

I finally have a version of my assembly language development system
available to anyone who wants it. Features include:

Excellent full screen editor with many features such as key macros,
automatic 'JSR' and return to subroutine labels, block moves and copies,
multiple undo, and XEP80 compatability.

Much of the assembler and symbol table can reside in XE bank select ram,
allowing free user memory from LOMEM to $A900.

High level of integration between editor, assembler, and debugger. The
editor can take you directly to lines that had assembly errors. The
debugger can reference labels in the symbol table.

Very user friendly -- it will save you a lot of typing.

Can also support the full 65816 instruction set, and 24 bit values.

Anyone who's interested, leave a message here or to my EMail address, and I
can send it to you as a UU encoded file.

There's some documentation included, but chances are I have forgotten to
include a few things, so please post any questions you have about the
product here.

John Harris - jharris@cup.portal.com

4315. Destiny

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 04:11:27 UTC
From: jharris@cup.portal.com
Message-ID: <97002@cup.portal.com>
Source record: 104077

Does anyone know anything about a space-type game called Destiny? I sincerely regret that I have only a bootleg copy, and was never able to find it for sale anywhere. I couldn't even find out who made it, as the internal message said only (C) 1983, but no names.

It is a game from the point of view looking out your spaceship window, ala Star Raiders. It displays some very unusual text messages that aren't even grammatically correct, and thus I wonder if the copy I have is corrupted somehow. Although I have been able to do some things with the game, I really never understood what was going on. I've always been curious about it, and I hope someone out there has had some experience with it.

Thanks,
John Harris - jharris@cup.portal.com

4316. 8-bit Atari FAQ List

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 04:38:52 UTC
From: Henry.Kapala@f160.n3603.z1.FIDONET.ORG
Message-ID: <1043.2CFB75F7@mechanic.fidonet.org>
Source record: 104086

What is an 8-bit Atari FAQ list,for which the Vendors and
Developers list was referred to as a companion?

Hank

--
Internet: Henry.Kapala@f160.n3603.z1.FIDONET.ORG
UUCP: ...!myrddin!mechanic!160!Henry.Kapala
Note: The opinions stated in this post are only my own!

4317. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 06:13:30 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHAJyJ.H0@utnetw.utoledo.edu>
Source record: 104080

Ken Sumrall (ken@cup.hp.com) wrote:
: He hopes to have an rtime8 replacement in early 94.

Please post here when you hear anything else on this!

: He also said someone in Santa Cruz, CA bought the rights to ICD's 8bit line,
: and will be doing manufacturing only. I guess this means no upgrades, etc.
: but the stuff should be available again.

Anyone else hear of this? They had a product or two worth buying if I remember correctly! Heck, I'd even consider Spartados-X now that it looks like my Astra "The One" won't be my primary drive any longer! (One of the biggest bugs in Spartados... X was famous for it... limited Percomm support, and if you had an Astra, hahahahaha! Sucker! You want X to do what? Switch densities?!? hahaha! I suppose you wanted it to format working disks also! heheh...hahahahaha!) (I talked with their (lack-of-)tech support a couple years back, they were no help... it was simply a bug in their X code that they really didn't feel like they had demand to fix. Couldn't make a reliable DS/DD format with an Astra drive. Spartados 2.3 even would work with it!!! But X? Nonono.)

Sorry, had bad dealings with I(t's a)C(rummy)D(ealership). With standard drives tho, Sparta-X would be great! Post if you hear any more rumors!

-Tim

4318. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 06:26:05 UTC
From: aramos@cgrg.ohio-state.edu
Message-ID: <2dep1t$8jv@rat.cgrg.ohio-state.edu>
Source record: 104078

In article <CH9Hut.H1L@sunblossom.ge.com> potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
>In article <96688@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes:
>|> I flew around for quite awhile, and there seemed to be one planet out
>|> there, but it would disappear and be repositioned any time I attempted to
>|> land on it. I received no messages about the game being over.
>|>
>|> So my question is this. Am I still missing one final step? Any hints?
>
>Unless you've done something wrong (??) you should be able to land on that
>one planet, and complete the game. The ending is truly anti-climactic, as
>it is something like "CONGRATULATIONS, YOU HAVE WON" appears on the screen,
>and that endless "Anchors Aweigh" them plays once again.
>
>--
>Jeff Potter
>....potter@sunny.dab.ge.com
>....74030.2020@compuserve.com
>....JDPOTTER@genie.geis.com

I had the same problem with my file'd copy...boy I must've tried every
possible trick to land on that dodgy last planet. Piracy protection maybe?
Serves me right.

In my frustration I loaded the binary into a program I wrote
to display disk sectors as a vertical strip of graphics; in the bitmap data
I discovered an image of the man holding a balloon, vertically reading
"THE END".

Many years later I picked up the cartridge for $2 at a flea market and
finally saw the ending screen. Pretty boring, yes, but the balloon message
doesn't appear! Interesting.

Yes the graphics were crude but that was part of the charm. I loved the
atmosphere of this game; the planets felt truly alien with their garish
colors and bizarre scenarios. Much creativity packed into 16K!

Thanks for the reminiscence (and for reading my ramble.)

Tony R.
--
Tony Ramos : inter/active
384 E.17th Ave : ramos.15@osu.edu, aramos@cgrg.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

4319. Re: MYDOS problem!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 08:32:55 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Nov30.083255.13958@coplex.coplex.com>
Source record: 104079

I'm not sure if it's on the archive, but the modified version of Mydos is version 4.53.

Bill Marcum

4320. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 12:53:31 UTC
From: markh@inmos.co.uk
Message-ID: <1993Nov30.125331.24765@inmos.co.uk>
Source record: 104081

Sounds too good to be free....?....

Mark

4321. Re: Instructions for Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 15:33:18 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CHB9vJ.FA3@sunblossom.ge.com>
Source record: 104082

In article <2dep1t$8jv@rat.cgrg.ohio-state.edu>, aramos@cgrg.ohio-state.edu (Tony Ramos) writes:
(About Journey to the Planets)
|> I had the same problem with my file'd copy...boy I must've tried every
|> possible trick to land on that dodgy last planet. Piracy protection maybe?
|> Serves me right.
|>
....
|>
|> Many years later I picked up the cartridge for $2 at a flea market and
|> finally saw the ending screen. Pretty boring, yes, but the balloon message
|> doesn't appear! Interesting.
|>

Must be why mine worked...I only have the cartridge copy. Maybe I could
dump the ROM contents...

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4322. Re: MYDOS problem!

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 18:15:03 UTC
From: tgreen@metronet.com
Message-ID: <CHBHD3.HrL@metronet.com>
Source record: 104083

bmarcum@coplex.coplex.com (Bill Marcum) writes:

>I'm not sure if it's on the archive, but the modified version of Mydos is
>version 4.53.

>Bill Marcum

I believe 4.51 is on the archive. Where can 4.53 be had,
or is someone willing to put it on the archive (or email
it to me?).

Todd
--

Todd Greenfield
tgreen@metronet.com

4323. Dreadnought Force instructions

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 20:10:15 UTC
From: MOR1937@VAX2.CONCORDIA.CA
Message-ID: <MOR1937-291193221123@fp-phys-18-246.concordia.ca>
Source record: 104084

Hi
I'd like some info about THE DREADNOUGHT FORCE
I know that all striped ovals have to be bombed to
destroy ship, but does anyone have more info.

e.g. Is there any point in bombing out the solid black areas.
Is there some way to prevent missiles from being reset in
place. Bomb them instead of shooting ?
Does anything slow the dreadnought down ? I'd think
taking out the rockets would do it, but seems to
have no effect.
Anyone have copy of docs ?
Stan

4324. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 20:36:34 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2dgasi$mm2@nz12.rz.uni-karlsruhe.de>
Source record: 104085

In article <2dfvlm$lu0@master.cs.rose-hulman.edu>,
<trimblte@NeXTwork.Rose-Hulman.Edu> wrote:
>I seem to remember a robotic arm or some peripheral that used the
>joystick ports of the 800 as controlling devices. Am I crazy or was
>this a reality?

No, you're right. A robotic arm for the 8-bit was reality, well actually
it still IS reality. On the last fair in Hanau Martin Reitershan showed his
module allowing to control those "Fisher-Technik" - robotic arms.
At least here this company is called "Fisher-Technik". They DO have a
US branch with a similar (or same) name. They still sell interface boxes
for the 8-bit Atari. You just have to ask them about it.

All this stuff isn't cheap, though.

On the fair mentioned above, /HS\-Computertechnik showed up with a similar
interface. The interface was even superior to the one from Reithershan
(Fisher-Technik). It containes real relais (sp?) instead of silicon based
switches.

>So, I would like to hear of any ways to control the voltage between
>any two pins of the joystic ports. All I need is a setting above 5V
>and one lower, preferably 0V or close.

Well, for different voltage values than just 0V and 5V you'll have to
get a few resistors and build a voltage dividing array. You won't be able
to get over 5V with this of course. This would be a simple D/A converter.
You could also get an intergrated D/A converter, like the ZN426 for example.

Another idea would be to get an additional power supply and to devide its
voltage through the above devices.

The most interesting way of getting additional voltages would be a switched
mode power supply controlled by the joystick ports. Well, this would be
the most elegant way, but quite tricky I admit.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4325. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 22:48:19 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2dgijj$f21@usenet.INS.CWRU.Edu>
Source record: 104087

(Todd Trimble asks about joystick port use for external control.)
I am not gonna look it up, and my memory doesn't carry much detail,
but the PORTA (54016, I think) controls the joystick ports.
Get a copy of 'Mapping the Atari' and read how to control the ports.
As I remember, I did a project just to test it out and connected
two 800xls together and read back and forth between the two.
Now, if you really want me to give you some detail, leave me
e-mail. I think you set 54018 to determine how PORTA operates.

4326. Re: HELP! w/Antic chips

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 22:50:25 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2dginh$fdm@usenet.INS.CWRU.Edu>
Source record: 104088

(Jeff Potter asks how the 21697 Antic refreshes 256k.)
My Newell 256k doc says the 21697 corrected a bug in the 12296
where the 12296 would refresh only 7 bits. The 21697 refreshes
all 8 bits. There is additional infromation about CAS before
RAS refresh, which is what is happening with the 12296
Antic and the extra three connections on the 256k upgrade.

4327. ATR again

Newsgroup: comp.sys.atari.8bit
Date: 1993-11-30 23:43:09 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <2dglqd$mm9@dr-pepper.East.Sun.COM>
Source record: 104089

Have not discovered any info on the ATR8000 w/COMPCO Z-tec 1000
HD interface.......

Nobody has one of these or knows of someone who does ?

I believe my missing link is that the drive needs to be low
level formatted. I have the SET program on a MYDOS disk
(4.01 I think) for ST225 setup. The program indicates it
is for the Z-tec HD interface. However, this is for
partitioning, and making the HD recognized. However, I
still believe I am missing a program which will format the
drive......

Any help/pointers would be greatly appreciated.

Again, the HD interface is a board (copyrighted by COMPCO)
called the Z-tec 1000. It goes between the CPU and the CPU
socket of the ATR8000, and has a 50 pin ribbon cable that runs
out of the ATR to a Xebec card which then connects to the
hard disk (the Xebec card has connection for two drives, and
only has one jumper that has two positions... don't know what
it is for either).

PLEASE ! if you know anything.... or can connect me up with
someone who knows anything about this I would greatly appreciate
it......

Anxiously waiting,

-- Curt

Curtis H Wilbar Jr.
SunService
curtis.wilbar@east.sun.com

4328. Re: HELP! w/Antic chips

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 00:41:02 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CHBz8E.1EC@sunblossom.ge.com>
Source record: 104091

I had asked about how the various Antics could refresh the 256k DRAMs.
I found the answer in the hardware data books. The 256k DRAM has
256 rows and 1024 columns, and each row must be refreshed every 4?ms
or so. I thought it was 512 rows and 512 columns, which would have
meant that Antic must toggle A8.

Never mind :)

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4329. Re: Joystick Ports and voltages (and more)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 00:46:54 UTC
From: potter@sunny.DAB.GE.COM
Message-ID: <CHBzI6.1J2@sunblossom.ge.com>
Source record: 104092

In article <2dgijj$f21@usenet.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
|>
|> As I remember, I did a project just to test it out and connected
|> two 800xls together and read back and forth between the two.

I remember someone asking about connecting two Atari's together, not necessarily you, James. I'll remind (whoever) that a group of us on GEnie have worked on a system (called GameLink-II) that links together multiple (up to 8 with the right hardware) 8-bit computers for the purpose of playing a networked multi-player game. We have the game working (look for it Real Soon Now), and it uses the serial I/O port, not the joystick ports. It's reliable to at least 32kbps, but the comm software must be custom written for the application.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4330. Re: ATR again

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 01:17:59 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CHC0xz.BL1@cbfsb.cb.att.com>
Source record: 104090

In article <2dglqd$mm9@dr-pepper.East.Sun.COM> curtis@darkwing.East.Sun.COM writes:
>
>Have not discovered any info on the ATR8000 w/COMPCO Z-tec 1000
>HD interface.......
>
>Nobody has one of these or knows of someone who does ?
>
>I believe my missing link is that the drive needs to be low
>level formatted. I have the SET program on a MYDOS disk
>(4.01 I think) for ST225 setup. The program indicates it
>is for the Z-tec HD interface. However, this is for
>partitioning, and making the HD recognized. However, I
>still believe I am missing a program which will format the
>drive......
>
>Any help/pointers would be greatly appreciated.
>
>Again, the HD interface is a board (copyrighted by COMPCO)
>called the Z-tec 1000. It goes between the CPU and the CPU
>socket of the ATR8000, and has a 50 pin ribbon cable that runs
>out of the ATR to a Xebec card which then connects to the
>hard disk (the Xebec card has connection for two drives, and
>only has one jumper that has two positions... don't know what
>it is for either).

Presuming it is a Xebec S-1410 Sasi interface card:

W1 and W2 Jumpers are for factory test, and must be installed.

W3 Jumper is for sector length ... 512 bytes or 256 bytes.
SS to 2 for 256 byte
SS to 5 for 512 byte

>
>PLEASE ! if you know anything.... or can connect me up with
>someone who knows anything about this I would greatly appreciate
>it......
>
>Anxiously waiting,
>
> -- Curt
>
>Curtis H Wilbar Jr.
>SunService
>curtis.wilbar@east.sun.com

>

If you get _TRULY_ desparate, I suppose you could bundle off the drive
to me and I could low level format it on my MS-DOS setup that uses these
controllers ... though I am in the process of reverse engineering the
drivers and format routines to adapt to a different SASI board. It may
be a month or two before I have everything laid out (time is in such short
supply) but once I adapt the routines, I should be easily able to patch
them to format the 256 byte sectors probably used by the ATR8000 (though
I could be presuming incorrectly .. check your jumper location ... if it
is already set for 512 bytes, I could format them anytime).

As I said .. it will be at least a month til my system is set up that
I could do this ... hopefully by then you will have more information
and not need such a drastic step.

--
Richard Dell

4331. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 04:35:21 UTC
From: tgreen@metronet.com
Message-ID: <CHCA2y.HC5@metronet.com>
Source record: 104093

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>(Todd Trimble asks about joystick port use for external control.)
>I am not gonna look it up, and my memory doesn't carry much detail,
>but the PORTA (54016, I think) controls the joystick ports.
>Get a copy of 'Mapping the Atari' and read how to control the ports.
>As I remember, I did a project just to test it out and connected
>two 800xls together and read back and forth between the two.
>Now, if you really want me to give you some detail, leave me
>e-mail. I think you set 54018 to determine how PORTA operates.

the ports are really a 6520 PIA (peripheral interface adapter),
so you could also dig up the data sheet for this. If you've
got an 800 (not xl), then you've also got PORTB connected
to the joystick port as well. (PORTB is $D301, 54017 dec. -
on the xl its used for memory control).

If I recall correctly, the address line are swapped on the PIA,
so the data sheet shows port A at address 0, port A control at 1,
while the way its hooked up, port B is at address 1, port A control
is at address 2.

Todd
--

Todd Greenfield
tgreen@metronet.com

4332. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 09:32:13 UTC
From: jharris@cup.portal.com
Message-ID: <97129@cup.portal.com>
Source record: 104094

>Sounds too good to be free....?....

It will be Shareware with source code available for contributors. One of the greatest benefits of writing my own assembler has been being able to assemble custom versions and add new stuff anytime I want. I intend to pass those benefits along as well.

Thanks for the compliment. :-)

Also, thanks to all the users who sent EMail requests for the program. The response was better than I expected. 12 on the first day. If anyone fails to receive the UU file, please let me know.

John Harris - jharris@cup.portal.com

4333. Atari 8-bit Computers Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 18:04:02 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H5YQKRKQEA9QUT7H@carleton.edu>
Source record: 104095

```
Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

The 8-bit Atari

Frequently Asked Questions List

Revised 16-Nov-93

Additions/suggestions/comments/corrections having to do with this
FAQ List are welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The 8-bit Atari FAQ List is posted on or about the first of the month to
the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The 8-bit Atari FAQ List was created to provide answers to many commonly
asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group. At this time the FAQ List is heavily geared toward describing the
various resources for the 8-bit Atari user available, with relatively little
information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)
Hence no automatic archiving of this FAQ List occurs, though there's usually
a fairly recent copy on the Atari Archive (see below) as the file
8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
```

rec.games.video.arcade (includes products by Atari Games)
rec.games.video.misc (includes Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
Atari.archive.umich.edu is an Internet site which contains many files for the 8-bit Atari computers, and is part of the University of Michigan/Merit Software Archives. Our 8-bit Atari Archivists are John Dunning, jrd@atari.archive.umich.edu, and Jody Lenn, lenn@atari.archive.umich.edu. The Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.165.41) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit Software Archives mirror site, but there's no guarantee the site you're taken to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to: atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher client, try the command "gopher gopher.archive.merit.net 70" to connect directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files (.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file

describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to weiner@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.
It is especially important to specify that your upload is for the 8-bit
computers, since most of what Jeff receives is for the ST/TT/Falcon.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.1)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.51). Applications for free accounts are
handled online, or you may browse the system as a visitor. Once logged-in,
type "go atari" to reach the Atari SIG. Those who add their names to the Atari
SIG user directories are automatically members of the official Atari user group
C.A.I.N. - Central Atari Information Network. Send correspondence and press

releases to xx004@cleveland.freenet.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
poehland%phvax.dnet@smithkline.com

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
30DM + 4DM p&p/6 months (3 issues)
abroad: 30DM + 10DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
Net: trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

News-Paper
DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Net: djg0@aber.ac.uk

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)

User-Mag
ATTN: Ulf Petersen

Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

What product developers or vendors support the 8-bit Atari?
There are two files available:
1) "All Known World-Wide 8-Bit Atari Vendors and Developers" is part two of the 8-bit Atari FAQ List, and is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt, or you may contact the maintainer at mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The Atari Archive contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note that most require a DOS and disk drive on the Atari end capable of the SS/DD 180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????, a U.K. variety...
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)

1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari BBS?
The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

Where is my nearest 8-bit Atari user group?
An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King. [e-mail address needed]

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND

3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9

1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)

8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14

1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

End of 8bit/faq.txt

4334. Re: Dreadnought Force instructions

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 18:10:21 UTC
From: MOR1937@VAX2.CONCORDIA.CA
Message-ID: <MOR1937-301193201430@fp-phys-18-246.concordia.ca>
Source record: 104096

In article <MOR1937-291193221123@fp-phys-18-246.concordia.ca>,
MOR1937@VAX2.CONCORDIA.CA (Stan Morris) wrote:
>
> Hi
Had name wrong: Should be THE DREADNOUGHT FACTOR

> I'd like some info about THE DREADNOUGHT FORCE
> I know that all striped ovals have to be bombed to
> destroy ship, but does anyone have more info.
>
> e.g. Is there any point in bombing out the solid black areas.
> Is there some way to prevent missiles from being reset in
> place. Bomb them instead of shooting ?
> Does anything slow the dreadnought down ? I'd think
> taking out the rockets would do it, but seems to
> have no effect.
> Anyone have copy of docs ?
> Stan

4335. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 18:18:00 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Dec1.181800.48605@austin.onu.edu>
Source record: 104097

THEIdiot! wrote:
: In a somewhat related question to the "Serial Connections" post:

: I seem to remember a robotic arm or some peripheral that used the
: joystick ports of the 800 as controlling devices. Am I crazy or was
: this a reality?

: The reason I bring this up is, I would like to develop a piece of
: software that would control a device. The only need right now is
: that I be able to trip a relay switch. (Which just happens to trip
: with the 5V from the joystick ports)...

: So, I would like to hear of any ways to control the voltage between
: any two pins of the joystic ports. All I need is a setting above 5V
: and one lower, preferably 0V or close.

: Thank you in advance....

: --
: Todd Eric Trimble
: trimblte@nextwork.rose-hulman.edu
: "For he who shall combat me with paint shall forever be my friend,
: not my enemy."

It turns out that this is easier than you think. When I was a Junior
in high school, a friend and I built a robot and connected it to my
130XE for a Science Fair project. We built the robot arm from a
Robotix kit (a kinda modern erector set) and built the interface for it.
We got our information from a Bits & Pieces article from Analog (or Antic,
or whoever carried that series). The article told how to program the
joystick ports for output, and also provided a few simple circuits that
would control real world devices. Our project had 4 (I think) separate
motors that we controlled. This provided our arm with four axes of
motion. One moved the entire arm left and right, one moved the entire
arm up and down, one rotated the "wrist", and the last one worked a claw
to grab objects. The software was also very simple. We wrote a basic
program which POKE'd the appropriate addresses, and then we made a
demonstration program. We would activate the motor for a certain
amount of JIFFIES and then turn it off. This provided a very precise
method of moving the arm even though the robot was built with low
precision motors.

...a little reminiscing.....(ahhhh, the good ole days....)

Yup, I thought that was pretty impressive at the time. Like I said,
with a little electronics experience, it is actually pretty simple.
I don't remember if I still have the Bits & Pieces article, but I

can check. Unfortunately, my friend kept all of the robot parts, and now he no longer uses his Atari.

Speaking of projects like this, I want to know about the one where you connect you joystick port to your body, and use it as a lie detector. (Another Antic or Analog project, I think.) It was supposed to be simple, and a friend told me that it was even pretty accurate!

enough worthless babbling on my part...

Lance "Ate_bit" Murdock
Senior EE Student
Ohio Northern University

4336. Atari 8-bit computer items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 19:56:21 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <009765E2.B2A9DD40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 104098
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Computer- Atari 600XL, with power supply and video cable; no manuals.
Works fine!

Printer- Star-Micronics SG-10
(Centronics parallel standard interface, for use with Atari
850 unit and parallel cable sold below or equivalent)
Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

2. Color monitor- Amdek 13", with composite color video and audio
inputs. In excellent condition, picture and sound are excellent.
Asking for offers of about $75 (or more ? :-)

Atari CX853 16K RAM memory module for Atari 800
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Atari paddles

Joysticks- various types and shapes, all tested and working well.

Atari remote control joysticks (of the type sold for the 2600 system,
with a base unit and two remote hand-held joysticks).

Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 410 Program Recorder (the original one).
Atari 1010 Program Recorder - Works fine.
Atari 1010 Program Recorder - save: ok, load: no. Main unit only, without cables

Atari 400 computer- sold as-is, gives no picture on the TV screen.

***** SOFTWARE *****

Cartridges-
==========
BASIC (CXL4002) with manual

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari Statistics I (with manual and original box)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition
COMPUTE!/Richard Mansfield- Machine Language for Beginners
Atari BASIC Reference Card for Experienced Programmers (Atari, 1983)
An Introduction to the Atari DOS 3 (Atari, 1983)

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

4337. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-01 20:40:38 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <1993Dec1.204038.21309@en.ecn.purdue.edu>
Source record: 104099

In article <1993Dec1.181800.48605@austin.onu.edu> lmurdock@austin.onu.edu (Lance Murdock) writes:
>
>Speaking of projects like this, I want to know about the one where
>you connect you joystick port to your body, and use it as a lie detector.
>(Another Antic or Analog project, I think.) It was supposed to be
>simple, and a friend told me that it was even pretty accurate!
>
>

I played with the lie detector project a bit. It came from an Antic (I don't know which one, but I know I have it in my stack of Antic's). All you had to do for that one was open up one of the paddle controllers and connect a couple simple electrodes to the terminals of the pot. I could never get it to change the display too much when I messed with it. Pretty neat though.

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

4338. Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 01:07:40 UTC
From: olso0001@gold.tc.umn.edu
Message-ID: <olso0001.754794460@gold.tc.umn.edu>
Source record: 104100

I just went back to my parents house for Thanksgiving and I found
my Atari 800, I brought it back with me to college and it is THE BEST. I
have an Amiga 1200 and the 800 is even better than that .

REASONS WHY IT IS THE BEST :

1)It is brown.
2)The name Atari is on it.
3)The disk drive goes "Bwrauawn!" when you load stuff
4)double awesome cartrige port thing.
5)Cool system reset button

if anyone else has reasons why the 400 800 or maybe even the 1200 are the
best please post them.

Oh yeah the 400 is also the best because when you type it makes the same
noise as the top of a Very Fine fruit beverage. "nyt neyt"<-- You know

If anyone knows where I can get a modem and some term software for my 800
I would GREATLY appreciate any information. I have got to get a modem so I
can upload some games I made when I was 8 to the various FTP sites. I have
a totally generic game named RUBY hunt that I made in basic.
olso0001@gold.tc.umn.edu

4339. 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 03:50:06 UTC
From: dakota@thumper.cc.utexas.edu
Message-ID: <2djole$s0j@thumper.cc.utexas.edu>
Source record: 104101

```
1200xl
2 1050 drives (not doubled))
power supplies
parallel port
program recorder
several version of dos

all works fine $50 or best offer

richard
512-250-9712 home
or email to dakota@thumper.ccwf.utexas.edu
```

4340. Atari 8-bit/ST/7800 stuff for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 04:05:32 UTC
From: Rob-G@cup.portal.com
Message-ID: <97198@cup.portal.com>
Source record: 104104
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

```
##############################################################################
Atari Closeout!
##############################################################################
----------------------------- ST SOFTWARE -----------------------------
Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).........20
Abacus GEM Programmer's Reference (book).............................5
GFA Basic (manual only, v2.0)........................................3
****************** All of the above for only $22!!!!! ******************
--------------------------- 8-BIT SOFTWARE ---------------------------
Tigers in the Snow (disk, box, manuals)
Touchdown Football
Jewels of Darkness (with docs)
Silicon Dreams (with docs)
SSI Tigers in the Snow (in box w/all docs)
Zork I (two available)
Fort Apocalypse
F-15 Strike Eagle (w/docs)
Hardball
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs)
Zaxxon (cassette -- in box w/docs)
Atari's Timewise (disk, manual, box)
Text Wizard (Datasoft)
OSS's Action! Runtime Library
Award Ware (Commodore/Atari) (w/all docs)
Spell Checker!
************** All the above programs for only $25!!!!! ***************

##############################################################################
Atari 7800 Games -- $4 each -- NEW IN BOX
##############################################################################

Choplifter
Robotron: 2084
Crossbow
Food Fight
Asteroids
Ballblazer

##############################################################################

Please send me Email if interested. Thanks!

Prices do not include shipping.

Rob_G@Delphi.com or Rob-G@cup.portal.com
```

4341. Re: 8-bit Atari FAQ List

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 04:19:58 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHE41A.82H@utnetw.utoledo.edu>
Source record: 104102

Henry Kapala (Henry.Kapala@f160.n3603.z1.FIDONET.ORG) wrote:
: What is an 8-bit Atari FAQ list,for which the Vendors and
: Developers list was referred to as a companion?

Hmm, where is it located? umich has a copy, right? It's been a good two months I think since the last "monthly post", anyone want to fill in for whoever used to do it?

-Tim

4342. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 04:31:58 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHE4LB.9D6@utnetw.utoledo.edu>
Source record: 104105

Daniel B Olson-1 (olso0001@gold.tc.umn.edu) wrote:
: have an Amiga 1200 and the 800 is even better than that .
Well, if I remember right, they were designed (the chips at least) by the
same person...

: REASONS WHY IT IS THE BEST :

: 1)It is brown.
Takes stains well, keyboard has taken severe water pressue/damage...
someone mentioned about a good 6 months ago that they spilled pop into the
keyboard and just hosed it out... still works fine.

: 2)The name Atari is on it.
Could've hidden it... wouldn't matter too much I guess.

: 3)The disk drive goes "Bwrauawn!" when you load stuff
And will scream and make other loud, scary noises if you turn off the drive
(810) prematurely then turn it back on.

: 4)double awesome cartrige port thing.
Too bad it wasn't used for more than a few cartridges!

: 5)Cool system reset button
Can be fooled, but is handy.

: if anyone else has reasons why the 400 800 or maybe even the 1200 are the
: best please post them.
The sound capabilities of the old 400 and 800 is better than the 1200 and
other XL's and XE's... fuller, more of a rich organ-like sound. You REALLY
have to hear it!

: If anyone knows where I can get a modem and some term software for my 800
: I would GREATLY appreciate any information. I have got to get a modem so I
: can upload some games I made when I was 8 to the various FTP sites. I have
: a totally generic game named RUBY hunt that I made in basic.
: olso0001@gold.tc.umn.edu

If you're serious, watch this newsgroup... some frequent users are selling
some older equipment. There are a few hawks/vultures also... not really bad,
but they buy whole systems from newcomers trying to sell off their old 8-bit
equipment and then sell each component for a much higher profit... sometimes
they'll ask as much as what they paid for the whole system! You can find them
quite easily: check for some 8-bit equipment list sale or somesuch subject...
There are about 3 or 4 I can think of off hand! They're not all that bad
though... if you REALLY need some piece of Atari equipment, ASK them! They'll
probably be able to get it for you!!!

-Tim

4343. 8bit Hardware/Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 04:43:54 UTC
From: kmajkut@netcom.com
Message-ID: <kmajkutCHE556.E0J@netcom.com>
Source record: 104103

My parents finally decided to sell their house and made me clean out
the basement of my old hardware and software. I just don't have
the time/space/etc to deal with it. I have the following items
that I'd like to sell, preferably as a set. The one catch is that it's
in Connecticut and it would be much easier on me to have someone pick
it up, but it can be shipped if absolutely necessary. Enough spewing,
just send me some mail and we'll talk about it...

2 Atari 800 computers w/48k each. 1 is Atari memory, 1 isn't.
One has 'Impossible'.
2 1050 Disk drives. 1 works, 1 doesn't.
1 1030 300baud modem.
1 410 Cassette recorder.
3 or 4 power cables.
3 or 4 Atari joysticks.
1 set of paddles.
1 Printer Adapter(Uprint A16)
Some misc interface cables.

Compute Books:
Machine Language for Beginners
Book of Atari Graphics
Books 1,2,3 of Atari
Your Atari Computer:A guide to the ATari 400/800
Atari Basic
Mapping the Atari
Atari 1050 Field Reference Manual

Carts:
Robotron
BASIC
Kickback(I don't remember what this is)
AtariWriter

Software:
Infocom-Ballyhoo,Infidel,Wishbringer(all in boxes,etc)
Many other pieces of software. Mostly arcade games and
infocom games. No boxes, no doc. Uh, I don't remember where
I got these...

Misc junk like an 800 cover and 2 5.25 disk holders(Flip N' Files).
I think that's about it. Like I said, it's all in CT, but I'm open
to discussion. Oh, I also have an Epson LX80 NLQ(Near Letter Quality)
Dot Matrix printer that I used to hook up to the 800. It's in
Californmia though. I can easily ship it or throw it in.

send me a note and we'll figure something out.

-Keith
kmajkut@netcom.com

4344. X-windows Atari emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 06:10:41 UTC
From: crow@coos.dartmouth.edu
Message-ID: <CHE95t.1D5@dartvax.dartmouth.edu>
Source record: 104106

At the end of the summer, someone was saying that they were within a few weeks of releasing an 8-bit emulator for X-windows, but that the demands of classes were putting it on hold. Does anyone know the current status? Will it be completed over Christmas?

--PC
--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

4345. Re: Joystick Ports and voltages (and more)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 08:37:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHEFyD.4s8@utnetw.utoledo.edu>
Source record: 104109

Jeff Potter (potter@sunny.DAB.GE.COM) wrote:
: I remember someone asking about connecting two Atari's together, not
: necessarily you, James. I'll remind (whoever) that a group of us on
: GEnie have worked on a system (called GameLink-II) that links together
: multiple (up to 8 with the right hardware) 8-bit computers for the
: purpose of playing a networked multi-player game. We have the game
: working (look for it Real Soon Now), and it uses the serial I/O port,
: not the joystick ports. It's reliable to at least 32kbps, but the
: comm software must be custom written for the application.

Please, DETAILS! What type of game? Playable over a modem also? I know there were a couple over-the-modem games for the old 800 that came out in the early 80's, but haven't seen much new since. Figured that Mig-Alley Ace or somesuch combat game would've taken well to the multi-player, multi-computer setup, but no software company ever seemed to go for it! I've got a couple multi-computer games via modem, but would like to see more! Even if they have to be connected locally, it still sounds great!

-Tim

4346. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 08:43:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHEG8z.59A@utnetw.utoledo.edu>
Source record: 104110

THEIdiot! wrote:
: In a somewhat related question to the "Serial Connections" post:

: I seem to remember a robotic arm or some peripheral that used the
: joystick ports of the 800 as controlling devices. Am I crazy or was
: this a reality?

No, you're quite right! They came out with original plans and stuff in an old A.N.A.L.O.G. Computing I think... REALLY old, first or second year I think! (I could be wrong, might have been Antic. (?)) Anyone want to check their old issues for it? I have second year forward buried somewhere, one or two first year I think.

As for the arm, it was INCREDIBLY EASY! In fact, I've seen plans for using the 800 to control a home-security system, turn lights on and off in your house at different intervals, etc.! There were plans for the old AUD/DIG converter attachment, speech recognition hardware and software, you name it, it was probably tried on that old workhorse!

-Tim

PS: Anyone interested in some AU clips I made years back? A bit choppy, nothing like the 22kHz WAV samples possible now, but still not bad! Re-wrote my own software, etc. Forget who originally came up with the idea...Ed something... oh-well!

4347. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 09:34:00 UTC
From: jharris@cup.portal.com
Message-ID: <97234@cup.portal.com>
Source record: 104107

One attempted mailing bounced to the address, "uj1g@uni-karlsruhe.de".

I'm sorry, I don't have the original request letter still, so I can't verify whether this address is correct. I rememeber there was an alternate address, but I don't have that either. I need this user to EMail me again.

John Harris - jharris@cup.portal.com

4348. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 09:35:27 UTC
From: jharris@cup.portal.com
Message-ID: <97235@cup.portal.com>
Source record: 104108

John Harris - jharris@cup.portal.com

4349. DGS e-mail problem.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 12:35:07 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9312021235.AA05661@deepthought.cs.utexas.edu>
Source record: 104111

I am passing this info on, on behalf of DGS.

PLease note that DGS s e-mail address at DJG0@UK.AC.ABER

is NO LONGER VALID and should not be used!

Also the account at Freenet is not functioning correctly.

I have been asked to tell you that DGS will be unable to receive e-mail
for the next few days - DGS will advise you when the problems have been
corrected!

If you have any questions / problems / queries you can send your e-mail
to me and I will try my best to help you...

Send to RG9@UK.AC.YORK.VAX

Richard Gore (on behalf of DGS)

4350. FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 13:55:41 UTC
From: (unknown)
Message-ID: <1993Dec2.135541.7717@NCRTimes.stpaul.ncr.com>
Source record: 104112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

* 1 meg, Atari 1040STe w/Rimik

* Magnavox ICM-435 14" color display w/stereo sound and tilt/swivil stand
(only 4 months old)
* Supra 45 meg Hard Drive w/DMA and SCSI thru ports

* Rimik Beatle Mouse

* Epyx 500 XJ Precision joystick

* Fitted 1040ST Dust Cover

Included & Pre-installed software (just some of the many, many titles):

* NeoDesk 3.0 w/NeoDesk CLI
* Word Writer 2.0
* Deluxe Paint ST
* Dungeon Master
* Their Finest Hourt
* Copy II ST
* DEGAS Elite
* Flash
* DB Master
* GFA BASIC 3.5e Upgrade
* Gunship
* STar Wars
* Joust
* Neochrome Master
* Arkanoid II
* Guild of Theives
* Major Motion
* A-Copy 1.2
* Tetris
* and over 100 additional games, applications, and disk utilties including some r are and
one-of-a-kind programs (never commercially released, ect)
* Atari ST Internals book
* ST Gem Programmer's Reference book

All items are in great condition.

I'm asking $675 (US funds) or best reasonable offer for the whole thing. I'll even pay
shipping (in the continental US) if I can sell it prior to Dec. 10, 1993.

This is a great system folks - reliable, cheap, and even more compatible with existing software than the Mega STe and Falcon.

Please direct all decent offers and/or inquires to me at my e-mail address:

feldak79@snyoneva.cc.oneonta.edu

Thanks,

Ari Feldman

4351. Looking for a 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 14:06:14 UTC
From: barrett@clpd.Kodak.Com
Message-ID: <1993Dec2.140614.20924@clpd.kodak.com>
Source record: 104113

I've got an Atari 800 that has a broken keyboard and I am looking for some one who has a broken 800 that has a keyboard that is available for parts, I'd like to spend no more than $8 including shipping, that work out to be $5.10 for the keyboard and $2.90 for mailing (Express mail). If you can help me out I would appreciate it.

Chris

--
Chris Barrett E-Mail: barrett@kodak.com
Clinical Diagnostics Division - Eastman Kodak Company Inc., Rochester, NY

The views expressed herein do not reflect those of Eastman Kodak Company Inc.

4352. Only the Best

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:06:12 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Dec2.170612.28621@cs.nott.ac.uk>
Source record: 104114

In article <olso0001.754794460@gold.tc.umn.edu> olso0001@gold.tc.umn.edu (Daniel B Olson-1) writes:
[snipety snip]
>if anyone else has reasons why the 400 800 or maybe even the 1200 are the
>best please post them.
[chopety chop]
You should include the XL and XE models in that list.....
the Atari 8-bits are the best......'cos they are.....'nuff said.......
Power without the price.... says it all realy, outstanding graphics, sonics power...all sorts of clever tricks you can get up to (DL's, DLI's,VBI's,etc) and sooooo easy to use.................
Yeah only the best for me - and the only micro I own is an Atari 8-bit (all 4 of them :)).

To whoever it was that said that the developers list hadn't been posted recently you should check your newsfeed, 'cos I saw it on the 15th of last month (perfectly on schedule). Great work Michael :)

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4353. Re: MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:08:54 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293091053@d19b_lab.sonoma.edu>
Source record: 104116

In article <CGzuIq.9tK@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:
>
> phbill@cyberden.sf.ca.us wrote:

> Hmm. Saw MULE, ugh. I'd stick to UTIL. It's on the umich archive under
> Diskutils or Diskutil, filename util.arc. VERY handy. The best I've seen so

Yeah Yeah! But I've got a STOCK 1050! :(Oh well, I did my report in
windows and on the school's Macs... Hope I get a good grade tho - one of
those last min. things <gulp>... :)

4354. Re: Connection of an XL and XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:42:58 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293092158@d19b_lab.sonoma.edu>
Source record: 104117

In article <2d4qm4$bnc@dux.dundee.ac.uk>, gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) wrote:
> pokes/peeks? I know this can be done, because I saw a device driver which
> allowed you to treat the joystick port as "J:" in the old Atari User magazine
> (before the publishers decided to axe it, and it was bought by Page 6). This
> let you read/write through various pins.

Ohh! Ohh! Can you post/upload the code to the J: device driver!?!? :) I love drivers! I want em all! :)

A:udio (digi record and play hehe)
C:assette
D:isk
E:ditor
G:raphics (like to draw circles, etc. in ANY lang.)
J:oystick
K:eyboard
M:ouse-pointer
P:rinter
R:S232-modem
S:creen
T:alker
V:ideo (digi capture and possibly view, like even ColorView? heheh!!!)
W:indow (hehe)
X:-R-Time-8 (or is that Z:?)

Okokok.. im just greedy :)

4355. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:45:17 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293094639@d19b_lab.sonoma.edu>
Source record: 104118

In article <CH3yAC.CK7@bart.stars.reston.paramax.com>,
malay@stars.reston.paramax.com (Bob Malay) wrote:
>
> My kid dropped my 130XE and in the process the switch
> that is part of the Rambo XL broke - I dismantled

Switch!? What switch!? I supposedly have a RAMboXL 256 in my 1200xl but it has no switches! Man, I'D like to have two power switches for my XL - one for main CPU & RAM and the other for the other 192k RAM :)

Is that like what it is? Or is it some on/off switch that only works while the machine is on.. or is it for ANTIC?
l8r

4356. Re: MYDOS problem!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:52:06 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293095331@d19b_lab.sonoma.edu>
Source record: 104119

In article <CH8Kor.9G1@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:
>
>
> NEED to get a hold of the "fixed" MYDOS... umm, how to describe it...hmmm.
> I have a few programs (such as Atariwriter) that puke on the modified sector
> count MYDOS reads back to the software. Someone once told me I just needed
> the "other" version of MYDOS with the 3-digit sector count... I saw
> MYDOS45M.ARC and MYDOS45S.ARC on umich, but both are the STANDARD versions.

Hmm.. I don't remember where I got my copy - I think it was on a disk that
someone sent to me and the three versions if MyDOS I have are:

MyDOS 4.53/4 - newest version with 4-sector count <-- I use this one
MyDOS 4.53/3 - newest version with 3-sector count
MyDOS 4.50 - older version with 4-sector count

4357. Re: Drive case / Black box

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:55:22 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293095642@d19b_lab.sonoma.edu>
Source record: 104120

I would like to see all responses to this post as well, so Tim, if you get
e-mail replies, could you post them or maybe a list of the most common or
unique responses. I want a BBox for X-mas :)

Not gonna get one tho :(

Here's a repost in case anyone missed it:

In article <CH8MGn.BoB@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:
>
> I think I need some help in this area... don't have a black box quite yet,
> but was wondering how others had set their systems up.
>
> 1. Do you have a drive case for your floppy drives and hard drive(s)?
> a. run off same power supply?
> b. hard drive and floppy in same case?
>
> 2. If you don't use a real case for the drives, well, what do you do?
> a. do you have a bare power supply sitting next to you?
>
> 3. Full/half/quarter heights all work fine, right? Any preferences?
> a. brand names to avoid?
>
> 4. What's a decent sized hard drive? 100 Meg? 80? Would 40 be too small?
> a. did you buy yours new or used?
> b. what's a good hard drive price?
> c. stick to the older drives, right? I don't want to pay top dollar for
> drive performance if the old system I'm using can't take advantage of it!
>
> 5. is Bob going to have another December 'Annual' sale like last year?
> (he had just about EVERYTHING discounted!!!)
> - if so, this will get me to buy one soon, VERY soon... I'm keeping my
> fingers crossed on this one!
>
>
> -Thanks for any input
> -Tim
>
> PS: This is part of a reply I made to someone selling drive cases, thought I'd
> include it just for reference... or something... on a whim I guess:
>
> -
>
> Also, if you had the black box, how'd you place the hard drive (I'd assume

> you would've bought one also). Could you run two half height floppies in
> the double case with a full size hard drive on the bottom? Would the power
> supply hold? (2 drives and the hard drive... I think it would. ???)
>
> My ideal case would hold and power 1 360K 5.25", 1 1.44M 3.5", and some
> #M (?) hard drive. I've been putting off purchasing the black box until I
> find some decent drives and a case to use with it.

-bill

4358. Re: Clock Cart From Best Elec

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 17:58:25 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293095928@d19b_lab.sonoma.edu>
Source record: 104121

In article <CH9z2C.1D6@cup.hp.com>, ken@cup.hp.com (Ken Sumrall) wrote:
>
> He also said someone in Santa Cruz, CA bought the rights to ICD's 8bit line,
> and will be doing manufacturing only. I guess this means no upgrades, etc.
> but the stuff should be available again.
>

Ooh! You mean now everyone can get a copy of Action! !? :)

EVERY programmer needs a working copy of Action! to screw around with, it's
by far the best high-level language out for the Atari with Quick coming in
next, and, well, I dunno about C, but I'm not really excited about get any
C compiler for the 8bit. I'll stick to a 16+ bit platform for that..

4359. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 18:02:37 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293100518@d19b_lab.sonoma.edu>
Source record: 104122

In article <97001@cup.portal.com>, you wrote:
>

> Anyone who's interested, leave a message here or to my EMail address, and I
> can send it to you as a UU encoded file.
>
> There's some documentation included, but chances are I have forgotten to
> include a few things, so please post any questions you have about the
> product here.
>
> John Harris - jharris@cup.portal.com

Guess what? Im interested :)

Does it include a list of 6502 assem. commands? :) Im a BEGINNER at this ..
hell, I havent actually STARTED :)

4360. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 18:11:14 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-021293101045@d19b_lab.sonoma.edu>
Source record: 104123

In article <olso0001.754794460@gold.tc.umn.edu>, olso0001@gold.tc.umn.edu
(Daniel B Olson-1) wrote:
>
> I just went back to my parents house for Thanksgiving and I found
> my Atari 800, I brought it back with me to college and it is THE BEST. I
> have an Amiga 1200 and the 800 is even better than that .
>
> REASONS WHY IT IS THE BEST :
>
> 1)It is brown.
> 2)The name Atari is on it.
> 3)The disk drive goes "Bwrauawn!" when you load stuff
> 4)double awesome cartrige port thing.
> 5)Cool system reset button
>
> if anyone else has reasons why the 400 800 or maybe even the 1200 are the
> best please post them.
>
> Oh yeah the 400 is also the best because when you type it makes the same
> noise as the top of a Very Fine fruit beverage. "nyt neyt"<-- You know
>

4096 colors
4 voice 6-bit digitized sound
4 voice 8-bit synthesized sound _ mono
2 voice 16-bit synthesized sound / double for stereo
player/missles
lotsa controllers/input devices
hook up to hard drives, etc.
go up to 19.2k baud
awesome operating system (handlers! yay!)
rude editor
key click hehe :)
umm..why else, I dunno but you're *@!#ing right :)

Oh yeah, go for BobTerm 1.22 for a terminal program, and i bet you can get
an SX212 direct (OR Rs232!) connect 1200bps modem

4361. Wanted: Star Raiders Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 18:35:18 UTC
From: thamer@ndl.com
Message-ID: <CHF7Mu.50F@ndl.com>
Source record: 104115

Well, the title sez it all. I recently dug out my
old Atari 800 and can't find the Star Raiders cartridge
(the best computer game ever written ?!).

Anyone have one they're willing to sell?

Thanks

-Mustafa
thamer@ndl.com
Chapel Hill, NC
(919) 933-8507

--
"Wandering the face of the Earth.
Wondering what my dreams might be worth.
Learning that I'm only immortal for a limited time." - Rush

4362. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 21:01:21 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CHFEE9.7ps@cs.uiuc.edu>
Source record: 104124

In article <olso0001.754794460@gold.tc.umn.edu>, olso0001@gold.tc.umn.edu (Daniel B Olson-1) writes:
|> if anyone else has reasons why the 400 800 or maybe even the 1200 are the
|> best please post them.

Four joystick ports!

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

4363. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 22:14:41 UTC
From: cotton@vms.ucc.okstate.edu
Message-ID: <cotton.13.00103F1E@vms.ucc.okstate.edu>
Source record: 104125

In article <kendrick-021293094639@d19b_lab.sonoma.edu> kendrick@vax.sonoma.edu (Bill Kendrick) writes:
>Switch!? What switch!? I supposedly have a RAMboXL 256 in my 1200xl but it
>has no switches! Man, I'D like to have two power switches for my XL - one
>for main CPU & RAM and the other for the other 192k RAM :)

>Is that like what it is? Or is it some on/off switch that only works while
>the machine is on.. or is it for ANTIC?

The 800XL my friend had with a RAMBO XL in it had a switch in the back that allowed him to change (while the computer was off of course) between the standard 800XL and the RAMBO. (maybe his was RAMROD XL, hmmm...sorry best I could do!)

L8r.
Greg

4364. Inherited a broken 800XL....

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 22:59:37 UTC
From: korpela@mofo.ssl.berkeley.edu
Message-ID: <2dls0p$6lm@agate.berkeley.edu>
Source record: 104126

I've inherited a broken 800XL with a 1050....

The memory test says that the first ROM is bad. :(Does anyone have a broken 800XL with a good ROM that they'd be willing to pull out and send me?

Seeing that the system was in pieces, I wasn't too surprised to find the 1050 was missing its power supply. Does anyone know what the input voltage/current is?

I also have no disks for the thing. Is there a way to write the disk image that comes with MYDOS onto a disk using my IBM?

Thanks much!

Eric
--
Eric Korpela | The two most common things in the
korpela@ssl.berkeley.edu | universe are Hydrogen and stupidity.
| -Harlan Ellison

4365. Re: Connection of an XL and XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 23:15:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFKM2.ItC@utnetw.utoledo.edu>
Source record: 104127

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: love drivers! I want em all! :)

: A:udio (digi record and play hehe)
A driver for this??? Who wrote this one? I've never seen or heard of
something of this nature being written! I used to specialize in telecomm
(protocals/disk transfer/compression), graphics, and audio/digital conversion
on the 8-bit!!! I'd like to hear a bit more on this!

And yes, I'd like a copy of the J: driver also! I think I only have a couple
of the old Atar User mag's... could you u/l to the archive at umich?

-Tim

4366. Re: FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 23:21:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFKwI.IuI@utnetw.utoledo.edu>
Source record: 104128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Ari Feldman () wrote:
: For Sale:

: * 1 meg, Atari 1040STe w/Rimik
: ...

Just browsing through this... didn't catch what 8-bit equipment you might be selling with this. Or was this for the ST-only group? Oh-well. Better luck next post!

-Tim

4367. Re: Looking for a 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 23:24:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFL1K.IvA@utnetw.utoledo.edu>
Source record: 104129

Chris Barrett (17263) (barrett@clpd.Kodak.Com) wrote:
: I've got an Atari 800 that has a broken keyboard and I am looking for
: ...

Just thought I'd mention... if you can't find anyone with a spare keyboard out there in netland, and you might consider raising your price range a bit, I think you could find a NEW one at American Techna-Vision. They still have a load of old 8-bit software and limited hardware replacements! I assume BEST electronics might have it also, that is if you want to pay top dollar.

Happy hunting!
-Tim

4368. Re: Only the Best

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 23:31:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFLBs.Iwq@utnetw.utoledo.edu>
Source record: 104130

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: To whoever it was that said that the developers list hadn't been posted
: recently you should check your newsfeed, 'cos I saw it on the 15th of last
: month (perfectly on schedule). Great work Michael :)

Ah-ha! I knew it! We lost feed here for some time... nearly 3 weeks!
Had on-and-off service, really lousy timing too. Anyhow I'm back (shudder),
and you'll be seeing a lot more posts from me in this group (got to make sure
this group gets MORE attention you know!).

Speaking of "more attention" though... I'm not crazy enough to start posting
uuencoded files... yet. (I know, I know, this is a discussion group!) We've
got ourselves a great archive site at umich anyhow!

BTW: I will have some extra time this weekend... anyone looking for ...
well, see next post: UMICH requests!

-Tim

PS: I really did miss the vendors posting... anyone want to repost? And does
it include the adress for BEST Electronics? I think I have it, but want to
make sure!

4369. UMICH requests!?!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 23:37:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFLMI.Iy7@utnetw.utoledo.edu>
Source record: 104131

I'll have a bit of spare time this weekend... any requests for "new" files on umich? I had planned to send a few adventure games I had... old Analog, Compuserve, and other BBS-spread PD games. Anyone looking for anything special?

Old multi or two player games? Strategy? Demos? "arcade"? Printer utilities? Docs? General utilities? And sorry all, only legit PD or sharware posts considered! If you can think of a name, I probably have it...

-Tim

PS: Good news, we should have an Adventure subdirectory soon on umich! (thanks to Jody Lenn for this BTW) (I just have to find some time to send the files!)

4370. Re: Wanted: Star Raiders Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-02 23:50:05 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFM7I.J0y@utnetw.utoledo.edu>
Source record: 104132

Mustafa Thamer (thamer@ndl.com) wrote:
: Well, the title sez it all. I recently dug out my
: old Atari 800 and can't find the Star Raiders cartridge
: (the best computer game ever written ?!).

: Anyone have one they're willing to sell?

You probably wouldn't believe this, but American Techna-vision sells new
Star Raiders cartridges for $5.00 even! Also, Donkey Kong $5.00, and most
others for $9.95! Be sure to check them out! (And no, I don't work for them.)

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579
1-800-551-9995

Not bad, eh?
-Tim

4371. Re: MYDOS problem!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 05:09:41 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHG106.C0D@utnetw.utoledo.edu>
Source record: 104135

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: MyDOS 4.53/4 - newest version with 4-sector count <-- I use this one
: MyDOS 4.53/3 - newest version with 3-sector count

Could someone with access to the distribution files PLEASE send both versions up to umich??? I can easily get them from there, and I'm sure others would love to get their hands on a new version of MYDOS anyhow!!! I guess I have to go and check who the author(s) is(are)! The source and all would be GREAT! These are distributed in "SHRINK" format, right?

-Tim

PS: If it actually comes down to no one having the old source archives of the code, could you diskcomm or shrink your copy and u/l to umich?

4372. Re: MYDOS problem!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 07:04:05 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2dmod5$3ad@news.belwue.de>
Source record: 104133

Hi!

> MyDOS 4.53/4 - newest version with 4-sector count <-- I use this one
> MyDOS 4.53/3 - newest version with 3-sector count
> MyDOS 4.50 - older version with 4-sector count

Well, but where can I GET it from?? I think all German MyDOS-users
starve for these versions (MyDOS seems to overwrite files when using
subdirectories) .

Bye,
Jochen

4373. Re: Jaguar mailorder

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 07:07:41 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2dmojt$3ad@news.belwue.de>
Source record: 104134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

an53758@anon.penet.fi wrote:
> Followup-To:comp.sys.atari.advocacy
>
> !The Jaguar 64bit game machine has arrived! It is packed with a
> action strategy game called Cybermorph (similar to Rescue on
> Fractalus) that is fun and absorbing. Keep a watch out for
> DOOM from id Software and 3D Aliens versus Predator too.
>

Ok, but has anyone an idea when the German version will be released? I
don't think the NTSC-version will work on PAL (snif).

Bye,
Jochen

4374. Re: Connection of an XL and XE (the J: driver program)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 10:22:35 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2dn41b$3rn@dux.dundee.ac.uk>
Source record: 104136

As I am typing this on a SPARC station 1+, and not my 800XL, i'm afraid I haven't a clue how to do anything except

a) Send individual mail to people
b) Post notices like this

As you may have guessed, I haven't a clue how to transfer files between the two machines :(

So the only way I can send a copy of the Atari User program is to type it in and send it as a message. Fortunately it's a five-liner, i'll just have to be careful when I type out all those machine code data statements (yuk!)
(It doesn't say what pins to connect though- that's why I posted the message about connecting Ataris in the first place, but someone has mailed me offering to help as far as this is concerned).
I'll post it in this newsgroup on Monday for those interested, that is if I remember (cos I'm selling my Amiga A500 Plus at the weekend - i'd *never* sell any of my Atari equipment, 'cos they're worth more to me than anyone else. Of course, this means i'll be using my Atari even more now!)

Graeme Fenwick

E-Mail :- gfenwick@uk.ac.dund.mcs

4375. 800xl & 130xe For SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 16:16:40 UTC
From: joer@gr.hp.com
Message-ID: <CHGvvv.E0s@boi.hp.com>
Source record: 104137

```
this is a test
```

4376. 800xl & 130xe For SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 16:56:28 UTC
From: joer@gr.hp.com
Message-ID: <CHGxq5.FAA@boi.hp.com>
Source record: 104138

I have the following Atari equipment for sale.

Hardware: All in good working order
Atari 800XL
Atari 130XE
Atari 1050 Disc Drive(2ea)
Epson LX-90 Printer with Atari Interface
Micro Print Parallel Printer interface
Zenith B&W 12" monitor
ROM Cartridges:
AtariWriter
Assembler Editor
Star Raiders

Manuals & Books:
Atari 400/800 Technical Reference Notes (Operating
System Users Manual, Operating System Source
Listing, Hardware Manual)

Atari Basic Manual
#1, #2, #3 Book of Atari
Misc.
Misc:
approx. 22 games on tape
games on disk
Antic, Atari Connection, & Compute magazines 1984-1985 era
2-Atari, 1-Gemtek, & 1-Kraft joysticks

Please make me an offer for all or part. Email me or call
303-350-4023 7am to 3:30pm mst Mon. thru Fri.
Thanks Joe Roberts

4377. Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 19:12:15 UTC
From: David Hanley <U22015@uicvm.uic.edu>
Message-ID: <93337.131215U22015@uicvm.uic.edu>
Source record: 104141

Well, I have decided I really do want to make an atari 8-bit emulator.
Crazy of me? Perhaps. I don't think naking the basic program will be very
hard:

1) Write a 6502 emulator that will use a 64K array as memory.
2) Copy the atari ROM into the correct place in the array.
3) write a handler to handle the display list interrupt
4) handle the keyboard interrupt.

And we will have a virtual atari computer, albeit one that cannot
talk to the outside world, for example, to load disks.

Would this be wasting my time, I.E. has this been done before?

What are the legalities of this, particularly copying the atari ROM?

And, a key thing, would others be interested in participating in this
project? My idea is that different groups/persons would each work on
a different element. One would write the 6502 emulator, one would write
the display list handler, one would write the sound drivers, etc,etc.

This would all be in C/C++ for sevral reasons, one of the primary ones
being portability.

Well?

dave

4378. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-03 20:46:04 UTC
From: jharris@cup.portal.com
Message-ID: <97350@cup.portal.com>
Source record: 104139

>Does it include a list of 6502 assem. commands? :) Im a BEGINNER at this ..
>hell, I havent actually STARTED :)

No. The docs that come with it are probably not sufficient for someone who has not used an assembler before. They were written with the intent that the user would already have some experience.

However, I do beleive that this assembler is easier and more enjoyable to use than other products out there. (Less biased rebuttals to this are welcome). If you can find a book on 6502 programming, something I would recommend in any case, this assembler should work fine for you. I'm always available to answer questions too.

John Harris - jharris@cup.portal.com

4379. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 05:17:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2dp6gc$hld@terminator.rs.itd.umich.edu>
Source record: 104143
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 139 Nov 29 14:56 ./8bit/Demos/top9310.txt
-rw-r--r-- lenn 105263 Nov 29 14:56 ./8bit/Demos/top9310a.arc
-rw-r--r-- lenn 100407 Nov 29 14:56 ./8bit/Demos/top9310b.arc
-rw-r--r-- lenn 415 Nov 29 14:55 ./8bit/fampy23.txt
-rw-r--r-- lenn 41311 Nov 29 14:55 ./8bit/fampy23a.arc
-rw-r--r-- lenn 87562 Nov 29 14:55 ./8bit/fampy23b.arc
-rw-r--r-- lenn 1229 Nov 29 14:57 ./8bit/si9310.txt
-rw-r--r-- lenn 71703 Nov 29 14:57 ./8bit/si9310a.arc
-rw-r--r-- lenn 69820 Nov 29 14:57 ./8bit/si9310b.arc
-rw-r--r-- lenn 42471 Nov 30 21:21 ./8bit/0index
-rw-r--r-- lenn 42403 Dec 3 09:00 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4380. Re: Wanted: Star Raiders Cart

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 06:28:38 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931204.05318.KAMARO_KID@delphi.com>
Source record: 104140

Sure.. I have three Star Raiders carts. Send me $5.00 and its yours.

James King
4729 South 4180 West
Kearns, Utah 84118

4381. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 06:30:50 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931204.05450.KAMARO_KID@delphi.com>
Source record: 104142

What you're looking for is a FREEZER switch.. I recently installed just a swtichin my 1meg Newell - and let me tell you, its GREAT.. Now I can do a COLD boot
on my Newell one meg and keep my ramdisk intact!

4382. Uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 07:41:33 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931204.09693.KAMARO_KID@delphi.com>
Source record: 104144

Well.. Being the SysOp of Delphi's 8-bit Atari database has its advantages.

Keep an eye on the Umich 8bit Atari NEW directory, as I'm currently in the process of doing some MAJOR batch uploading of Analog games, utilities, etc.. . not to mention the regular hard-to-find PD stuff that is being included as well.

Let me know what you think!

My compliments!

4383. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 10:27:28 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHIADs.5nM@utnetw.utoledo.edu>
Source record: 104145

KAMARO_KID@delphi.com wrote:
: What you're looking for is a FREEZER switch.. I recently installed just a
: swtichin my 1meg Newell - and let me tell you, its GREAT.. Now I can do a COLD
: boot
: on my Newell one meg and keep my ramdisk intact!

Ahh! Newell! You said the magic word! Looking for some info on the Newell mods... Upgraded OS, accelerater, etc.! What type do you have installed on your system? I was thinking of going with the ... umm, can't recall the name now... the C.S.S. modified OS, but anyhow: the Newell sounds a bit better, and quite interesting! How hard are they to install? Did you have the company do it for you? I received a catalog (2 page flyer) about a month or two ago and it was VERY vague. What can you recommend? How much did your mods cost? Ramrod? Ramrod XL? They have a few other chips/OS's also, not sure what to try... NEED INFO BADLY! Their improved "performance stats" sound promising (heck, I'd love to double my processing capability on my 800 or 800xl for that matter), but I have no one to refer to...

help!!!
-Tim

PS: 1 MEG Newell? Any additional power requirements? I remember about 5 years or so back, 1 Meg could be tried, but they couldn't guarantee stability since the chips ate too much power. I assume as technology increased, power consumption leveled off a bit???

4384. Re: MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 10:31:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHIAL6.5rJ@utnetw.utoledo.edu>
Source record: 104146

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: Yeah Yeah! But I've got a STOCK 1050! :(Oh well, I did my report in
: windows and on the school's Macs... Hope I get a good grade tho - one of
: those last min. things <gulp>... :)

Ugh... too bad you didn't have a modem... could've transferred it over the lines rather quickly. How big was the finished paper? 10-20 pages of text doesn't take too long, even at 300 baud. If you have a modem for your stock system (Atari end), do you need a transfer program for it? If so, what do you need? Quite a bit's accessible at umich... and if not, I could probably send a copy of what might not be! (I never did see a working, executable version of kermit "up there".)

-Tim

4385. no mail!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 11:48:30 UTC
From: djg0@aber.ac.uk
Message-ID: <13041.9312041149@thor.dcs.aber.ac.uk>
Source record: 104147

As you may have read on the net, my old email address at aber.ac.uk has now
expired. DO NOT send any email. I will never get to see it!

I hve an acconunt on freenet, but unfortunately, I set up mail re-direction
from freenet to the aber account, so the mail will just dissappear again if
you send to freenet. At the moment, I can't get }ionto freenet to take
mail re-direction off again. Also, it is almost impossible to get onto
freenet during the week (even when I
log on at 7am UK time which is roughly 2 am machibene local time). This
will mean that I will only be able to send and read mail once a week from
now on. If I can't get onto freenet
this weekend to change the re-direction,
then I will have to wait another week.

my new email address will be dx107@cleveland,.freenet.edu. However, D
DO NOT send email to this address until I give the all clear.

Dean Garraghty.

4386. Re: Uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 12:19:58 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHIFLA.8nr@utnetw.utoledo.edu>
Source record: 104148

KAMARO_KID@delphi.com wrote:
: the process of doing some MAJOR batch uploading of Analog games, utilities,

Yes! Good to have another helping the stash! I was planning some bulk u/l'ing of Adventure games this weekend... Talked to Jody about it already too. We should have an Adventure subdir soon! How's about helping in the adventure game area with me? I've got a dozen or two, but I'm sure I'm missing a few here or there! I was also planning on sending along a short descriptor file... something like adv-list.txt or somesuch. This way at least ONE directory on umich will have a descriptor-index file! (Anyone entering the directory need only grab the couple-sector (maybe 1-5k max) text file to see what adventure game files are available for d/l.)

Let me know about the descriptor file idea... sound decent? If you choose to hold off adventure posts for now... maybe another area of "expertise" could be started, say "STRATEGY"???

YEAH!
-Tim

4387. SOURCE CODE FOR THE EMULATION OF THE 6510/6502C ON A PC (Listing)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 14:11:00 UTC
From: freddy@frederik.toppoint.de
Message-ID: <5EDe3H8w_YB@frederik.toppoint.de>
Source record: 104149

```
;
*****************************************************************************
**
; * *
; * 6510.ASM - 386 6510 emulator *
; * *
; * R.F. van Ee (1993) *
; * *
; *****************************************************************************

.model small
.386c

; *****************************************************************************
; Includes

include 6510.INC

; *****************************************************************************
; Labels

.data
public Int_Flags
public OpCodes
public _A
public _X
public _Y
public _Flags
public _PC
public _SP

extrn _WriteTable
extrn _ReadTable

.code
public _Emul6510
public _6510Quit
public Interrupt

extrn Start

extrn ZPWrite

; *****************************************************************************
; Opcode jump table
```

```
.data
OpCodes dw BRK ; 00
dw ORA_IND_X ; 01
dw KIL ; 02
dw SLO_IND_X ; 03

dw DOP ; 04
dw ORA_ZP ; 05
dw ASL_ZP ; 06
dw SLO_ZP ; 07

dw PHP ; 08
dw ORA_IMM ; 09
dw ASL_A ; 0A
dw ANC_IMM ; 0B

dw TOP ; 0C
dw ORA_ABS ; 0D
dw ASL_ABS ; 0E
dw SLO_ABS ; 0F

dw BPL ; 10
dw ORA_IND_Y ; 11
dw KIL ; 12
dw SLO_IND_Y ; 13

dw DOP ; 14
dw ORA_ZP_X ; 15
dw ASL_ZP_X ; 16
dw SLO_ZP_X ; 17

dw CLC_ ; 18
dw ORA_ABS_Y ; 19
dw NOP_ ; 1A
dw SLO_ABS_Y ; 1B

dw TOP ; 1C
dw ORA_ABS_X ; 1D
dw ASL_ABS_X ; 1E
dw SLO_ABS_X ; 1F

dw JSR ; 20
dw AND_IND_X ; 21
dw KIL ; 22
dw RLA_IND_X ; 23

dw BIT_ZP ; 24
dw AND_ZP ; 25
dw ROL_ZP ; 26
dw RLA_ZP ; 27

dw PLP ; 28
dw AND_IMM ; 29
dw ROL_A ; 2A
```

```
dw ANC_IMM ; 2B

dw BIT_ABS ; 2C
dw AND_ABS ; 2D
dw ROL_ABS ; 2E
dw RLA_ABS ; 2F

dw BMI ; 30
dw AND_IND_Y ; 31
dw KIL ; 32
dw RLA_IND_Y ; 33

dw DOP ; 34
dw AND_ZP_X ; 35
dw ROL_ZP_X ; 36
dw RLA_ZP_X ; 37

dw SEC ; 38
dw AND_ABS_Y ; 39
dw NOP_ ; 3A
dw RLA_ABS_Y ; 3B

dw TOP ; 3C
dw AND_ABS_X ; 3D
dw ROL_ABS_X ; 3E
dw RLA_ABS_X ; 3F

dw RTI ; 40
dw EOR_IND_X ; 41
dw KIL ; 42
dw SRE_IND_X ; 43

dw DOP ; 44
dw EOR_ZP ; 45
dw LSR_ZP ; 46
dw SRE_ZP ; 47

dw PHA ; 48
dw EOR_IMM ; 49
dw LSR_A ; 4A
dw ASR_IMM ; 4B

dw JMP_ABS ; 4C
dw EOR_ABS ; 4D
dw LSR_ABS ; 4E
dw SRE_ABS ; 4F

dw BVC ; 50
dw EOR_IND_Y ; 51
dw KIL ; 52
dw SRE_IND_Y ; 53

dw DOP ; 54
dw EOR_ZP_X ; 55
```

```
dw LSR_ZP_X ; 56
dw SRE_ZP_X ; 57

dw CLI_ ; 58
dw EOR_ABS_Y ; 59
dw NOP_ ; 5A
dw SRE_ABS_Y ; 5B

dw TOP ; 5C
dw EOR_ABS_X ; 5D
dw LSR_ABS_X ; 5E
dw SRE_ABS_X ; 5F

dw RTS ; 60
dw ADC_IND_X ; 61
dw KIL ; 62
dw RRA_IND_X ; 63

dw DOP ; 64
dw ADC_ZP ; 65
dw ROR_ZP ; 66
dw RRA_ZP ; 67

dw PLA ; 68
dw ADC_IMM ; 69
dw ROR_A ; 6A
dw ARR_IMM ; 6B

dw JMP_IND ; 6C
dw ADC_ABS ; 6D
dw ROR_ABS ; 6E
dw RRA_ABS ; 6F

dw BVS ; 70
dw ADC_IND_Y ; 71
dw KIL ; 72
dw RRA_IND_Y ; 73

dw DOP ; 74
dw ADC_ZP_X ; 75
dw ROR_ZP_X ; 76
dw RRA_ZP_X ; 77

dw SEI ; 78
dw ADC_ABS_Y ; 79
dw NOP_ ; 7A
dw RRA_ABS_Y ; 7B

dw TOP ; 7C
dw ADC_ABS_X ; 7D
dw ROR_ABS_X ; 7E
dw RRA_ABS_X ; 7F
```

```
dw DOP ; 80
dw STA_IND_X ; 81
dw DOP ; 82
dw SAX_IND_X ; 83

dw STY_ZP ; 84
dw STA_ZP ; 85
dw STX_ZP ; 86
dw SAX_ZP ; 87

dw DEY ; 88
dw DOP ; 89
dw TXA ; 8A
dw AXA_IMM ; 8B

dw STY_ABS ; 8C
dw STA_ABS ; 8D
dw STX_ABS ; 8E
dw SAX_ABS ; 8F

dw BCC ; 90
dw STA_IND_Y ; 91
dw KIL ; 92
dw SAH_IND_Y ; 93

dw STY_ZP_X ; 94
dw STA_ZP_X ; 95
dw STX_ZP_Y ; 96
dw SAX_ZP_Y ; 97

dw TYA ; 98
dw STA_ABS_Y ; 99
dw TXS ; 9A
dw SSH_ABS_Y ; 9B

dw SYH_ABS_X ; 9C
dw STA_ABS_X ; 9D
dw SXH_ABS_Y ; 9E
dw SAH_ABS_Y ; 9F

dw LDY_IMM ; A0
dw LDA_IND_X ; A1
dw LDX_IMM ; A2
dw LAX_IND_X ; A3

dw LDY_ZP ; A4
dw LDA_ZP ; A5
dw LDX_ZP ; A6
dw LAX_ZP ; A7

dw TAY ; A8
dw LDA_IMM ; A9
dw TAX ; AA
dw LAX_IMM ; AB
```

```
dw LDY_ABS ; AC
dw LDA_ABS ; AD
dw LDX_ABS ; AE
dw LAX_ABS ; AF

dw BCS ; B0
dw LDA_IND_Y ; B1
dw KIL ; B2
dw LAX_IND_Y ; B3

dw LDY_ZP_X ; B4
dw LDA_ZP_X ; B5
dw LDX_ZP_Y ; B6
dw LAX_ZP_Y ; B7

dw CLV_ ; B8
dw LDA_ABS_Y ; B9
dw TSX ; BA
dw AST_ABS_Y ; BB

dw LDY_ABS_X ; BC
dw LDA_ABS_X ; BD
dw LDX_ABS_Y ; BE
dw LAX_ABS_Y ; BF

dw CPY_IMM ; C0
dw CMP_IND_X ; C1
dw DOP ; C2
dw DCP_IND_X ; C3

dw CPY_ZP ; C4
dw CMP_ZP ; C5
dw DEC_ZP ; C6
dw DCP_ZP ; C7

dw INY ; C8
dw CMP_IMM ; C9
dw DEX ; CA
dw ASX_IMM ; CB

dw CPY_ABS ; CC
dw CMP_ABS ; CD
dw DEC_ABS ; CE
dw DCP_ABS ; CF

dw BNE ; D0
dw CMP_IND_Y ; D1
dw KIL ; D2
dw DCP_IND_Y ; D3

dw DOP ; D4
dw CMP_ZP_X ; D5
dw DEC_ZP_X ; D6
dw DCP_ZP_X ; D7
```

```
dw CLD_ ; D8
dw CMP_ABS_Y ; D9
dw NOP_ ; DA
dw DCP_ABS_Y ; DB

dw TOP ; DC
dw CMP_ABS_X ; DD
dw DEC_ABS_X ; DE
dw DCP_ABS_X ; DF

dw CPX_IMM ; E0
dw SBC_IND_X ; E1
dw DOP ; E2
dw ISC_IND_X ; E3

dw CPX_ZP ; E4
dw SBC_ZP ; E5
dw INC_ZP ; E6
dw ISC_ZP ; E7

dw INX ; E8
dw SBC_IMM ; E9
dw NOP_ ; EA
dw SBC_IMM ; EB

dw CPX_ABS ; EC
dw SBC_ABS ; ED
dw INC_ABS ; EE
dw ISC_ABS ; EF

dw BEQ ; F0
dw SBC_IND_Y ; F1
dw KIL ; F2
dw ISC_IND_Y ; F3

dw DOP ; F4
dw SBC_ZP_X ; F5
dw INC_ZP_X ; F6
dw ISC_ZP_X ; F7

dw SED ; F8
dw SBC_ABS_Y ; F9
dw NOP_ ; FA
dw ISC_ABS_Y ; FB

dw TOP ; FC
dw SBC_ABS_X ; FD
dw INC_ABS_X ; FE
dw ISC_ABS_X ; FF

; ********************************************************************************
; _Emul6510: the 6510 emulator

.data
Int_Flags db 000h ; b0 = IRQ; b1 = NMI
```

```
_A db 000h
_X db 000h
_Y db 000h
_Flags db 024h ; Interrupts disabled
_SP dw 001ffh
_PC dw BOOTOFFSET

.code
_Emul6510 proc near
sub ebx,ebx ; Clear ebx

mov ch,byte ptr _A ; Load accumulator
mov cl,byte ptr _X ; Load X register
mov dl,byte ptr _Y ; Load Y register
mov si,word ptr _PC ; Load PC
mov bp,word ptr _SP ; Load SP
cld

Encode_Flags _Flags
; Load flags: 6510 -> emulator
Fetch ; Fetch first instruction

_6510Quit: Decode_Flags al ; Emulator -> 6510
mov byte ptr _A,ch
mov byte ptr _X,cl
mov byte ptr _Y,dl
mov byte ptr _Flags,al
mov word ptr _PC,si
mov word ptr _SP,bp
ret
_Emul6510 endp

; ***************************************************************************
; 6510 interrupt handler

align 4
Interrupt proc near
cmp byte ptr Int_Flags,NMI_Flag
jae NMI
Interrupt endp

; ***************************************************************************
; 6510 IRQ handler

IRQ proc near
test dh,CPU_I ; IRQ enabled?
jz IRQ_enabled ; Yes
mov bl,es:[si] ; Get opcode (bh = 0 already)
inc si ; PC++
jmp word ptr [ebx][ebx]
; Jump to opcode routine
align 4
IRQ_enabled: Push_Int ; Push PC and P
```

```
mov si,es:[IRQ_VECTOR]
or dh,CPU_I ; Disable interrupts
and byte ptr Int_Flags,Not (IRQ_Flag)
; Clear IRQ flag
mov bl,es:[si] ; Get opcode
inc si ; PC++
jmp word ptr [ebx][ebx]
; Jump to opcode routine
IRQ endp

; ***************************************************************************
; 6510 NMI handler

align 4
NMI proc near
Push_Int ; Push PC and P
mov si,es:[NMI_VECTOR]
or dh,CPU_I ; Disable interrupts
and byte ptr Int_Flags,Not (NMI_Flag)
; Clear NMI flag
Fetch ; Fetch next instruction
NMI endp

; ***************************************************************************
; Opcode routines

align 4
ANC_IMM proc near
and ch,es:[si]
lahf
and dh,Not (CPU_N + CPU_Z + CPU_C)
and ah,CPU_N + CPU_Z
or dh,ah
rol ah,1
inc si
and ah,CPU_C
or dh,ah
Fetch
ANC_IMM endp

align 4
ADC_ABS proc near
Read_ABS
OpADC
ADC_ABS endp

align 4
ADC_ZP proc near
Read_ZP al
OpADC
ADC_ZP endp
```

```
align 4
ADC_IMM proc near
Read_IMM al
OpADC
ADC_IMM endp

align 4
ADC_ABS_X proc near
Read_ABS_X
OpADC
ADC_ABS_X endp

align 4
ADC_ABS_Y proc near
Read_ABS_Y
OpADC
ADC_ABS_Y endp

align 4
ADC_IND_X proc near
Read_IND_X
OpADC
ADC_IND_X endp

align 4
ADC_IND_Y proc near
Read_IND_Y
OpADC
ADC_IND_Y endp

align 4
ADC_ZP_X proc near
Read_ZP_X al
OpADC
ADC_ZP_X endp

align 4
AND_ABS proc near
Read_ABS
and ch,al
Flgnz
Fetch
AND_ABS endp

align 4
AND_ZP proc near
mov bl,es:[si]
inc si
and ch,es:[bx]
Flgnz
Fetch
AND_ZP endp
```

```
align 4
AND_IMM proc near
and ch,es:[si]
Flgnz
inc si
Fetch
AND_IMM endp

align 4
AND_ABS_X proc near
Read_ABS_X
and ch,al
Flgnz
Fetch
AND_ABS_X endp

align 4
AND_ABS_Y proc near
Read_ABS_Y
and ch,al
Flgnz
Fetch
AND_ABS_Y endp

align 4
AND_IND_X proc near
Read_IND_X
and ch,al
Flgnz
Fetch
AND_IND_X endp

align 4
AND_IND_Y proc near
Read_IND_Y
and ch,al
Flgnz
Fetch
AND_IND_Y endp

align 4
AND_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
and ch,es:[bx]
Flgnz
Fetch
AND_ZP_X endp

align 4
ARR_IMM proc near
mov ah,dh
```

```
and ch,es:[si] ; AND #
and dh,Not (CPU_N + CPU_V + CPU_Z + CPU_C)
sahf
rcr ch,1 ; ROR
inc ch ; RCR doesn't affect
inc si
dec ch ; the N and Z flags
jnz ARR_IMM1
or dh,CPU_Z ; Set Z flag
Fetch
align 4
ARR_IMM1: mov al,ch
shr al,1
xor al,ch
shr al,2 ; Shift to V position
and al,CPU_V
or dh,al ; Set V flag
mov al,ch
shl al,2
adc dh,0 ; Set C flag
mov al,ch
and al,CPU_N
or dh,al ; Set N flag
Fetch
ARR_IMM endp

align 4
ASL_A proc near
add ch,ch
Flgnzc
Fetch
ASL_A endp

align 4
ASL_ABS proc near
Read_ABS
add al,al
Flgnzc
RMW_write
ASL_ABS endp

align 4
ASL_ZP proc near
mov bl,es:[si]
inc si
mov al,es:[bx]
add es:[bx],al
Flgnzc
Fetch
ASL_ZP endp
```

```
align 4
ASL_ABS_X proc near
Read_ABS_X
add al,al
Flgnzc
RMW_write
ASL_ABS_X endp

align 4
ASL_ZP_X proc near
mov bl,es:[si]
add bl,cl
mov al,es:[bx]
inc si
add es:[bx],al
Flgnzc
Fetch
ASL_ZP_X endp

align 4
ASR_IMM proc near
and ch,es:[si] ; AND #
shr ch,1 ; LSR
Flgnzc
inc si
Fetch
ASR_IMM endp

align 4
AST_ABS_Y proc near
Read_ABS_Y
and ax,bp ; And with stack register
mov ah,01h
mov bp,ax ; Store in stack reg,
mov ch,al ; accu and
mov cl,al ; x reg
or ch,ch ; Set flags
Flgnz
Fetch
AST_ABS_Y endp

align 4
ASX_IMM proc near
and cl,ch ; AND X,A
sub cl,es:[si]
cmc
Flgnzc ; V unaffected!
inc si
Fetch
ASX_IMM endp

align 4
AXA_IMM proc near
```

```
mov ch,cl ; TXA
and ch,es:[si] ; AND #
Flgnz
inc si
Fetch
AXA_IMM endp

align 4
BCC proc near
test dh,CPU_C
jnz BCC_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BCC_DontJump: inc si
Fetch
BCC endp

align 4
BCS proc near
test dh,CPU_C
jz BCS_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BCS_DontJump: inc si
Fetch
BCS endp

align 4
BEQ proc near
test dh,CPU_Z
jz BEQ_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BEQ_DontJump: inc si
Fetch
BEQ endp

align 4
BIT_ABS proc near
Read_ABS
and dh,Not (CPU_N + CPU_V + CPU_Z)
; Reset N, V and Z flags
test al,ch
jnz BIT_ABS_nz
or dh,CPU_Z ; Set Z flag
BIT_ABS_nz: mov ah,al
and ah,CPU_N ; Keep nothing but bit 7
or dh,ah ; Set N flag if necessary
shr al,3 ; Shift bit 6 to V position
and al,CPU_V ; Keep nothing but bit 3
or dh,al ; Set V flag if necessary
```

```
Fetch
BIT_ABS endp

align 4
BIT_ZP proc near
Read_ZP al
and dh,Not (CPU_N + CPU_V + CPU_Z)
; Reset N, V and Z flags
test al,ch
jnz BIT_ZP_nz
or dh,CPU_Z ; Set Z flag
BIT_ZP_nz: mov ah,al
and ah,CPU_N ; Keep nothing but bit 7
or dh,ah ; Set N flag if necessary
shr al,3 ; Shift bit 6 to V position
and al,CPU_V ; Keep nothing but bit 3
or dh,al ; Set V flag if necessary
Fetch
BIT_ZP endp

align 4
BMI proc near
test dh,CPU_N
jz BMI_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BMI_DontJump: inc si
Fetch
BMI endp

align 4
BNE proc near
test dh,CPU_Z
jnz BNE_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BNE_DontJump: inc si
Fetch
BNE endp

align 4
BPL proc near
test dh,CPU_N
jnz BPL_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BPL_DontJump: inc si
Fetch
BPL endp

align 4
BRK proc near
```

```
inc si ; Advance PC one more address
or dh,CPU_B ; Set B flag
Push_Int ; Push PC and flags
and dh,Not (CPU_B) ; Reset B flag again
mov si,es:[IRQ_VECTOR]
or dh,CPU_I ; Disable interrupts
mov bl,es:[si] ; Get opcode
inc si ; PC++
jmp word ptr [ebx][ebx]
; Jump to opcode routine
BRK endp

align 4
BVC proc near
test dh,CPU_V
jnz BVC_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BVC_DontJump: inc si
Fetch
BVC endp

align 4
BVS proc near
test dh,CPU_V
jz BVS_DontJump
movsx ax,byte ptr es:[si]
add si,ax
BVS_DontJump: inc si
Fetch
BVS endp

align 4
CLC_ proc near
and dh,Not (CPU_C)
Fetch
CLC_ endp

align 4
CLD_ proc near
and dh,Not (CPU_M)
Fetch
CLD_ endp

align 4
CLI_ proc near
and dh,Not (CPU_I)
Fetch
CLI_ endp

align 4
CLV_ proc near
```

```
and dh,Not (CPU_V)
Fetch
CLV_ endp

align 4
CMP_ABS proc near
Read_ABS
cmp ch,al
cmc
Flgnzc
Fetch
CMP_ABS endp

align 4
CMP_ZP proc near
mov bl,es:[si]
inc si
cmp ch,es:[bx]
cmc
Flgnzc
Fetch
CMP_ZP endp

align 4
CMP_IMM proc near
cmp ch,es:[si]
cmc
Flgnzc
inc si
Fetch
CMP_IMM endp

align 4
CMP_ABS_X proc near
Read_ABS_X
cmp ch,al
cmc
Flgnzc
Fetch
CMP_ABS_X endp

align 4
CMP_ABS_Y proc near
Read_ABS_Y
cmp ch,al
cmc
Flgnzc
Fetch
CMP_ABS_Y endp

align 4
CMP_IND_X proc near
```

```
Read_IND_X
cmp ch,al
cmc
Flgnzc
Fetch
CMP_IND_X endp

align 4
CMP_IND_Y proc near
Read_IND_Y
cmp ch,al
cmc
Flgnzc
Fetch
CMP_IND_Y endp

align 4
CMP_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
cmp ch,es:[bx]
cmc
Flgnzc
Fetch
CMP_ZP_X endp

align 4
CPX_ABS proc near
Read_ABS
cmp cl,al
cmc
Flgnzc
Fetch
CPX_ABS endp

align 4
CPX_ZP proc near
mov bl,es:[si]
inc si
cmp cl,es:[bx]
cmc
Flgnzc
Fetch
CPX_ZP endp

align 4
CPX_IMM proc near
cmp cl,es:[si]
cmc
Flgnzc
inc si
```

```
Fetch
CPX_IMM endp

align 4
CPY_ABS proc near
Read_ABS
cmp dl,al
cmc
Flgnzc
Fetch
CPY_ABS endp

align 4
CPY_ZP proc near
mov bl,es:[si]
inc si
cmp dl,es:[bx]
cmc
Flgnzc
Fetch
CPY_ZP endp

align 4
CPY_IMM proc near
cmp dl,es:[si]
cmc
Flgnzc
inc si
Fetch
CPY_IMM endp

align 4
DCP_ABS proc near
Read_ABS
dec al
cmp ch,al
cmc
Flgnzc
RMW_write
DCP_ABS endp

align 4
DCP_ZP proc near
mov bl,es:[si]
inc si
mov al,es:[bx]
dec al
cmp ch,al
mov es:[bx],al
cmc
Flgnzc
Fetch
```

```
DCP_ZP endp

align 4
DCP_ABS_X proc near
Read_ABS_X
dec al
cmp ch,al
cmc
Flgnzc
RMW_write
DCP_ABS_X endp

align 4
DCP_ABS_Y proc near
Read_ABS_Y
dec al
cmp ch,al
cmc
Flgnzc
RMW_write
DCP_ABS_Y endp

align 4
DCP_IND_X proc near
Read_IND_X
dec al
cmp ch,al
cmc
Flgnzc
RMW_write
DCP_IND_X endp

align 4
DCP_IND_Y proc near
Read_IND_Y
dec al
cmp ch,al
cmc
Flgnzc
RMW_write
DCP_IND_Y endp

align 4
DCP_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
mov al,es:[bx]
dec al
cmp ch,al
mov es:[bx],al
cmc
```

```
Flgnzc
Fetch
DCP_ZP_X endp

align 4
DEC_ABS proc near
Read_ABS
dec al
Flgnz
RMW_write
DEC_ABS endp

align 4
DEC_ZP proc near
mov bl,es:[si]
inc si
dec byte ptr es:[bx]
Flgnz
Fetch
DEC_ZP endp

align 4
DEC_ABS_X proc near
Read_ABS_X
dec al
Flgnz
RMW_write
DEC_ABS_X endp

align 4
DEC_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
dec byte ptr es:[bx]
Flgnz
Fetch
DEC_ZP_X endp

align 4
DEX proc near
dec cl
Flgnz
Fetch
DEX endp

align 4
DEY proc near
dec dl
Flgnz
Fetch
DEY endp
```

```
align 4
DOP proc near
inc si ; Advance one byte!
Fetch
DOP endp

align 4
EOR_ABS proc near
Read_ABS
xor ch,al
Flgnz
Fetch
EOR_ABS endp

align 4
EOR_ZP proc near
mov bl,es:[si]
inc si
xor ch,es:[bx]
Flgnz
Fetch
EOR_ZP endp

align 4
EOR_IMM proc near
xor ch,es:[si]
Flgnz
inc si
Fetch
EOR_IMM endp

align 4
EOR_ABS_X proc near
Read_ABS_X
xor ch,al
Flgnz
Fetch
EOR_ABS_X endp

align 4
EOR_ABS_Y proc near
Read_ABS_Y
xor ch,al
Flgnz
Fetch
EOR_ABS_Y endp

align 4
EOR_IND_X proc near
Read_IND_X
xor ch,al
Flgnz
Fetch
```

```
EOR_IND_X endp

align 4
EOR_IND_Y proc near
Read_IND_Y
xor ch,al
Flgnz
Fetch
EOR_IND_Y endp

align 4
EOR_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
xor ch,es:[bx]
Flgnz
Fetch
EOR_ZP_X endp

align 4
INC_ABS proc near
Read_ABS
inc al
Flgnz
RMW_write
INC_ABS endp

align 4
INC_ZP proc near
mov bl,es:[si]
inc si
inc byte ptr es:[bx]
Flgnz
Fetch
INC_ZP endp

align 4
INC_ABS_X proc near
Read_ABS_X
inc al
Flgnz
RMW_write
INC_ABS_X endp

align 4
INC_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
inc byte ptr es:[bx]
Flgnz
```

```
Fetch
INC_ZP_X endp

align 4
INX proc near
inc cl
Flgnz
Fetch
INX endp

align 4
INY proc near
inc dl
Flgnz
Fetch
INY endp

align 4
ISC_ABS proc near
Read_ABS
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz ISC_ABS1
inc al
mov bh,al ; Save al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
ISC_ABS1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
ISC_ABS endp

align 4
ISC_ZP proc near
```

```
mov bl,es:[si]
mov ah,dh
inc si
mov al,es:[bx]
test dh,CPU_M ; Decimal mode?
jnz ISC_ZP1
inc al
mov bh,al ; Store al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
align 4
ISC_ZP1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
ISC_ZP endp

align 4
ISC_ABS_X proc near
Read_ABS_X
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz ISC_ABS_X1
inc al
mov bh,al ; Save al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
```

```
align 4
ISC_ABS_X1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
ISC_ABS_X endp

align 4
ISC_ABS_Y proc near
Read_ABS_Y
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz ISC_ABS_Y1
inc al
mov bh,al ; Save al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
ISC_ABS_Y1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
ISC_ABS_Y endp

align 4
ISC_IND_X proc near
Read_IND_X
```

```
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz ISC_IND_X1
inc al
mov bh,al ; Save al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
ISC_IND_X1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
ISC_IND_X endp

align 4
ISC_IND_Y proc near
Read_IND_Y
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz ISC_IND_Y1
inc al
mov bh,al ; Save al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
ISC_IND_Y1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
```

```
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
ISC_IND_Y endp

align 4
ISC_ZP_X proc near
mov bl,es:[si]
mov ah,dh
add bl,cl
inc si
mov al,es:[bx]
test dh,CPU_M ; Decimal mode?
jnz ISC_ZP_X1
inc al
mov bh,al ; Store al
sahf
cmc
sbb ch,al
cmc
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
align 4
ISC_ZP_X1: inc al
mov bh,al ; Store al
xchg al,ch
sahf
cmc
sbb al,ch
das ; Adjust al for packed BCD sub
cmc
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
ISC_ZP_X endp

align 4
JMP_ABS proc near
mov si,es:[si]
```

```
Fetch
JMP_ABS endp

align 4
JMP_IND proc near
mov bx,es:[si]
mov al,es:[bx]
inc bl
mov ah,es:[bx]
mov bh,0
mov si,ax
Fetch
JMP_IND endp

align 4
JSR proc near
mov ax,es:[si]
inc si ; 1 instead of 2 bytes!
xchg ax,si
Push_16
Fetch
JSR endp

align 4
KIL proc near
jmp _6510Quit
KIL endp

align 4
LAX_ABS proc near
Read_ABS
mov ch,al ; Load to accu
mov cl,al ; and to x reg
or al,al
Flgnz
Fetch
LAX_ABS endp

align 4
LAX_ZP proc near
mov bl,es:[si]
inc si
mov ch,es:[bx]
mov cl,ch
or ch,ch
Flgnz
Fetch
LAX_ZP endp

align 4
LAX_IMM proc near
mov ch,es:[si] ; Load to accu
```

```
mov cl,ch ; and to x reg
or ch,ch
Flgnz
inc si
Fetch
LAX_IMM endp

align 4
LAX_ABS_Y proc near
Read_ABS_Y
mov ch,al
mov cl,al
or al,al
Flgnz
Fetch
LAX_ABS_Y endp

align 4
LAX_IND_X proc near
Read_IND_X
mov ch,al
mov cl,al
or al,al
Flgnz
Fetch
LAX_IND_X endp

align 4
LAX_IND_Y proc near
Read_IND_Y
mov ch,al
mov cl,al
or al,al
Flgnz
Fetch
LAX_IND_Y endp

align 4
LAX_ZP_Y proc near
mov bl,es:[si]
add bl,dl
inc si
mov ch,es:[bx]
mov cl,ch
or ch,ch
Flgnz
Fetch
LAX_ZP_Y endp

align 4
LDA_ABS proc near
Read_ABS
```

```
mov ch,al
or al,al
Flgnz
Fetch
LDA_ABS endp

align 4
LDA_ZP proc near
mov bl,es:[si]
inc si
mov ch,es:[bx]
or ch,ch
Flgnz
Fetch
LDA_ZP endp

align 4
LDA_IMM proc near
mov ch,es:[si]
inc si
or ch,ch
Flgnz
Fetch
LDA_IMM endp

align 4
LDA_ABS_X proc near
Read_ABS_X
mov ch,al
or al,al
Flgnz
Fetch
LDA_ABS_X endp

align 4
LDA_ABS_Y proc near
Read_ABS_Y
mov ch,al
or al,al
Flgnz
Fetch
LDA_ABS_Y endp

align 4
LDA_IND_X proc near
Read_IND_X
mov ch,al
or al,al
Flgnz
Fetch
LDA_IND_X endp
```

```
align 4
LDA_IND_Y proc near
Read_IND_Y
mov ch,al
or al,al
Flgnz
Fetch
LDA_IND_Y endp

align 4
LDA_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
mov ch,es:[bx]
or ch,ch
Flgnz
Fetch
LDA_ZP_X endp

align 4
LDX_ABS proc near
Read_ABS
mov cl,al
or al,al
Flgnz
Fetch
LDX_ABS endp

align 4
LDX_ZP proc near
mov bl,es:[si]
inc si
mov cl,es:[bx]
or cl,cl
Flgnz
Fetch
LDX_ZP endp

align 4
LDX_IMM proc near
mov cl,es:[si]
inc si
or cl,cl
Flgnz
Fetch
LDX_IMM endp

align 4
LDX_ABS_Y proc near
Read_ABS_Y
mov cl,al
or al,al
```

```
Flgnz
Fetch
LDX_ABS_Y endp

align 4
LDX_ZP_Y proc near
mov bl,es:[si]
add bl,dl
inc si
mov cl,es:[bx]
or cl,cl
Flgnz
Fetch
LDX_ZP_Y endp

align 4
LDY_ABS proc near
Read_ABS
mov dl,al
or al,al
Flgnz
Fetch
LDY_ABS endp

align 4
LDY_ZP proc near
mov bl,es:[si]
inc si
mov dl,es:[bx]
or dl,dl
Flgnz
Fetch
LDY_ZP endp

align 4
LDY_IMM proc near
mov dl,es:[si]
inc si
or dl,dl
Flgnz
Fetch
LDY_IMM endp

align 4
LDY_ABS_X proc near
Read_ABS_X
mov dl,al
or al,al
Flgnz
Fetch
LDY_ABS_X endp
```

```
align 4
LDY_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
mov dl,es:[bx]
or dl,dl
Flgnz
Fetch
LDY_ZP_X endp

align 4
LSR_A proc near
shr ch,1
Flgnzc
Fetch
LSR_A endp

align 4
LSR_ABS proc near
Read_ABS
shr al,1
Flgnzc
RMW_write
LSR_ABS endp

align 4
LSR_ZP proc near
mov bl,es:[si]
inc si
shr byte ptr es:[bx],1
Flgnzc
Fetch
LSR_ZP endp

align 4
LSR_ABS_X proc near
Read_ABS_X
shr al,1
Flgnzc
RMW_write
LSR_ABS_X endp

align 4
LSR_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
shr byte ptr es:[bx],1
Flgnzc
Fetch
LSR_ZP_X endp
```

```
align 4
NOP_ proc near
Fetch
NOP_ endp

align 4
ORA_ABS proc near
Read_ABS
or ch,al
Flgnz
Fetch
ORA_ABS endp

align 4
ORA_ZP proc near
mov bl,es:[si]
inc si
or ch,es:[bx]
Flgnz
Fetch
ORA_ZP endp

align 4
ORA_IMM proc near
or ch,es:[si]
Flgnz
inc si
Fetch
ORA_IMM endp

align 4
ORA_ABS_X proc near
Read_ABS_X
or ch,al
Flgnz
Fetch
ORA_ABS_X endp

align 4
ORA_ABS_Y proc near
Read_ABS_Y
or ch,al
Flgnz
Fetch
ORA_ABS_Y endp

align 4
ORA_IND_X proc near
Read_IND_X
or ch,al
Flgnz
Fetch
ORA_IND_X endp
```

```
align 4
ORA_IND_Y proc near
Read_IND_Y
or ch,al
Flgnz
Fetch
ORA_IND_Y endp

align 4
ORA_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
or ch,es:[bx]
Flgnz
Fetch
ORA_ZP_X endp

align 4
PHA proc near
Push_8 ch
Fetch
PHA endp

align 4
PHP proc near
mov bl,dh
mov al,FlgDecodeTable[bx]
Push_8 al
Fetch
PHP endp

align 4
PLA proc near
Pop_8 ch
or ch,ch
Flgnz
Fetch
PLA endp

align 4
PLP proc near
mov bx,bp
inc bl
mov bp,bx
movzx bx,byte ptr es:[bx]
mov dh,FlgEncodeTable[bx]
Fetch
PLP endp

align 4
RLA_ABS proc near
Read_ABS
```

```
mov ah,dh
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
adc al,al ; Shift data left
adc dh,0 ; Update Carry
and ch,al ; AND with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
RLA_ABS endp

align 4
RLA_ZP proc near
mov bl,es:[si]
mov ah,dh
inc si
mov al,es:[bx]
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
adc al,al ; Shift data left
adc dh,0 ; Update carry
and ch,al ; AND with accu
lahf
mov es:[bx],al ; Store result
and ah,CPU_N + CPU_Z
or dh,ah
Fetch
RLA_ZP endp

align 4
RLA_ABS_X proc near
Read_ABS_X
mov ah,dh
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
adc al,al ; Shift data left
adc dh,0
and ch,al ; AND with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
RLA_ABS_X endp

align 4
RLA_ABS_Y proc near
Read_ABS_Y
mov ah,dh
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
```

```
adc al,al ; Shift data left
adc dh,0
and ch,al ; AND with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
RLA_ABS_Y endp

align 4
RLA_IND_X proc near
Read_IND_X
mov ah,dh
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
adc al,al ; Shift data left
adc dh,0
and ch,al ; AND with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
RLA_IND_X endp

align 4
RLA_IND_Y proc near
Read_IND_Y
mov ah,dh
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
adc al,al ; Shift data left
adc dh,0
and ch,al ; AND with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
RLA_IND_Y endp

align 4
RLA_ZP_X proc near
mov bl,es:[si]
mov ah,dh
add bl,cl
inc si
mov al,es:[bx]
and dh,Not (CPU_N + CPU_Z + CPU_C)
sahf
adc al,al ; Shift data left
adc dh,0
and ch,al ; AND with accu
```

```
lahf
mov es:[bx],al
and ah,CPU_N + CPU_Z
or dh,ah
Fetch
RLA_ZP_X endp

align 4
ROL_A proc near
mov ah,dh
sahf
adc ch,ch
Flgnzc
Fetch
ROL_A endp

align 4
ROL_ABS proc near
Read_ABS
mov ah,dh
sahf
adc al,al
Flgnzc
RMW_write
ROL_ABS endp

align 4
ROL_ZP proc near
mov bl,es:[si]
mov ah,dh
inc si
mov al,es:[bx]
sahf
adc es:[bx],al
Flgnzc
Fetch
ROL_ZP endp

align 4
ROL_ABS_X proc near
Read_ABS_X
mov ah,dh
sahf
adc al,al
Flgnzc
RMW_write
ROL_ABS_X endp

align 4
ROL_ZP_X proc near
mov bl,es:[si]
mov ah,dh
```

```
add bl,cl
inc si
mov al,es:[bx]
sahf
adc es:[bx],al
Flgnzc
Fetch
ROL_ZP_X endp

align 4
ROR_A proc near
mov ah,dh
sahf
rcr ch,1
inc ch
dec ch
Flgnzc
Fetch
ROR_A endp

align 4
ROR_ABS proc near
Read_ABS
mov ah,dh
sahf
rcr al,1
inc al
dec al
Flgnzc
RMW_write
ROR_ABS endp

align 4
ROR_ZP proc near
mov bl,es:[si]
mov ah,dh
inc si
sahf
mov al,es:[bx]
rcr al,1
mov es:[bx],al
inc al
dec al
Flgnzc
Fetch
ROR_ZP endp

align 4
ROR_ABS_X proc near
Read_ABS_X
mov ah,dh
```

```
sahf
rcr al,1
inc al
dec al
Flgnzc
RMW_write
ROR_ABS_X endp

align 4
ROR_ZP_X proc near
mov bl,es:[si]
mov ah,dh
add bl,cl
inc si
sahf
mov al,es:[bx]
rcr al,1
mov es:[bx],al
inc al
dec al
Flgnzc
Fetch
ROR_ZP_X endp

align 4
RRA_ABS proc near
Read_ABS
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz RRA_ABS1
sahf
rcr al,1 ; Rotate data right
mov bh,al ; Save al
adc ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
RRA_ABS1: sahf
rcr al,1 ; Rotate data right
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
RRA_ABS endp
```

```
align 4
RRA_ZP proc near
mov bl,es:[si]
mov ah,dh
inc si
mov al,es:[bx]
test dh,CPU_M ; Decimal mode?
jnz RRA_ZP1
sahf ; Set/reset real carry
rcr al,1 ; Rotate data right
mov bh,al ; Store al
adc ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
align 4
RRA_ZP1: sahf ; Set/reset real carry
rcr al,1 ; Rotate data right
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
RRA_ZP endp

align 4
RRA_ABS_X proc near
Read_ABS_X
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz RRA_ABS_X1
sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
RRA_ABS_X1: sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
```

```
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
RRA_ABS_X endp

align 4
RRA_ABS_Y proc near
Read_ABS_Y
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz RRA_ABS_Y1
sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
RRA_ABS_Y1: sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
RRA_ABS_Y endp

align 4
RRA_IND_X proc near
Read_IND_X
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz RRA_IND_X1
sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
RRA_IND_X1: sahf ; Set/reset real carry
rcr al,1
```

```
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
RRA_IND_X endp

align 4
RRA_IND_Y proc near
Read_IND_Y
mov ah,dh
test dh,CPU_M ; Decimal mode?
jnz RRA_IND_Y1
sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
align 4
RRA_IND_Y1: sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
RMW_write ; Store al
RRA_IND_Y endp

align 4
RRA_ZP_X proc near
mov bl,es:[si]
mov ah,dh
add bl,cl
inc si
mov al,es:[bx]
test dh,CPU_M ; Decimal mode?
jnz RRA_ZP_X1
sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc ch,al
Flgnvzc
```

```
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
align 4
RRA_ZP_X1: sahf ; Set/reset real carry
rcr al,1
mov bh,al ; Store al
adc al,ch
daa ; Adjust al for packed BCD add
mov ch,al
Flgnvzc
mov al,bh ; Restore al
mov bh,0
mov es:[bx],al ; Store al
Fetch
RRA_ZP_X endp

align 4
RTI proc near
Pop_Int
Fetch
RTI endp

align 4
RTS proc near
Pop_16
inc ax ; Advance one byte!
mov si,ax
Fetch
RTS endp

align 4
SAH_ABS_Y proc near
mov al,ch
mov ah,es:[si+1] ; Hi-byte
and al,cl ; AND A,X
inc ah
and al,ah
Flgnz
Write_ABS_Y
SAH_ABS_Y endp

align 4
SAH_IND_Y proc near
mov al,ch
mov ah,es:[si+1] ; Hi-byte
and al,cl ; AND A,X
inc ah
and al,ah
Flgnz
```

```
Write_IND_Y
SAH_IND_Y endp

align 4
SAX_ABS proc near
mov al,ch
and al,cl
Flgnz
Write_ABS
SAX_ABS endp

align 4
SAX_ZP proc near
mov al,ch
and al,cl
Flgnz
Write_ZP al
SAX_ZP endp

align 4
SAX_ZP_Y proc near
mov al,ch
and al,cl
Flgnz
Write_ZP_Y al
SAX_ZP_Y endp

align 4
SAX_IND_X proc near
mov al,ch
and al,cl
Flgnz
Write_IND_X
SAX_IND_X endp

align 4
SBC_ABS proc near
Read_ABS
OpSBC
SBC_ABS endp

align 4
SBC_ZP proc near
Read_ZP al
OpSBC
SBC_ZP endp

align 4
SBC_IMM proc near
Read_IMM al
OpSBC
SBC_IMM endp
```

```
align 4
SBC_ABS_X proc near
Read_ABS_X
OpSBC
SBC_ABS_X endp

align 4
SBC_ABS_Y proc near
Read_ABS_Y
OpSBC
SBC_ABS_Y endp

align 4
SBC_IND_X proc near
Read_IND_X
OpSBC
SBC_IND_X endp

align 4
SBC_IND_Y proc near
Read_IND_Y
OpSBC
SBC_IND_Y endp

align 4
SBC_ZP_X proc near
Read_ZP_X al
OpSBC
SBC_ZP_X endp

align 4
SEC proc near
or dh,CPU_C
Fetch
SEC endp

align 4
SEI proc near
or dh,CPU_I
Fetch
SEI endp

align 4
SED proc near
or dh,CPU_M
Fetch
SED endp

align 4
SLO_ABS proc near
Read_ABS
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0 ; Update Carry
```

```
or ch,al ; OR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SLO_ABS endp

align 4
SLO_ZP proc near
mov bl,es:[si]
inc si
mov al,es:[bx]
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0 ; Update carry
or ch,al ; OR with accu
lahf
mov es:[bx],al ; Store result
and ah,CPU_N + CPU_Z
or dh,ah
Fetch
SLO_ZP endp

align 4
SLO_ABS_X proc near
Read_ABS_X
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0
or ch,al ; OR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SLO_ABS_X endp

align 4
SLO_ABS_Y proc near
Read_ABS_Y
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0
or ch,al ; OR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SLO_ABS_Y endp

align 4
SLO_IND_X proc near
```

```
Read_IND_X
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0
or ch,al ; OR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SLO_IND_X endp

align 4
SLO_IND_Y proc near
Read_IND_Y
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0
or ch,al ; OR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SLO_IND_Y endp

align 4
SLO_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
mov al,es:[bx]
and dh,Not (CPU_N + CPU_Z + CPU_C)
add al,al ; Shift data left
adc dh,0
or ch,al ; OR with accu
lahf
mov es:[bx],al
and ah,CPU_N + CPU_Z
or dh,ah
Fetch
SLO_ZP_X endp

align 4
SRE_ABS proc near
Read_ABS
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0 ; Update Carry
xor ch,al ; XOR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
```

```
RMW_write
SRE_ABS endp

align 4
SRE_ZP proc near
mov bl,es:[si]
inc si
mov al,es:[bx]
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0 ; Update carry
xor ch,al ; XOR with accu
lahf
mov es:[bx],al ; Store result
and ah,CPU_N + CPU_Z
or dh,ah
Fetch
SRE_ZP endp

align 4
SRE_ABS_X proc near
Read_ABS_X
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0
xor ch,al ; XOR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SRE_ABS_X endp

align 4
SRE_ABS_Y proc near
Read_ABS_Y
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0
xor ch,al ; XOR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SRE_ABS_Y endp

align 4
SRE_IND_X proc near
Read_IND_X
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0
```

```
xor ch,al ; XOR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SRE_IND_X endp

align 4
SRE_IND_Y proc near
Read_IND_Y
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0
xor ch,al ; XOR with accu
lahf
and ah,CPU_N + CPU_Z
or dh,ah
RMW_write
SRE_IND_Y endp

align 4
SRE_ZP_X proc near
mov bl,es:[si]
add bl,cl
inc si
mov al,es:[bx]
and dh,Not (CPU_N + CPU_Z + CPU_C)
shr al,1 ; Shift data right
adc dh,0
xor ch,al ; XOR with accu
lahf
mov es:[bx],al
and ah,CPU_N + CPU_Z
or dh,ah
Fetch
SRE_ZP_X endp

align 4
SSH_ABS_Y proc near
mov al,ch
and al,cl ; AND A,X
mov ah,001h
mov bp,ax ; Store in SP
mov ah,es:[si+1] ; High-byte
inc ah
and al,ah
Write_ABS_Y
Fetch
SSH_ABS_Y endp
```

```
align 4
SXH_ABS_Y proc near
mov al,es:[si+1] ; High-byte
inc al
and al,cl ; AND HI+1,X
Write_ABS_Y
SXH_ABS_Y endp

align 4
SYH_ABS_X proc near
mov al,es:[si+1] ; High-byte
inc al
and al,dl ; AND HI+1,Y
Write_ABS_X
SYH_ABS_X endp

align 4
STA_ABS proc near
mov al,ch
Write_ABS
STA_ABS endp

align 4
STA_ZP proc near
Write_ZP ch
STA_ZP endp

align 4
STA_ABS_X proc near
mov al,ch
Write_ABS_X
STA_ABS_X endp

align 4
STA_ABS_Y proc near
mov al,ch
Write_ABS_Y
STA_ABS_Y endp

align 4
STA_IND_X proc near
mov al,ch
Write_IND_X
STA_IND_X endp

align 4
STA_IND_Y proc near
mov al,ch
Write_IND_Y
STA_IND_Y endp

align 4
STA_ZP_X proc near
Write_ZP_X ch
```

```
STA_ZP_X endp

align 4
STX_ABS proc near
mov al,cl
Write_ABS
STX_ABS endp

align 4
STX_ZP proc near
Write_ZP cl
STX_ZP endp

align 4
STX_ZP_Y proc near
Write_ZP_Y cl
STX_ZP_Y endp

align 4
STY_ABS proc near
mov al,dl
Write_ABS
STY_ABS endp

align 4
STY_ZP proc near
Write_ZP dl
STY_ZP endp

align 4
STY_ZP_X proc near
Write_ZP_X dl
STY_ZP_X endp

align 4
TAX proc near
mov cl,ch
or ch,ch
Flgnz
Fetch
TAX endp

align 4
TAY proc near
mov dl,ch
or ch,ch
Flgnz
Fetch
TAY endp

align 4
TOP proc near
add si,2 ; Advance two bytes!
```

```
Fetch
TOP endp

align 4
TSX proc near
mov ax,bp
mov cl,al
or al,al
Flgnz
Fetch
TSX endp

align 4
TXA proc near
mov ch,cl
or cl,cl
Flgnz
Fetch
TXA endp

align 4
TXS proc near
mov al,cl
mov ah,01h
mov bp,ax
Fetch
TXS endp

align 4
TYA proc near
mov ch,dl
or dl,dl
Flgnz
Fetch
TYA endp

; ***************************************************************************
; Flag decode table

.data
FlgDecodeTable db 00100000b

BitPattern = 00000001b
rept 255
Decode BitPattern
BitPattern = BitPattern + 1
endm

; ***************************************************************************
; Flag encode table

FlgEncodeTable db 00000000b
```

```
BitPattern = 00000001b
rept 255
Encode BitPattern
BitPattern = BitPattern + 1
endm

end Start
==============================================================================
= Ulf Petersen InterNet: lord@tpki.toppoint.de =
= Luetjenburg, GERMANY SevenNet: BEAVIS@POLARIS =
= FAX/MAILBOX: 04381/4739 FIDO-Classic: 2:242/257.26 =
=------------------------------------------------------------------------=
= "Ein Weihnachtsbaum der sprechen kann ! Und so viel Lametta" :-)) =
= "Women are like acid: good ones will eat through your pants !!" =
= SATURDAY NIGHT LIVE =
==============================================================================

## CrossPoint v2.92 ##
```

4388. SOURCE CODE FOR THE EMULATION OF THE 6510/6502C ON A PC

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 14:12:00 UTC
From: freddy@frederik.toppoint.de
Message-ID: <5EDe3X6g_YB@frederik.toppoint.de>
Source record: 104150

Hi guys !

I thought some of you might be interested in the source code for the
complete emulation of the 6502 processor (which is fully compatible to the
6502C as far as I know) on a PC. The listing as such was taken from the
C64-EMULATOR (MS-DOS) which has been available for quite a while now.
Now that all of you have the source listing we can expect a ATARI 8-BIT
emulator on the PC real soon (I hope :^)).

If you have any queries please feel free to send me a message.

Yours ATARIly,

Ulf Petersen

PS: Please send PM to freddy@frederik.toppoint.de

```
=============================================================================
= Ulf Petersen InterNet: lord@tpki.toppoint.de =
= Luetjenburg, GERMANY SevenNet: BEAVIS@POLARIS =
= FAX/MAILBOX: +49/4381/4739 FIDO-Classic: 2:242/257.26 =
=---------------------------------------------------------------------------=
= "Ein Weihnachtsbaum der sprechen kann ! Und so viel Lametta" :-)) =
= "Women are like acid: good ones will eat through your pants !!" =
= SATURDAY NIGHT LIVE =
=============================================================================

## CrossPoint v2.92 ##
```

4389. OK to send me mail now!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 17:48:00 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <9312041747.AA26246@nextsun.INS.CWRU.Edu>
Source record: 104151

Hello again!

OK, I've sorted out the mail on freenet, so you can
now get me at: dx107@cleveland.freenet.edu

Don't forget that I will only be able to read/send mail
once a week at weekends. If I don't reply straight away, then
I'm not ignoring you!

Dean Garraghty.

4390. Re: Uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 17:49:51 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931204.46191.KAMARO_KID@delphi.com>
Source record: 104152

I too uploaded a TEXT file along with each program I sent to UMICH.

I was up until about 3am last night uploading to UMICH..

All tell, I think I sent about 40 files to Umich in 3 batch uploads.

I'd be interested in your adventure directory.. I run a BBS here in Utah and have about 5 meg of 8bit Adventure games.. Basic, ML, etc..

4391. Scott Adams PD?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 18:27:41 UTC
From: ind00052@pegasus
Message-ID: <2dqkqt$gvc@pegasus.cc.ucf.edu>
Source record: 104153

Someone mentioned to me that the old Scott Adam's games have been released to the public domain as of a few years ago. Does anyone know facts on this? I have 1-12, which could be put at the archive if true. Unless assuming PD versions were released for other platforms, or someother way differing. Anyway...

Sen
ind00052@pegasus.cc.ucf.edu

4392. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 20:40:23 UTC
From: aek@wiretap.spies.com
Message-ID: <CHJ2rB.6wL@wiretap.spies.com>
Source record: 104154

From article <93337.131215U22015@uicvm.uic.edu>, by David Hanley <U22015@uicvm.uic.edu>:
> Would this be wasting my time, I.E. has this been done before?
>
> This would all be in C/C++ for sevral reasons, one of the primary ones
> being portability.
>
> Well?
>
There are a bunch of 6502 CPU emulators floating around the net in C and
x86 assembly language. Emulating the ANTIC and POKEY's is the tricky part.

Unless you are running the emulator on a very fast processor, you'll also
be disappointed with a simulator's performance (interpreted simulators as
a rule of thumb run 10 to 20 times slower than the processor they're running
on)

4393. icd mio to hard drive connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 23:09:12 UTC
From: ernster@cobra.uni.edu
Message-ID: <1993Dec4.170912.20209@cobra.uni.edu>
Source record: 104005

I have an ICD MIO hard drive interface with an adaptec 4000A interface tha i would like to connect to a miniscribe 3425 or 3650 hard drive to run from my 8-bit system. I need to know how to get one of these drives to read and write the 256 byte sectors required by MIO. I've tried calling technical support with no luck. I have also tried ICD bulletin board but no one there responds to my messages. Any help would be greatly appreciated.

4394. WANTED: 850 or equivalent and 850-Express

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-04 23:19:33 UTC
From: dgb@owlnet.rice.edu
Message-ID: <CHJA4M.JBn@rice.edu>
Source record: 104010

I'm looking for an inexpensive (~$20) 850 interface or equivalent
(P:R: Connection?) and the 850-Express modem software.

This needs to work on an Atari 800 with unmodified 810 drive.

4395. Atari VCS question (Sorry!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 00:57:20 UTC
From: wiz@apple.com
Message-ID: <wiz-041293184706@17.127.11.102>
Source record: 104006

I know this group is for Atari 8 bit computers, but I'm hoping that someone here will be able to help. I'm looking for a device that will read the contents of a VCS cartridge.

Several years ago, one of the electronic project magazines described how to build a device that would let you dump the contents of a Atari cart to a cassette tape. If anyone remembers this or has any info on the above, including cart pin outs, a response would be greatly appreciated.

--
Patrick Fleming (wiz@apple.com) Apple Computer
-- Inc.
All opinions expressed are NOT necessarily those of Apple

4396. Re: Scott Adams PD?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 01:25:18 UTC
From: hoosier@rider.cactus.org
Message-ID: <4461@rider.UUCP>
Source record: 104007

ind00052@pegasus (Sen) writes:
]
]
]Someone mentioned to me that the old Scott Adam's games have been
]released to the public domain as of a few years ago. Does anyone know
]facts on this? I have 1-12, which could be put at the archive if true.
]Unless assuming PD versions were released for other platforms, or someother
]way differing. Anyway...

Well, you could write scottadams@aol.com and ask him. He just might say
putting them on the archive is fine. Unfortunately, this is not the
Scott Adams who wrote the games, but the Scott Adams who is the car-
toonist behind the Dilbert comic in your local paper, and taking his
advice on this just might not be the right thing to do. :-)

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

4397. Re: icd mio to hard drive connection

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 03:11:27 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CHJKv3.83M@cbfsb.cb.att.com>
Source record: 104008

In article <1993Dec4.170912.20209@cobra.uni.edu> ernster@cobra.uni.edu writes:
>I have an ICD MIO hard drive interface with an adaptec 4000A interface tha i
>would like to connect to a miniscribe 3425 or 3650 hard drive to run from my
>8-bit system. I need to know how to get one of these drives to read and write
>the 256 byte sectors required by MIO. I've tried calling technical support
>with no luck. I have also tried ICD bulletin board but no one there responds
>to my messages. Any help would be greatly appreciated.
>

According to my Adaptec manual, sector size is set up in software by
the formatting routine. No jumpers on the board for that, detailed
specs on setting up drive parameters.

Jumpers on Adaptec board:

A-B |
C-D | 3 bit scsi address A-B lsb to E-F msb
E-F |

G-H DMA transfer rate --- in SYSCLOCK/4 out DATACLOCK/2
SYSCLOCK/4 is slower for single sector transfers
where necessary for controller ... multi sectors always
at fast rate.

I-J Extended command set

K-L not used

M-N Support for drives that drop SEEK COMPLETE when switching heads

O-P Self Diagnostics

R-PU Write Precomp turned off for both drives

R-S Write precomp starts at reduced write cylinder for both drives

R-T Write Precomp all tracks on both drives.

The R jumpers are only on the 4000A, and not on the 4070A, and override
any software setting in the mode command.

If you want to know the details of the specific commands sent over
the SCSI bus to format the drive, let me know, but be aware that won't
help you unless you can hack into your formatting software, or roll
your own.

--
Richard Dell

4398. 800 items 4-sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 03:36:07 UTC
From: mrsma@uno.edu
Message-ID: <1993Dec5.033607.1661@cs.uno.edu>
Source record: 104009

these items were posted awhile back.
inquiries were misplaced due to system crash.
if interested please forward offer excluding shipping
(which you pay)

Hardware
atari 800 personal computer
atari 1050 disk drive (2)
microbits peripheral products printer interface
atari joystick
quickshot II joystick
atari paddle controller
t.v. switchbox ca010112 (2)
sound adapter cable 5din to 2-male RCA

Software
Master Diskette 3 DX5052
Atari 810/1050 Master Diskette II CX8104
Dimension X game disk (synapse)
GraphicMaster disk (data soft inc) ser#51105
Solo Flight disk (microprose software)

Cartridges
Basic Computing Language CxL4002
Computer Chess Cxl4009
Submarine Commander

Books
Mapping The Atari (compute! books publication)
The Atari Assembler (Inman & Inman) (Reward Books)
Your Atari Computer (osborne mcgraw-hill)
Assembly Language Programming For The Atari Computers (a byte book by Chasin)
Inside Atari Dos (Bill Wilkinson) (2)
6502 Assembly Language Routines (Lance Leventhal)
The Atari Experience (A. Lamonthe Jr.)
The Third Book of Ohio Scientific (outline of expansion for the Atari 800)
Pocket Guide to Forth
Intro to Atari Disk Operating System DOS 3
OS/A+ Systems Software (optimized systems softwae inc)
Atari Disk Operating System Reference Manual DOS 3
Inside Atari Basic (Carris)
Understanding Atari Graphics
The Analog Compendium
Basic Reference Manual
ASM/Editor Documentation

Misc
Atari 800 cover
Atari 1050 cover
2 floppy holders
Gemini 10x serial printer
personal computer system operating system listing and documentation *****
hardware description documentation ***** (together about 200 pages)

multiple selections will be given preference over singles.

4399. Re: Scott Adams PD?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 05:33:47 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHJrGB.LAz@utnetw.utoledo.edu>
Source record: 104012

Sen (ind00052@pegasus) wrote:
: Someone mentioned to me that the old Scott Adam's games have been
: released to the public domain as of a few years ago. Does anyone know
: facts on this? I have 1-12, which could be put at the archive if true.

I REALLY doubt this is true, as they are still sold. In fact, I think
American Techna-vision sells the disk of 1-12 (ONE DISK) for $12.50! For
that price, it doesn't hurt to get the originals, THEY ARE SIMPLY INCREDIBLE
for those who've never played one. All text, but most are well thought out
and play in a few hours max.!

-Tim

4400. ADVENTURE LISTING

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 08:22:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHJz8s.Azt@utnetw.utoledo.edu>
Source record: 104013

Slowly starting a massive Adventure game upload to umich. Sometime soon, you'll be able to find these files in the Adventure subdirectory, but for now they'll be in New. Sorry to say, these may not be the best adventures I have for the Atari 8-bit, but there's a couple that are decent. I hope to send all or virtually all of my adventure archive to the site, but for now, these 11 will have to do. Give 'em a try and let me know what you think!

Note: all files will be arc's except: general.idx and advent.idx

general.idx is a sample format file I hope a few people MIGHT follow when uploading. It's basically the BARE minimum of info that people would like to have on any given file. For those very curious:

```
Filename.:
Title....:
Author...:
Date.....:
Sponser..:
Language.:
Category.:
Breakdown:
General Description:
```

advent.idx is the listing of all files uploaded tonight.
File contents follow:

```
List of Adventure games sent 12/05/93
to atari.archive.umich.edu
from timuszyn@jupiter.cse.utoledo.edu
- - - - - - - - - - - - - - - - - - -

Filename.: HARRY.ARC
Title....: A Harry Flynn Adventure
Author...: Victor T. Albino
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: HARRY.SAV
General Description:
Slow, step adventure game in the
"secret agent" style.

Filename.: DEVCAV.ARC
Title....: Devil's Caverns
Author...: Ted Clawges
```

Date.....:
Sponser..: Stimulating Simulations
Language.: Basic
Category.: Adventure
Breakdown: DEVCAV.SAV
General Description:
Small in size, random adventure
exploration style.

Filename.: KIDNAP.ARC
Title....: Kidnapped
Author...: Peter Kirsch
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: KIDNAP.SAV
General Description:
Typical text adventure.

Filename.: LOST.ARC
Title....: LOST!!!
Author...:
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: LOST
General Description:
3-d maze adventure!

Filename.: TITANIC.ARC
Title....: Dateline Titanic
Author...:
Date.....: May 3, 1982
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: TITANIC.BAS
General Description:
Typical text adventure.

Filename.: BLCKHOLE.ARC
Title....: Black Hole Adventure
Author...:
Date.....: 1981
Sponser..: Softside Publications
Language.: Basic
Category.: Adventure
Breakdown: BLHOLE.DOC (actually basic)
BLCKHOLE.BAS (run from doc)

General Description:
Typical text adventure with long
text introduction.

Filename.: DANGER.ARC
Title....: Sarasota Sam, U.S. Agent
Author...:
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: DANGER
General Description:
"Secret agent" style adventure.

Filename.: PHAROAH.ARC
Title....: Curse of the Pharoah
Author...: Peter Kirsch
Date.....: May 1981
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: PHARAOH.SAV
General Description:
Compact graphical adventure.
(May be listed as Atari Adventure #1)

Filename.: NIGHT.ARC
Title....: Nightshade
Author...: Clayton Walnum
Date.....: 02/16/85
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: NIGHT.BAS
General Description:
Unknown - may not work on XL or XE
model Atari computers. Modified
character set graphics.

Filename.: LIVNGSTN.ARC
Title....: Dr. Livingston
Author...:
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: LIVNGSTN.SAV
General Description:
Typical text adventure.

Filename.: BARBOZ.ARC
Title....: The Treasures of Barboz
Author...: Chris Smith
Date.....: 1985
Sponser..: A.N.A.L.O.G. Computing
Language.: Basic
Category.: Adventure
Breakdown: BARBOZ.BAS
General Description:
Typical text adventure. "Glossy"
ANALOG adventure game look.

Thanks!
(If you still have an old Atari system,
give a couple of them a try, I'd like
to know what you think!)
-Tim

4401. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 09:55:29 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2dsb6h$kuu@usenet.INS.CWRU.Edu>
Source record: 104011

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

>KAMARO_KID@delphi.com wrote:
>: What you're looking for is a FREEZER switch.. I recently installed just a
>: swtichin my 1meg Newell - and let me tell you, its GREAT.. Now I can do a COLD
>: boot
>: on my Newell one meg and keep my ramdisk intact!
>
>
> Ahh! Newell! You said the magic word! Looking for some info on the Newell
>mods... Upgraded OS, accelerater, etc.! What type do you have installed on
>your system? I was thinking of going with the ... umm, can't recall the name
>now... the C.S.S. modified OS, but anyhow: the Newell sounds a bit better,
>and quite interesting!

Newell Industrys is still in buisness and selling all thier Atari 8 bit
upgrades for VERY reasonable prices. I dont know the # offhand, but
they are in Wilie, TX and i know the # is available from directory assistance.

How hard are they to install? Did you have the
>company do it for you? I received a catalog (2 page flyer) about a month or
>two ago and it was VERY vague. What can you recommend? How much did your
>mods cost?

Ramrod?

My ramdos (3 os board w/o any o/s's) cost $19 as i recall, though it may be
less now.

Ramrod XL? They have a few other chips/OS's also, not
>sure what to try... NEED INFO BADLY!

Get the OS/NXL os for sure, its super fast and includes an EXCELLENT
breakpoint 6502 debugger and assembler by David Young IN ROM.

They also sell the Omni80 OS w/ an 80 column os built in.

Their improved "performance stats"
>sound promising (heck, I'd love to double my processing capability on my
>800 or 800xl for that matter), but I have no one to refer to...
>
> help!!!
> -Tim
>
>PS: 1 MEG Newell? Any additional power requirements? I remember about 5 years
>or so back, 1 Meg could be tried, but they couldn't guarantee stability since
>the chips ate too much power. I assume as technology increased, power

>consumption leveled off a bit???

They also sell 4 meg (!) upgrades! :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4402. $20 bundles

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 15:07:19 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <9312051507.AA26025@nextsun.INS.CWRU.Edu>
Source record: 104014

DGS Clearance bundles

==========

We are having a clearout at DGS HQ, and HAVE to get some stuff out of the way because we keep tripping over it! In order to get the stuff out of the way as fast as possible, we have decided to sell it in bundles and as cheap as possible. We now have *2* of the following bundles to dispose of:

****

ATARI MACRO ASSEMBLER, EASY PROGRAMMING FOR THE ATARI MICRO BOOK, DIGI-STUDIO (OLD PACKAGES 1&1.5. ALL SOFTWARE EXCEPT THE NEW LIDS SYSTEM - 2 DS/SD DISKS AND 2 MANUALS), ONE BACK ISSUE OF EITHER PAGE 6 MAGAZINE OR ATARI USER (THE BRITISH MAG.) OF OUR CHOICE.

All the software is BRAND NEW, except the mags which are used.

PRICE: JUST $20 PER BUNDLE

===

THIS PRICE INCLUDES SURFACE MAIL SHIPPING FROM THE UK! (THE PARCELS WEIGH IN AT 1.2 KILOS SO AIR MAIL IS NOT REALLY A VIABLE OPTION. IF YOU WANT YOUR BUNDLE SENT BY AIR MAIL THEN ADD $15 TO THE PRICE).

****

Ordering info:

First reserve a bundle by email: dx107@cleveland.freenet.edu. I only read and send messages from here once a week at weekends. I'm not ignoring you if I don't reply straight away!

Then send US$20 in cash direct to us at DGS. Paying in cash is the easiest way to pay. You can pay by IMO if you prefer but these cost a fortune to arrange. If paying by IMO, then make it payable for 10 UK pounds.

Our address is:

DGS

62 THOMSON AVE

BALBY

DONCASTER

DN4 0NU

ENGLAND

Note: It is important that you send your $20 as soon as we confirm that a bundle is still in stock. We need a rapid turn-around on this stock. Only reserve one if you REALLY want one. We have had problems in the past with people reserving stock and then never paying for it.

Note 2: please note our address now. We won't give it again when we confirm your reservation by email.

We will put your bundle in the post the same day your $20 arrives. Delivery by surface mail should take about 6 weeks to the US. Delivery by air mail takes about 1 week. We will also throw in a copy of the latest DGS catalogue of PD and commercial software.

Dean Garraghty.

5 December 1993.

4403. Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 16:00:29 UTC
From: gumby@ace.com
Message-ID: <1362.UUL1.3#25274@ace.com>
Source record: 104015

I just up-loaded a file called JOYPORT.ARC for controlling outsided
devices, from the joystick ports...
IT7s was up-load to the atari.archive.umich.edu (Directory New) site
TODAY
gumby@ace.com

4404. Re: Atari VCS question (Sorry!)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-05 17:05:44 UTC
From: gozar@news.delphi.com
Message-ID: <2dt4d8$r8s@news.delphi.com>
Source record: 104016

> I know this group is for Atari 8 bit computers, but I'm hoping that
> someone here will be able to help. I'm looking for a device that will
> read the contents of a VCS cartridge.
>
> Several years ago, one of the electronic project magazines described
> how to build a device that would let you dump the contents of a Atari
> cart to a cassette tape. If anyone remembers this or has any info on
> the above, including cart pin outs, a response would be greatly
> appreciated.
>
> --
> Patrick Fleming (wiz@apple.com) Apple Computer

I forget the issue number, but next time I'm back at school (which should be Monday) I'll try to find it. It is Radio Electronics, I think.

The project consisted of building a Z80 based computer that would map its memory to the cart space of the VCS.

I was thinking about doing a similar project with an Atari 8-bit, but just haven't had the time. Thankfully, I graduate in 12 days!! (In music education if anyone knows of any openings.) So I might have some more time to follow this idea.

Later,

------<<<<<<<<<[[[[Ryan "Gozar" Collins]]]>>>>>>>>>-------
"Thursdays just aren't the same now without Cheers!"

4405. HARD Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 00:57:00 UTC
From: Dag.Hugdahl@tdkt.mn.org
Message-ID: <755190512.AA05875@tdkt.mn.org>
Source record: 104024

Just checking, but has anyone else had any problems with parts of this demo? I have a RAMBO XL and the first couple of demos on each side load and run correctly, but when it gets to demo #3 on the first or demo #2 on the second side, the computer locks up. Both demos start to execute, but both just stop dead. This looks like a great demo and I would love to see the rest. Any ideas?

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com
hugdahda@luther.edu

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4406. seeking disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 03:14:02 UTC
From: liberty@prostar.com
Message-ID: <272.UUL1.3#25307@prostar.com>
Source record: 104018

===> Quoting Mbbs@internet {mrc@ikkoku to ** All **

M{>
M{> I'm looking for a disk drive for a Atari 130. I've tried sending
M{> e-mail to the guy advertising a 1050 w/ Happy but I've gotten no
M{> answer. Any leads to MRC@Panda.COM

I have two 1050 drives, none with the "Happy" enhancement.
One drive works - the other doesn't (there is no service facility
in Seattle).

Mike Hihn
liberty@prostar.com

... FBI cafeteria special: Baby Back Ribs, hot off the baby.
___ Blue Wave/QWK v2.12

4407. Wanted broken 800xl!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 03:14:04 UTC
From: liberty@prostar.com
Message-ID: <273.UUL1.3#25307@prostar.com>
Source record: 104019

===> Quoting Mbbs@internet {nolram12-05-93 12:42el to ** All **

M{>

M{> I need an 800 xl or the chip set
M{> I'm looking for a low price item.
M{> Thanks.

I have a working 800xl, WITH the 80-column omniview chip.

Mike Hihn
liberty@prostar.com

... Now and then an innocent man is sent to the legislature
___ Blue Wave/QWK v2.12

4408. Atari 130Xe w/ floppy, 20MB HD, and LOTS of software cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 03:33:05 UTC
From: dranch@ecst.csuchico.edu
Message-ID: <2du95hINN486@charnel.ecst.csuchico.edu>
Source record: 104020
Cross-posted to: chico.forsale,misc.forsale,misc.forsale.computers.pc-clone,comp.sys.atari.8bit

Atari 130Xe 8-bit computer --

This machine is a fully color and sound capable machine. Its great for games and some more advanced word processing / DTP. It can use a common TV set or composite computer monitor for its output. This machine would make a great gift for any child (young or not-so-young) or the beginning / novice computer user. The best part is all the various software I have for it... 100's of games and utilities.

I will guarantee this machine to fully work upon receiving it. I will help you set the machine up, get it fully working, and answer any questions you may have about it for as long as you own the machine.
***

HardWare:
- Atari 130Xe small footprint 8-bit 6502-based computer w/ manuals
- 20MB External HD w/ interface card
- Atari 1050 External 180k floppy drive
- Atari 1027 LQ printer (Impact)
- Skeoska AT-100 printer (dot-matrix)
- Atari XM301 300 baud modem (Non-working)
- Two Atari joysticks

Software and Manuals:

Applications:
- Atari Writer Plus w/ manual
- Bank Street Writer w/ manual

Language:
- Atari Basic w/ manual
- Basic Programming Game book
- Atari Assembler w/ manual
- Low-level (Hardware) programming manual (huge!)
- Kayan Pascal w/ manual

Misc:
- SAM (speech software) w/ manual
- Music Construction Set
- Carina BBs I and II
- Antic BBs
- SpartaDOS
- MyDOS 4.3A
- Amodem

Games:
- Honestly.. 60+ disks (both sides) Packed with LOTS of great games, utilities..etc

- Castle Wolfenstein
- Ace of Aces w/ manual
- Racing Destruction Set
- Flight Simulator
- Ultima IV w/ manual

Cartridges:
- DigDug
- RiverRaid
- Tank
- Asteroids
- Wizard of Wor
- Star Raiders
- Jumpman Jr.
- Assembler
- Defender

==========

The machine *IS* missing the main Atari 130Xe power supply and the power supply for the Hard Drive. This isn't a problem and we can work this out since both parts are readily available and I'll ship it fully functional.

If your interested in the computer, please e-mail me at dranch@ecst.csuchico.edu.

Thanks!

--
David

--
David

4409. MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 03:34:33 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHLGLM.AGB@utnetw.utoledo.edu>
Source record: 104021

Ok, well it seems a few of us know WHAT version of MY-DOS to get for 3-digit sector counts, etc. But no one knows WHERE to get it!?! Is it available for d/l on a BBS somewhere in the country? Can we write the author? Is it a "registered" version of MY-DOS only? How much? What versions of DOS do most of the Atari users out there use? I use MYDOS 4.50 currently, but have to fall back on DOS 2.0 for Atariwriter. (I could use MACHDOS, but I'm getting spoiled by that darn ramdisk!)

Missing: have you seen MY-DOS 4.53?
- report its whereabouts to your local authorities!

-Tim

4410. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 04:00:01 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931205.82801.KAMARO_KID@delphi.com>
Source record: 104022

I installed my 1meg Newell myself. Not too difficult, about 15 wires soldered, 2 dozen or so ram chips stacked ontop of one another with pin to pin solder connections and a mini-board to control it all.

Other than being time consuming and detailed, its not incredibly difficult.

I highly recommend the Newell 1 meg upgrade - other than the BASIC disable switch which allows for the total 1meg ramdisk (with switch off you get 320k AND basic).

The freezer switch just tops it all off - as a crash allows for complete recovery of my ramdisk.

4411. Re: Connection of an XL and XE (the J: driver program)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 13:48:52 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2dvd84$lla@dux.dundee.ac.uk>
Source record: 104027

I will post the joystick port driver here soon, but it'll depend how long it takes me to type the thing in (the instuctions are longer than the program).

If anyone gets Atari User, it is published in the August 1987 issue on page 22. (The full assembly code is there as well).

Graeme Fenwick
----

e-mail gfenwick@uk.ac.dund.mcs

4412. New support for the 8bits - Am I Crazy!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 13:51:13 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9312061351.AA06878@cs.utexas.edu>
Source record: 104028

I would like to announce a new part time company called 8-BIT GOLD, being launched today dedicated to bringing you the Atari 8-bit enthusiasts products that have long since disappeared and even some new products that are still in the making.

So far there is only one product available but within the next week or so there will be two re-releases of some classic games.

The product already available is the Yorky 256k plug in upgrade for the Atari 800/600XL computers. This memory upgrade simply plugs into the PBI and gives you 256k of bank switched XE compatible memory.

Current price is #50 (UK pounds) plus shipping.

We are currently working on several additions to the standard Yorky unit, these include
i) Battery backup facility
ii) XE compatibilty (which it doesn't have at the moment)
iii) In built printer interface
iv) PBI feed through port for addition of other PBI peripherals

You will be advised if/when any/all of these addons become available.

The two games shortly to be re-released are:

1) JAWBREAKER inlcuding a second maze which has never been commercially available.

2) MOUSEKATTACK the original version with no updates! Sorry!

Both of the games will be available on disk initially priced at #4.95 plus shipping, and may become available on tape (both standard & RAMBIT turbo formats).

We also have several more games in the pipeline - more details will be released when we are closer to their completion.

If there are any software authors out there with products finished or nearly finished we would be very happy to consider marketing them. This applies to new software and old games so long as you have the rights to them.

For more details write to:

8-BIT GOLD, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

or e-mail RG9@UK.AC.YORK.VAX or RG9@UK.AC.YORK.TOWER

(for those outside the UK you may have to invert the uk.ac.york.xxxx)
(part to xxxx.york.ac.uk)

Telephone enquiries can also be accepted over the weekend period from 7pm on friday evening to 4pm on sunday afternoon.

In the UK phone (0302) 784642, outside the UK refer to your phone book on how to dial internationally!

Richard Gore (Manager and owner of 8-BIT GOLD)

4413. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 15:15:30 UTC
From: trimblte@rosevc.rose-hulman.edu
Message-ID: <2dviai$as1@master.cs.rose-hulman.edu>
Source record: 104017

In article <1362.UUL1.3#25274@ace.com>, gumby@ace.com (Ricky) writes:

|>I just up-loaded a file called JOYPORT.ARC for controlling outsided
|>devices, from the joystick ports...
|>IT7s was up-load to the atari.archive.umich.edu (Directory New) site
|>TODAY
|> gumby@ace.com
|>

Thank you, but now I have a problem. How do I get the file from Umich
to my 800? I'm guessing the only way is to download it to an Atari.
Well, it seems I don't have any way of accomplishing this with my current
set-up. Anyone have a suggestion that I haven't thought of?

TOdd

4414. Atari 5200 vs 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 16:29:05 UTC
From: MOR1937@VAX2.CONCORDIA.CA
Message-ID: <MOR1937-051293183436@fp-phys-18-247.concordia.ca>
Source record: 104029

Can someone please explain the differences between
the Atari 5200 and 7800.
I'm hoping to buy one for my grandson, but can't
remember the difference between them.
(Anybody have one in good condition to sell,
preferably with tons of games ?)
Stan
MOR1937@VAX2.CONCORDIA.CA

4415. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 16:47:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHMHBM.FsB@barclays.co.uk>
Source record: 104030

In article <CHFEE9.7ps@cs.uiuc.edu>, totty@flute.cs.uiuc.edu (Brian Totty) writes:
|> In article <olso0001.754794460@gold.tc.umn.edu>, olso0001@gold.tc.umn.edu (Daniel B Olson-1) writes:
|> |> if anyone else has reasons why the 400 800 or maybe even the 1200 are the
|> |> best please post them.
|>
|> Four joystick ports!
That plain blue, do bugger all notepad mode on the 400/800.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4416. Local Atari User Group Meeting - Wed Dec 8/93

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 18:30:59 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CHMM3n.Gz9@undergrad.math.uwaterloo.ca>
Source record: 104023
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In December, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we hope to also give
attendees the November issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, December 8, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

4417. Atari 8bit hardware wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 19:13:54 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <2e009i$a4@monk.rsip.lsu.edu>
Source record: 104026

I am looking to find another Atari 800 and either an 800xl or a 130xe.
Also, I'm looking for an 810drive and a 1050or higher drive (can be
Happy). Atari original joysticks are always welcome as well as
a good Basic Cart.
I also need a couple of good quality composite color monitors.

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.

4418. Connecting PC and 800XL by modem?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-06 19:37:31 UTC
From: brian.morgan@sdrc.com
Message-ID: <5200@heimdall.sdrc.com>
Source record: 104025

I have a DOS PC with a modem, and an 800XL with a modem. Is there a way
to hook the two modems directly together to communicate, without going
thru the phone company? I don't have a serial port on the Atari,
otherwise I'd use a null modem cable.
Thanks,
Brian

4419. Info on "antique" monitors sought

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 00:28:25 UTC
From: splite@bambi.sdd.trw.com
Message-ID: <2e0in9$gvf@deneva.sdd.trw.com>
Source record: 104035
Cross-posted to: comp.sys.ibm.pc.hardware.video,comp.sys.apple2,comp.sys.atari.8bit

I bought a couple used monitors (without docs, of course) and could use some info.
One is a Taxan 620U. Looks like a color composite, has some dip switches in the
back for setting color palettes, etc. It has a DIN-8 connector for the video
cable. Anybody have a pinout for this? I'd like to use this thing on my Apple
//e, or with an old CGA card.
I also have an Epson MCH-4095E. Looks like a mono-- maybe Herc compatible? Has
a DB-9 connector on the video cable. Tried it with a EGA adaptor, but no luck,
so I'm guessing it's MDA/Herc. Any info on either monitor would be appreciated.
Thanks in advance.
--

Steven Plite [splite@bambi.sdd.trw.com] Unix administrator with
System Manager, Information Technology Center, TRW a crunchy candy coating
"This is the roller coaster of endless and violent vomit..." -- Jason Fox

4420. Re: New support for the 8bits - Am I Crazy!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 02:04:33 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHn73M.oK@utnetw.utoledo.edu>
Source record: 104039

RG9@VAX.YORK.AC.UK wrote:
: I would like to announce a new part time company called 8-BIT GOLD, being
: launched today dedicated to bringing you the Atari 8-bit enthusiasts
: products that have long since disappeared and even some new products that
: are still in the making.

Huh... well, looky here! Sounds great! The ram upgrade sounds like a
great offer, but I have an upgraded 800xl already. What I'd LOVE to see is
a low cost ram upgrade for my 1200xl or my old 800. If you plan on marketting
one in the near future, I'd DEFINITELY be interested! (The sound on the old
800 was a bit better... I kind of miss the old tank!)

Jawbreaker and Mouseattack... actually I think I have Jawbreaker, but I
might be interested in this. Heck for $4.95, sounds like a GREAT deal!
Now, is this 4.95 in U.S. dollars or were you referring to the british pounds?

-Tim

4421. Re: Connecting PC and 800XL by modem?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 03:00:47 UTC
From: cotton@vms.ucc.okstate.edu
Message-ID: <cotton.36.001503F9@vms.ucc.okstate.edu>
Source record: 104031

In article <5200@heimdall.sdrc.com> brian.morgan@sdrc.com writes:
> I have a DOS PC with a modem, and an 800XL with a modem. Is there a way
>to hook the two modems directly together to communicate, without going
>thru the phone company? I don't have a serial port on the Atari,
>otherwise I'd use a null modem cable.

Well, even though I own an 800XL, I've never tried this with an Atari and IBM.
However, I have done this many times with two IBMs. I've only done it with
Hayes compat modems and here's how (sometimes takes some playin' to get it to
work):

Type at to make sure that modems are responding ok.
Type ath0 on one modem and ata on the other. They should connect.
If they don't, try making one dial atdt 1 and the other ata. (You may have to
shut off dialtone checking on the dialing modem). If that doesn't work, you
might try ata on one and ato on the other.

Good Luck

L8r.
Greg

4422. Re: HARD Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 03:03:35 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931206.79415.KAMARO_KID@delphi.com>
Source record: 104032

I've had exactly the same problems with HARD, using my 1meg upgraded
Newell 130xe..

The demos just seem to die for no apparent reason.

4423. Re: New support for the 8bits - Am I Crazy!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 03:18:23 UTC
From: ind00052@pegasus
Message-ID: <2e0slv$llp@pegasus.cc.ucf.edu>
Source record: 104033

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: RG9@VAX.YORK.AC.UK wrote:
: : I would like to announce a new part time company called 8-BIT GOLD, being
: : launched today dedicated to bringing you the Atari 8-bit enthusiasts
: : products that have long since disappeared and even some new products that
: : are still in the making.

: Huh... well, looky here! Sounds great! The ram upgrade sounds like a
: great offer, but I have an upgraded 800xl already. What I'd LOVE to see is
: a low cost ram upgrade for my 1200xl or my old 800. If you plan on marketting
: one in the near future, I'd DEFINITELY be interested! (The sound on the old
: 800 was a bit better... I kind of miss the old tank!)

: Jawbreaker and Mouseattack... actually I think I have Jawbreaker, but I
: might be interested in this. Heck for $4.95, sounds like a GREAT deal!
: Now, is this 4.95 in U.S. dollars or were you referring to the british pounds?

: -Tim

I'm assuming that they are the original programmers of MouseAttack
and JawBreaker? Or have somehow bought the rights, or what's the deal?

By the way, I think there was a JawBreaker Construction Set released some time
ago.

Oh well, interesting none the less.

4424. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 03:34:47 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2e0tkn$82g@gap.cco.caltech.edu>
Source record: 104034

aek@wiretap.spies.com (Al Kossow) writes:

>Unless you are running the emulator on a very fast processor, you'll also
>be disappointed with a simulator's performance (interpreted simulators as
>a rule of thumb run 10 to 20 times slower than the processor they're running
>on)

The apple II emulator that has been kicking around the net for a while
(it's actually pretty good) runs several times faster than the real
thing on a 486DX33.

Brent

4425. FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 04:58:00 UTC
From: Dag.Hugdahl@tdkt.mn.org
Message-ID: <755247064.AA06044@tdkt.mn.org>
Source record: 104043

On <02 Dec, 23:21>, timuszyn@jupiter.cse.utoledo.edu wrote to All :

t> Ari Feldman () wrote:
t> : For Sale:
t>
t> : * 1 meg, Atari 1040STe w/Rimik
t> : ...
t> Just browsing through this... didn't catch what 8-bit equipment you might
t> be selling with this. Or was this for the ST-only group? Oh-well. Better
t> luck next post!

It's a crosspost.

t> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, comp.sys.atari.st.tech

-Dag- ---> Dag.Hugdahl@tdkt.kksys.com

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4426. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 05:01:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHnFB9.2t@utnetw.utoledo.edu>
Source record: 104036

Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: aek@wiretap.spies.com (Al Kossow) writes:

: >Unless you are running the emulator on a very fast processor, you'll also
: >be disappointed with a simulator's performance (interpreted simulators as
: >a rule of thumb run 10 to 20 times slower than the processor they're running
: >on)
: The apple II emulator that has been kicking around the net for a while
: (it's actually pretty good) runs several times faster than the real
: thing on a 486DX33.

All right! I've heard of that darn Apple II emulator years back!
I WANT IT! I've looked, but it's been IMPOSSIBLE to find! It allows
a basic Atari computer to emulate the old Apple II... nice! From what
I hear, the graphics weren't bad! I'd wager it's because the Apple's
really weren't capable of good high res graphics... and the Atari
didn't have to work hard to beat that part.

Either way, PLEASE SEND THIS TO THE ARCHIVE! I'd be VERY interested
in giving this a try! If I recall, this was the same author who wrote
the old Commodore emulator!!! You could select what computer you wanted
to emulate from the main menu, then it would load a bare-bones emulator
from disk! Quality programming! Saw it somewhere in 1986/7/8...
sometime long, long ago, in a place far, far away...

-Tim

4427. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 05:39:12 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec7.053912.5264@coplex.coplex.com>
Source record: 104037

As I recall, I got it from GEnie.

4428. Re: Atari 8bit hardware wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 06:15:22 UTC
From: ETAT@delphi.com
Message-ID: <931207.04522.ETAT@delphi.com>
Source record: 104038

I have an extra 800 and a 800XL, also an Atari 1025 printer (does not require an interface) also an 810 stock drive. I am located in OK... if interested drop me an E-Mail on Delphi or reply to the above address.

4429. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 08:16:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHnoBq.ELM@utnetw.utoledo.edu>
Source record: 104042

Bill Marcum (bmarcum@coplex.coplex.com) wrote:

: As I recall, I got it from GEnie.

If you still have the DCM or SHR (or ARC???) files, please, please, please send these to the umich archive!!! Many Atari users and "tinkers" are scouring sites looking for the new version with no good reports back yet! This is the best news you could've given us! Do you have both the 3-digit and the 4-digit sector count versions? I was told they're in two separate files.

-Tim

4430. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 09:18:09 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CHnr6A.D8@cs.vu.nl>
Source record: 104050

trimblte@rosevc.rose-hulman.edu (Todd E Trimble) writes:

>Thank you, but now I have a problem. How do I get the file from Umich
>to my 800? I'm guessing the only way is to download it to an Atari.
>Well, it seems I don't have any way of accomplishing this with my current
>set-up. Anyone have a suggestion that I haven't thought of?

I always download stuff to the server, transfer it to an MSDOS computers
harddisk, copy it to a 3.5" disk and take it home. At home, I use my Atari
STe to send it to the XL. (1050 Emulation software...)

>TOdd

Ivo.

--
--Ivo van Poorten
ipoorten@cs.vu.nl

4431. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 09:55:25 UTC
From: e89dh@efd.lth.se
Message-ID: <2e1jud$iek@nic.lth.se>
Source record: 104040

There is a Atari800 emulator currently avalible for the AtariST/STE, seems to work quite well (one version even allowes old atari 5 1/4" dives to be connected.)

4432. Re: Connection of an XL and XE (the J: driver program)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 11:41:47 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2e1q5r$inn@dux.dundee.ac.uk>
Source record: 104041

This is the "J:" driver I said i'd post. Unfortunately, I don't yet know
enough about the system, or have the neccessary equipment to transfer an
Atari program to the binaries file, so here it is...

JOYSTICK DRIVER by TIM RODGERS

This listing originally appeared in the August 1987 edition of ATARI USER
(the old one).

The instructions here are a slightly shorter version of what originally
appeared, but nothing important has been left out.

"This program allows you to treat the joystick ports as any other
I/O device in five lines!
The device name is "J:", and is used in this manner

OPEN #S,N1,N2,"J:"

S is the stream number 0-7
N1 is set to 4 for input, 8 for output and 12 for both.
N2 should be set to 0 EXCEPT when N1 is set to 12 (both input and
output). It is the decimal equivelant of the binary bit pattern
for setting the direction of the individual I/O lines, so if it is
is set to 15, then lines 0,1,2, and 3 will be output and 4,5,6, and
7 will be set to output. (Bits are set for output, and reset for
input).

Remember to SAVE the program before running as it erases itself when
it runs.

Commands

PUT#S,X - sends the byte X to the port
GET#S,X - gets the byte from the port.
CLOSE#S - Closes stream S

And this is the program itself......

Basic Program :-

```
1 FOR I=1536 TO 1649:READ D:POKE I,D:NEXT I:L=USR(1536):NEW
2 DATA 104,162,0,189,26,3,240,10,232,232,224,36,176,3,76,3,6,0,169,74,157,26,3,232,169,36,
157,26,3,232,169,6,157
3 DATA 26,3,96,50,6,95,6,104,6,98,6,110,6,110,6,76,85,6,165,42,201,12,240,11,201,8,240,25,
201,4,240,26,160,146,96
4 DATA 166,43,169,56,141,2,211,142,0,211,169,60,141,2,211,160,1,96,162,255,76,70,6,162,0,7
```

```
6,70,6,76,91,6,141,0
5 DATA 211,76,83,6,173,0,211,76,83,6,160,146,96

End of Program

This is the GET IT RIGHT! checksum (looks like it uses the earlier version).

Line Checksum
-----------------
1 10645
2 16707
3 16526
4 16287
5 7027

There is also a listing of the assembly language, this is in the magazine.

-------------------------------------------------------------------------

Thanks for the suggestions from people regarding the neccessary pokes, it's
a shame I wasn't able to download .gif files on this machine (a SUN), 'cos
someone offered to mail me a scanned page referring to this.

And if would like to know what wires you're supposed to connect where (and in
particular for connecting two machines, my original posting), i'd likeo to know what they
were too! The program said it referred to Len Goldings articles in Atari User,
so the answer may be there- if I find it i'll post another article (who said
"Oh no not another"??) saying how I got on. Can I take it however, that the
handler requires both ports to be connected, since it is 8-bits (a single port
can't handle that many can it)? Anyway, hopefully i'll have it worked out soon.
(Oh look! A flying pig! ;-)

Graeme Fenwick
--------------

E-mail gfenwick@uk.ac.dund.mcs
```

4433. 8-Bit Gold Update!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 13:42:54 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9312071342.AA10791@cs.utexas.edu>
Source record: 104044

Well 8-BIT GOLD got off too a great start yesterday, the only reply I had was from the programmer of the two games pointing out a couple of errors in my post. So I will now correct these;

1) The two mazes on Jawbreaker have been available before however they were sold as separate packages and shipped at different times, now you get both mazes on one disk as well as a bonus!!

2) Mousekattack and Jawbreaker both have improved joystick controls and so are easier to control than the first versions.

3) Jawbreaker now has a pause command.

I hope that clears up any confusion!

Now payment details, I will accept payment in US dollars or UK pounds, in all future postings prices will be quoted in both US dollars and UK pounds with shipping charges also detailed. I am quite happy to ship to any country in the world by airmail (so long as they are not on the United Nations embargo list!).

Prices for the games are #4.95 in the UK (shipping included)

or for outside the UK #8.00 or $13.00 (shipping included).

If you have e-mail it might be possible for me to e-mail you the software at a reduced price and it is then your responsibility to get it from your host machine onto an 8-bit disk. Of course the software is still copyrighted and may not be passed on to other people. If you are interested in such a system please let me know and I'll see what can be arranged.

E-mail RG9@UK.AC.YORK.VAX or RG9@UK.AC.YORK.TOWER
(outside the UK reverse the uk.ac.york.xxxx to xxxx.york.ac.uk)

or write to:
8-BIT GOLD, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

8-BIT GOLD
Where Classic Atari Products Come To Life!

4434. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 14:24:08 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CHo5C9.EzL@sunblossom.ge.com>
Source record: 104048

Okay, people have been complaining about locating MyDOS 4.5 with 3-digit sector counts. It's a simple change, right from Bob Puff himself:

After booting up with MyDOS 4.5, and BASIC installed, type in the following:

```
POKE 5268,24
POKE 5269,144
POKE 5270,14
```

Then go to DOS and choose the "Write new DOS files" command (don't write over your one and only copy, obviously). Don't try this with any other versions of MyDOS.

Hope this helps!

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4435. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 15:00:39 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Dec7.150039.7739@news.uit.no>
Source record: 104045

In article <2e1jud$iek@nic.lth.se> e89dh@efd.lth.se (David Hultgren) writes:
>There is a Atari800 emulator currently avalible for the AtariST/STE, seems to work
>quite well (one version even allowes old atari 5 1/4" dives to be connected.)

No sprite support (as far as I remember from the source).
Only 68000 and 68010 compatible (or turn your caches off).

--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

4436. Re: Atari 5200 vs 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 19:15:40 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec7.191540.23380@coplex.coplex.com>
Source record: 104049

The 7800 can play games that were made for the 2600. Supposedly, there was a 2600 adapter for the 5200, but you'd have a hard time finding one now. The 7800 has newer games than the 5200, since they stopped making the 5200 in the mid-80s, and the 7800 has only been discontinued for a year or two.

4437. 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 19:27:54 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.17.2D04D93A@cedarville.edu>
Source record: 104046

Has anyone heard of these following Atari 8-bit machines
1450 XL
1450 XLD -with drive
(I am quite sure they are called that..)

What happened to them? They looked like great machines at the time.
I have seen one of them years ago at a computer show but the guy wanted 300.
00 for it at the time(worth 150.00).
Bill

4438. J: and driving things

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 19:49:09 UTC
From: trimblte@rosevc.rose-hulman.edu
Message-ID: <2e2mnl$jvq@master.cs.rose-hulman.edu>
Source record: 104051

Well, I have the J: driver now, but a thought has occurred to me. I'm not sure that this will do what I want. Sure, it should turn on and off voltages, but I imagine it wil happen too fast for what I need. If I am wrong, or anyone can offer advice, please let me know! Thanks!

Todd

4439. Re: Info on "antique" monitors sought

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-07 20:20:22 UTC
From: mark@drno.jsc.nasa.gov
Message-ID: <1993Dec7.202022.14940@aio.jsc.nasa.gov>
Source record: 104047
Cross-posted to: comp.sys.ibm.pc.hardware.video,comp.sys.apple2,comp.sys.atari.8bit

I would suggest calling the various vendors (if they are still in
business). Most vendors are willing to send you copies of important
information for free (so long as they can use a copier to do a page
or two). If they have to send you a manual, then they can charge as
much as $10.00. However, try to stress that you do not want the entire
manual and you should be ok.
.
--

Please respond to mark@trillian.jsc.nasa.gov. If you do a REPLY and the
message came from anywhere else - it will bounce!!! Don't get frustrated!
Just send it to the right computer. :)

4440. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 01:20:04 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHozpH.J25@utnetw.utoledo.edu>
Source record: 104052

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: Okay, people have been complaining about locating MyDOS 4.5 with 3-digit
: sector counts. It's a simple change, right from Bob Puff himself:

: POKE 5268,24
: POKE 5269,144
: POKE 5270,14

Perfect! This should do just fine! Any known problems with this
modification though? You can run a small hard drive partition, etc. ok
with a modified version, right? (I need to mix and match a 4 and 3 digit
DOS with the HD once I get it and set it up... certain programs I currently
use will not work with the 4-digit version, but others will... I'd like to
make some drive partitions as big as I can!)

: Hope this helps!

(definitely... a great deal!)

Thanks!
-Tim

4441. Re: Snapper v0.2 FTP Software DatabasE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 02:13:47 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHp270.41n@utnetw.utoledo.edu>
Source record: 104053
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Hi there everyone out there in Net-Land!

: Well today, after many problems (mainly finals ...) I release the
: first official copy of SNAPPER. A few of us (Erlend, Hermann and I)
: have noticed that there is a sad lacking of an information system to
: find out what software is available for the good old ATARI range of
: computers by FTP, so we created a project called SNAPPER. SNAPPER
: is/will be a database of all the software we can find for FTP'ing.
: The database is similar to the FISH index on the AMIGA (bleurgh ;^))
: and the LINUX operating system. By compiling a database of what is
: available, we hope to aide those "I've need of a XXXX type program.."
: requests, and to ensure that people can always get the latest
: software versions. A brief synopsis is in the file itself, as are
: the instructions. We welcome all your comments, suggestions, praise!?
: and hope that everyone will participate in the project by filling out
: entries for us.

: Well that's about it, If you have problems, whatever, feel free to
: drop me some e-mail at:

: karlm@mel.dbc.csiro.au

: and I'll endeavour to reply to everyone!

: Best Regards,

: Karl.

: ----- 8< ---- CUT HERE FOR SNAPPER v0.2 TEMPLATE ----- 8< -----

: ------------------------------------------------------------------------

: SNAPPER - Atari FISH Software DataBase Template

: e-mail this to karlm@mel.dbce.csiro.au,
: and a copy of the software as well if possible.

: +----------------------------------------+
: | Release Date : Friday November 11th, 1993.|
: +----------------------------------------+

: ------------------------------------------------------------------------
: +---------+
: | HISTORY |
: +---------+
```

: Snapper is a DataBase of information about each of the software
: packages that are available by FTP for the Atari range of computers.
: It was thought that an indexing system whereby people could easily
: search for particular types of software, updates of previous software,
: etc. should be created. After seeing similar systems on the Amiga
: range of computers, (such as the FRED FISH series), and the LSM (Linux
: Software Map) for the Linux operating system, it was deemed that not
: only was such a tool useful, but in light of all the different sites
: around the world which are growing, it is almost a necssity. And so
: it began ...
:
: Why 'Snapper'? Well, Snapper is a breed of FISH ..... ;^)

: Credits go to Erland Nagel (error@stack.urc.tue.nl) and Hermann Samso
: (S_SAMSO@irav1.ira.uka.de) for getting me to do this (even though I
: should have been more logical in thinking ... %@))
: ---
: +---------+
: | UPDATES |
: +---------+

: New versions of this document will be uploaded to two main sites
: directly,
: * The University Of Michigan Archives (atari.archive.umich.edu),
: * Universiy Of Kaiserslauten (ftp.uni-kl.de)
: as they are released. Updates will also be posted to the newsgroups
: * comp.sys.atari.st
: * comp.sys.atari.8bit
: when updated.
: ---
: +--------------+
: | INSTRUCTIONS |
: +--------------+

: Firstly, when submitting, ALWAYS use the template below. Not only
: does it save time for the Snapper maintainers, but it also stops us
: from learning hieroglyphics, etc. ;^) Please submit all entries in
: English! It doesn't matter if the english is bad, just make it
: understandable. Entries in languages other than English will be
: deleted.

: Now the key rules.
: 1. Fill in as much as possible! This usefullness of this DataBase
: depends entirely on how much information you can give, so fill 'em
: up!
: 2. Don't delete anything! If you don't have anything to add in, just
: leave it BLANK.
: 3. Also, as above, don't rename anything. If you have suggestions
: for changes, e-mail me, Erlend or Hermann, and we'll try to
: integrate your ideas into the next revision. Otherwise,
: leave the sheet alone!
: 4. Once finished, e-mail the completed copy to me

: (karlm@mel.dbce.csiro.au)!
: 5. Also, if you notice any changes or corrections that are necessary,
: mark them on a copy of the template. This makes it easier for me
: to understand changes, and it also aides you in trying to explain
: the changes!

: Thanks for putting in the time and filling out this template. Your
: time and enthusiasm will help all Atari users out there, and your help
: will ensure that the Snapper DataBase will continue to become a
: trusted resource in the Atari Community.

: Best Regards,

: Karl.

: (Karl Meyland) (karlm@mel.dbce.csiro.au)
: ---
:
: Sample Guide :
: ------------------
:
: Program Name : The name of the program!
: Program Type : Ray Tracer, Text Editor, Sound Editor, etc.
: Version Number : Revision number - i.e. v1.0.a
: Release Date : The date this version was released - DDMMYY
: Intended Systems : Falcon 030, STf, etc.
: Minimum Requirements :
: Memory : 1 Mb ST Ram, 1 Mb TT Ram
: Processor : 68030, 68881
: DMA-Sound : Not Necessary
: TOS Version : 1.4 +
: Other : Joystick, NVDI v2.5, etc.
: 8-Bit Prog? : No. - Is it intended for 8-bit computers?
: Written By :-
: Name : The Author's name
: Address : Their Address i.e.
: : 2/114 Walpole St,
: : Kew,
: : 3101
: Country : The Author's Country of residence - i.e. Australia
: Telephone : Number & Preferred Hours - +41 3 853 9622, 18:00-20:00
: E-Mail : Internet E-Mail Address - karlm@mel.dbce.csiro.au
: Contact Method : E-Mail - Respect what the authors want! (not
: everyone wants lotsa E-Mail ...)
: Program Description : What does it do? Is it a 24bit Targa Raytracer,
: : or a Vector Graphic Program, or what?
: :
: :
: :
: Archive Name : The name of the original archvie, ORIG1.ZIP
: Archive Size : How big is it? In Kb or Mb, 423Kb , 1.4 Mb, etc.

```
: FTP Dist. Site : ftp.uni-kl.de
: Site Path Name : /pub/atari/test
: Known Bugs/
: Incompatibilities : What doesn't it work with? Tos v2.06, NVDI,
: : DeskTracker v1.5, Color Monitors, etc.
: :
: :
: :
: Submitted By : Who submitted this completed template,
: e-mail : Their e-mail address,
: snail : And their snail-mail Address.
: :
: :
: :
:
:
: -------------------- 8< -- Cut Here -- 8< ----------------------------
: ------------------------------------------------------------------------
: SNAPPER DATABASE LISTING ENTRY SHEET v0.2
: ------------------------------------------------------------------------
: Program Name :
: Program Type :
: Version Number :
: Release Date :
: Intended Systems :
: Minimum Requirements :-
: Memory :
: Processor :
: DMA-Sound :
: TOS Version :
: Other :
: 8-Bit Prog? :
: Written By :-
: Name :
: Address :
: :
: :
: :
: Country :
: Telephone :
: E-Mail :
: Prefferred -
: Contact Method : E-Mail / Post (Snail Mail) / Phone
: Program Description :
: :
: :
: :
: :
: Archive Name :
: Archive Size :
```

: FTP Dist. Site :
: Site Path Name :
: Known Bugs/
: Incompatibilities :
: :
: :
: :
: :
: Submitted By :
: e-mail :
: snail :
: :
: :
: :
: Submission Date :
: ---
: --
: | Karl Meyland CSIRO Division of Building, Construction and Engineering |
: | Post Office Box 56, Highett, Victoria, Australia 3190 |
: | Internet: karlm@mel.dbce.csiro.au |
: | Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

Thought I'd quote the whole article as it has expired on most NNTP sites and will be shortly on others...

Does anyone know what this user was talking about? I've watched for followups to this post, but nothing! Apparently there's some sort of program database available to search for Atari products???

-me? I think?

4442. Re: Drive case / Black box

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 02:15:44 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHp2A9.4Es@utnetw.utoledo.edu>
Source record: 104155

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: I think I need some help in this area... don't have a black box quite yet,
: but was wondering how others had set their systems up.

: 1. Do you have a drive case for your floppy drives and hard drive(s)?
: a. run off same power supply?
: b. hard drive and floppy in same case?

: 2. If you don't use a real case for the drives, well, what do you do?
: a. do you have a bare power supply sitting next to you?

: 3. Full/half/quarter heights all work fine, right? Any preferences?
: a. brand names to avoid?

: 4. What's a decent sized hard drive? 100 Meg? 80? Would 40 be too small?
: a. did you buy yours new or used?
: b. what's a good hard drive price?
: c. stick to the older drives, right? I don't want to pay top dollar for
: drive performance if the old system I'm using can't take advantage of it!

: 5. is Bob going to have another December 'Annual' sale like last year?
: (he had just about EVERYTHING discounted!!!)
: - if so, this will get me to buy one soon, VERY soon... I'm keeping my
: fingers crossed on this one!

: -Thanks for any input
: -Tim

: PS: This is part of a reply I made to someone selling drive cases, thought I'd
: include it just for reference... or something... on a whim I guess:

: -

: Also, if you had the black box, how'd you place the hard drive (I'd assume
: you would've bought one also). Could you run two half height floppies in
: the double case with a full size hard drive on the bottom? Would the power
: supply hold? (2 drives and the hard drive... I think it would. ???)

: My ideal case would hold and power 1 360K 5.25", 1 1.44M 3.5", and some
: #M (?) hard drive. I've been putting off purchasing the black box until I
: find some decent drives and a case to use with it.

ugh... apparently no one out there has a Black Box... oh-well, worth a shot!
(there were a couple (2 or 3?) a few months back)

-Tim

4443. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 02:28:05 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHp2uv.69x@utnetw.utoledo.edu>
Source record: 104054

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: Okay, people have been complaining about locating MyDOS 4.5 with 3-digit
: sector counts. It's a simple change, right from Bob Puff himself:

: After booting up with MyDOS 4.5, and BASIC installed, type in the following:

: POKE 5268,24
: POKE 5269,144
: POKE 5270,14

Oh-yeah, last-but-not-least question... thought it best to post here before someone finds out the hard way! :)

- What happens if you use the modified 3-digit count version to write a file to a 4-digit count formatted and currently used disk? And vice versa? Does it scramble the VTOC?

-Tim

4444. Re: Atari 5200 vs 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 02:33:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHp33y.75p@utnetw.utoledo.edu>
Source record: 104157

Bill Marcum (bmarcum@coplex.coplex.com) wrote:
: The 7800 can play games that were made for the 2600. Supposedly, there
: was a 2600 adapter for the 5200, but you'd have a hard time finding one
: now. The 7800 has newer games than the 5200, since they stopped making
: the 5200 in the mid-80s, and the 7800 has only been discontinued for a
: year or two.

Wow! A 2600 adaptor for the 5200?!?!? This would mean you could use it
on the Atari computers as well! I was shown in GREAT detail, that the CPU
in the 5200 and the Atari computers COULD NOT perform some of the tricks the
2600 and 7800 used to fool their CPU's for some "repeat" graphics. If they
came up with an adaptor to "fix" this, I need to know for sure - I'll hunt it
down until I find one!!! I want a couple 2600 games for my Atari Computer!
For example, there was never a game like Raiders for the 2600 on any computer
I've ever run across. (Temple of Doom was a port of the video game of the
same name BTW.)

-Tim

4445. Re: Connection of an XL and XE (the J: driver program)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 02:40:56 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2e3ero$k4s@usenet.INS.CWRU.Edu>
Source record: 104156

(In reference to J: device from August '87 'AtariUser', posted
here.)
I played with the listing for J: device. I hesitate to say it
doesn't work. I got far enough into it to see that it installs
itself incorrectly, I fear. It increments only two bytes for the
handler table, which has three byte entries. After I modified
the code with another inx and adding one to the jmp
instructions, I used a joystick port cable I made earlier to
attempt to read/write between two Ataris. I couldn't get it to
work. Now, I've thought of making the joystick ports into a
serial device, like the MPP handler does and have previously
played with it. This handler is too small to be implementing a
complete rs232 serial device, so maybe it is supposed to be a
parallel device. I dunno.
A serial device would only need xmit and recieve and gnd to
be simple. The cts,rts and other stuff aren't absolutely necessary.
Russ Gilbert

4446. percomm data drive question.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 03:44:34 UTC
From: brownan@vax.sonoma.edu
Message-ID: <1993Dec7.194434.1@vax.sonoma.edu>
Source record: 104158

Hello out there, I have a question about percomm data drives.

I got a percomm single desity drive that was given to me, and it is
set up as drive 1, but I couldn't find any switch, and I really would like
to change it to drive 2 so that I could use my double density 1050 as
drive 1. is there anyway to do this? I would really appreciate it.

thanx in advance, anthony

ps, please email me with a response at either the address from this message,
or at anbrown@husc.harvard.edu

4447. Bunch of STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 04:11:09 UTC
From: ind00052@pegasus
Message-ID: <2e3k4t$aim@pegasus.cc.ucf.edu>
Source record: 104159

Are these programs PD (or shareware, etc): Atari Oil, Bacterion Flak (Antic), Masters of Time (if not who makes it?).

Does anyone know where I can find a copy of VanGuard, especially one that works on a 130XE - I'll buy the cart if I can find it.

What was the game where you put coins in a jukebox and the robots would dance and you had to collect coins (or something) and a popcorn machine made popcorn. Did this game exist, or am I hallucinating?

Sen
ind00052@pegasus.cc.ucf.edu

4448. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 07:00:32 UTC
From: stolte@equinox.unr.edu
Message-ID: <1993Dec8.070032.15766@news.unr.edu>
Source record: 104160

I have the following for sale, if anyone is interested.

Atari 130XE
1050 "Happy" Drive
Epyx Joystick
Lots of Software

Will sell all for $250 or best offer...

4449. Re: Atari 5200 vs 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 07:19:55 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <97748@cup.portal.com>
Source record: 104161

Bill Marcum (bmarcum@coplex.coplex.com) wrote:
> : The 7800 can play games that were made for the 2600. Supposedly, there
> : was a 2600 adapter for the 5200, but you'd have a hard time finding one
> : now. The 7800 has newer games than the 5200, since they stopped making
> : the 5200 in the mid-80s, and the 7800 has only been discontinued for a
> : year or two.
>
> Wow! A 2600 adaptor for the 5200?!?!? This would mean you
> could use it on the Atari computers as well! I was shown in
> GREAT detail, that the CPU in the 5200 and the Atari
> computers COULD NOT perform some of the tricks the 2600 and
> 7800 used to fool their CPU's for some "repeat" graphics. If
> they came up with an adaptor to "fix" this, I need to know for
> sure - I'll hunt it down until I find one!!! I want a couple
> 2600 games for my Atari Computer! For example, there was never
> a game like Raiders for the 2600 on any computer I've ever run
> across. (Temple of Doom was a port of the video game of the
> same name BTW.)

It's not exactly an 'adapter'. It's a complete 2600. The later 5200s
brought video and audio to the cartridge port, expressly for the
2600 add-on. If I remember, you need seperate controllers for it as well.

May as well get a VCS.

Jeff_M_Lodoen@cup.portal.com

4450. Re: Atari 5200 vs 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 08:19:33 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <Dec08.081933.67919@yuma.ACNS.ColoState.EDU>
Source record: 104162

In article <CHp33y.75p@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Wow! A 2600 adaptor for the 5200?!?!? This would mean you could use it
>on the Atari computers as well! I was shown in GREAT detail, that the CPU
>in the 5200 and the Atari computers COULD NOT perform some of the tricks the
>2600 and 7800 used to fool their CPU's for some "repeat" graphics. If they
>came up with an adaptor to "fix" this, I need to know for sure - I'll hunt it
>down until I find one!!! I want a couple 2600 games for my Atari Computer!
>For example, there was never a game like Raiders for the 2600 on any computer
>I've ever run across. (Temple of Doom was a port of the video game of the
>same name BTW.)
>
Unfortunately, this "adaptor" is just a complete 2600 that uses the 5200
as a slave unit to hook up to the TV. It didn't actually emulate a 2600
but was a 2600. Kind of a bummer but true.

Sam

4451. Re: HARD Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 09:39:06 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Dec8.093906.17566@cs.nott.ac.uk>
Source record: 104163

In article <755190512.AA05875@tdkt.mn.org> Dag.Hugdahl@tdkt.mn.org (Dag Hugdahl) writes:
> Just checking, but has anyone else had any problems with parts of this
>demo? I have a RAMBO XL and the first couple of demos on each side load and run
>correctly, but when it gets to demo #3 on the first or demo #2 on the second
>side, the computer locks up. Both demos start to execute, but both just stop
>dead. This looks like a great demo and I would love to see the rest. Any
>ideas?
Where was this demo written? If it was written on a PAL system then the code
could be overuning the shorter VBI's on NTSC systems....

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4452. Re: Connection of an XL and XE (the J: driver program)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 09:42:47 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Dec8.094247.18033@cs.nott.ac.uk>
Source record: 104164

In article <2e3ero$k4s@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>(In reference to J: device from August '87 'AtariUser', posted
>here.)
ermmmm... slight detail...I think you will find that its Atari User (the British mag....).

>I played with the listing for J: device. I hesitate to say it
>doesn't work. I got far enough into it to see that it installs
>itself incorrectly, I fear. It increments only two bytes for the
>handler table, which has three byte entries. After I modified
>the code with another inx and adding one to the jmp
Anyone got any of the later issues? maybe there was a typo or mistake in the the original article in the magazine, to which an update was latter printed in the next issues or something....anyone care to check?
--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4453. Re: percomm data drive question.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 12:37:05 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931208.27425.KAMARO_KID@delphi.com>
Source record: 104165

You're going to have to open the case and change the drive select on the drive itself. Are you familiar with drive jumpers?

4454. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 13:03:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CHpw91.BoF@sunblossom.ge.com>
Source record: 104167

In article <CHp2uv.69x@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> Oh-yeah, last-but-not-least question... thought it best to post here before
|> someone finds out the hard way! :)
|>
|> - What happens if you use the modified 3-digit count version to write a file
|> to a 4-digit count formatted and currently used disk? And vice versa? Does it
|> scramble the VTOC?
|>
|>

Tim,

There's no problem with compatibility between the 3-digit version and the 4-digit version. Those 3 pokes I listed only change how MyDOS (mostly DUP.SYS) interprets and displays the sector count. The VTOC entries are identical. The entries in sectors 360 to 367 (?) are identical. So you can create files in one version of MyDOS, read them in the other version, modify them, change versions, all without problems. As you've probably found out, large files or large free sector counts (>999 sectors) are displayed in some odd way (I forget just now).

Programs I have found that insist on 3-digit sector counts include the MultiCopy program (C. Johnson?) and the AMS (Advanced Music System). I'm sure there are more.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4455. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 13:38:55 UTC
From: capone@perot.mtsu.edu
Message-ID: <2e4ldf$4jl@perot.mtsu.edu>
Source record: 104166

In <s1014097.17.2D04D93A@cedarville.edu> s1014097@cedarville.edu (William Augustine) writes:

>Has anyone heard of these following Atari 8-bit machines
>1450 XL
>1450 XLD -with drive
>(I am quite sure they are called that..)

I believe you are talking about the 1400XL and the 1450 XLD. The 1400 XL had an internal 300 baud modem, and function keys, as well as speech processor. The 1450 XLD was the same, but with a built in 5 1/4" floppy drive.

>What happened to them? They looked like great machines at the time.
>I have seen one of them years ago at a computer show but the guy wanted 300.
>00 for it at the time(worth 150.00).

Well, as is true with a lot of Atari stuff of the past, it was vaporware. They never made it to market. Just a few beta machines existed, but were never in full production. Oddly enough, the drives in the 1450XLD were supposed to be true Double Density, unlike the 1050's density and a half. it was also touted to be double sided. Basically it was the XFF551! five years earlier!

-=Capone=-

"That wonderful Atari vaporware. Works like a charm everytime!"

--
++++++++++++++++++++++++++++++++
+ -=Capone=- +
+ E-Mail: capone@knuth.mtsu.edu +
+ "You messa wid me, you messa +
+ wid my whole family, capeche?"+
+ -Al Capone(192*)+
++++++++++++++++++++++++++++++++

4456. LCD Display

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 14:08:01 UTC
From: gruber@austin.ibm.com
Message-ID: <CHpz9D.761w@austin.ibm.com>
Source record: 104172

Has anyone been successfull in attaching an LCD display
to the 800XL ?

I'm looking for using this type of settup for a kitchen
computer where the LCD is imbedded in the countertop
for recipe's and such.

Any help is appreciated.

Thanks in advance,
Scott

4457. Amiga owners wanted :)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 16:10:08 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.93Dec8161009@lise7.lise.unit.no>
Source record: 104168

Hopefully that should get some attention :) I'm working on an Amiga version of the (rather useful) SIO2PC/AFS software, and I'd like some feedback on how it should be implemented.

I still haven't been able to get the two ICs for the actual SIO2PC cable, so this is purely at the concept level at the moment, but this is how I think I'll handle it:

- The disk data will be stored as a single file on the Amiga end, as raw sectors. This means you will be able to copy practically anything to it (it probably won't handle copyprotection too well, though), format it, etc.

- The connection to the Atari will be handled by a background process (possibly a commodity, with a nice popup UI :), hopefully using the serial.device (so's to be nice to the system).

- Some kind of handler will enable the Amiga to read the data file as a normal DOS device. (Not quite sure about how to implement this part at the moment, but I have a few ideas. Suggestions welcome :)

At this stage, what I need to know is whether anybody can see any problems with the setup, has advice, etc... And if anyone's interested at all, of course :)

Also, don't excpect it to be out any time soon. I probably won't even have a working cable before February :(

--

//| Eyvind Bernhardsen | eyvind@lise.unit.no
\X/-| Finger me for my PGP key | Save the whalers!

4458. Re: Atari 5200 vs 7800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 18:29:36 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHqBDE.4vA@utnetw.utoledo.edu>
Source record: 104169

Jeff_M_Lodoen@cup.portal.com wrote:
: It's not exactly an 'adapter'. It's a complete 2600. The later 5200s
: brought video and audio to the cartridge port, expressly for the
: 2600 add-on. If I remember, you need seperate controllers for it as well.

: May as well get a VCS.

Argh... worth a shot... darn it... I REALLY WAS HOPING......

-Tim

4459. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 18:35:27 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec8.183527.2702@coplex.coplex.com>
Source record: 104170

They were never mass produced, but a few (hundred?) prototypes were made,
and I believe some people on the net have one.

4460. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 22:12:29 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2e5jge$aab@gap.cco.caltech.edu>
Source record: 104171

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>Brent Buescher (buescher@ugcs.caltech.edu) wrote:
>: aek@wiretap.spies.com (Al Kossow) writes:

>: >Unless you are running the emulator on a very fast processor, you'll also
>: >be disappointed with a simulator's performance (interpreted simulators as
>: >a rule of thumb run 10 to 20 times slower than the processor they're running
>: >on)
>: The apple II emulator that has been kicking around the net for a while
>: (it's actually pretty good) runs several times faster than the real
>: thing on a 486DX33.

> All right! I've heard of that darn Apple II emulator years back!
>I WANT IT! I've looked, but it's been IMPOSSIBLE to find! It allows
>a basic Atari computer to emulate the old Apple II... nice! From what
>I hear, the graphics weren't bad! I'd wager it's because the Apple's
>really weren't capable of good high res graphics... and the Atari
>didn't have to work hard to beat that part.

The apple II emulator I was talking about is for IBM clones. CHeck
out the FAQ on alt.emulators.ibmpc.apple2. Are you talking about
an emulator for the 8-bits or for the ST, anyway? I vaguely
remember some rather mediocre Apple II emulator for the ST from about
'86...

Compare Karateka on the Apple II to the Atari 8-bit version. You will
be surprised to find that the graphics on the Apple version are
slightly better (more color, in fact!). I suspect that the Atari version
is a port of the C64 version- graphics and all. To get in the extra colors
in GR. 7 1/2 they would've had to use player-missiles or/and DLIs, which
would've taken more work and more skill.

Brent

4461. Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 23:06:43 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Dec8.230643.12479@ultb.isc.rit.edu>
Source record: 104174

I've noticed that recently there have been a number of posts
about working on a new Atari emulator.

Well, I don't know if anyone remembers anymore, but back in
August I wrote an Atari emulator for Xwindows, but I was never
able to complete it because I ran into a few bugs which took
more time than I had, and then I went away for the last two
weeks of August, and have been taking far too many classes here
at RIT since I came back...

However, this week I started looking at it again, and fixed it
up a bit, although I'm still tracking down the CPU bug I had,
which I think is related to decimal mode (since some games that
work perfectly in other ways have mangled characters for the score,
and BASIC doesn't work)

So, my first question is: does anyone have detailed info on
exactly which instructions are affected by decimal mode (I
assumed only ADC and SBC) and the exact effects on all the
flags, and how they are different than a normal ADC or SBC?

I could swear I'm doing it right, but some of the Apple 6502
emulators I found did it slightly differently, so I tried their
way and now the code runs even worse, so I don't know what's right.

So, as before (back in August) any help would be appreciated.

Thanks.
- Frank "shaggy" Barrus
(feb6399@ultb.isc.rit.edu)

4462. Re: Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 23:08:28 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Dec8.230828.12572@ultb.isc.rit.edu>
Source record: 104173

Whoops...
In the previous post I mentioned my problem, but didn't
tell what I did have or what I intend to do with it....
Well, as before (back in August) I support all of
the video modes (except the GTIA 16color modes, but I'll
have them soon) and properly interpret the display list
so as to do DLI's, etc...
Also, player-missile graphics *with* collision
detection... about the only thing I don't support is sound
and the peripherals. (although I recognize the output
to the serial port and print the data so the program
can coninue normally-- it just thinks nothing is hooked
up--- I load binaries with a built in mini-dos)
I've also got these cute mini-joysticks at the bottom
of the window and the ability to simulate paddles
or koalapads with the mouse.
My big problem is speed--- I'm running on
a 386/33 under Linux and through X-windows, and my
emulator only runs at about 20% of full speed, although
on faster systems you should be able to approach full
speed. (although if the display is constantly doing fine-scrolling
it slows to about 5-10%)
In order to speed it up, I took all my nice general
CPU and hardware structures and functions and started making
everything global so I didn't have to pass parameters and
I started making a ton of #define's with code to effectively
inline everything. This helped a lot although it made the
code a mess...
So....
What I was wondering was--- how many of you who
would be interested in this have access to a good C++ compiler?
With C++ I can write code that is at least as efficient,
if not more so (in speed, that is-- memory might get used
a bit more though) but is much cleaner, since every CPU
and hardware component can be made into a separate class
but when the code is put together they can all be inlined
to make it fast. (and maybe I'll catch my bugs better too)

So would anyone object greatly to having it written
in C++ instead? I mean, for those that don't have a C++
compiler, maybe someone else could build it for you, or
convert it to C or something?

If enough people have problems, I'll leave it in
ugly C code, otherwise I'll convert it and clean it up.

(another advantage: multiple Atari's could be simulated
at the same time easily with C++ and could be set to talk
to each other to set multi-system programs-- my original C
code could do that but not after the optimizations I made)

Let me know.

- Frank "shaggy" Barrus
(feb6399@ultb.isc.rit.edu)

p.s. ---
I will release this to the net as soon as the code
is cleaned up a little with the major CPU bugs fixed.
Other optimizations and features will be added later
as time permits.
(which isn't much, since I'm also working on
a portable operating system project)

4463. WANTED: Atari Magazine/Commercial Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-08 23:17:31 UTC
From: arthur@joyjoy.oau.org
Message-ID: <755392651.4snx@joyjoy.oau.org>
Source record: 104175

What follows is a list o' programs that I would really love to have.
Most of the magazine selections were ones I laboriously typed-in years ago
and which eventually rotted on the 5 1/4" disks. If anyone has or knows
where I can obtain these titles, please let me know.
****
A.N.A.L.O.G. Sneak Attack, Super Pong, Deathzone, Krazy Katerpillars
---
Compute! Tag, Laser Barrage, Laser Gunner II, UXB, Juggler, Air
--- Defense, Chutes, Starshot, Astrostorm, The Hawkmen o'
Dindrin, Bee Trap, Goblin, Chopperoids, Colorbot,
Lightsaver, Canyon Runner, Paratrooper, Rescue o'
Blondell, Acrobat, Laser Beam, Balloon Crazy, High Rise,
Switchbox, Tightrope, Prisonball, Biker Dave
Commercial Attank!, Racer, Dandy Dungeon, Archon][, Aztec, Run for
--- the Money, Marauder, Chopper Rescue, Floyd o' the Jungle,
Pinhead, Zeppelin, Zombies, Satan's Hollow, Quest for
Power (also known as King Arthur's Heir), Forgotten
Island, Clonus][, Encounter!, Agent USA, Ant Eater,
The Nightmare

4464. Re: New support for the 8bits - Am I Crazy!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 02:20:22 UTC
From: jharris@cup.portal.com
Message-ID: <97826@cup.portal.com>
Source record: 104176

>I'm assuming that they are the original programmers of MouseAttack
>and JawBreaker? Or have somehow bought the rights, or what's the deal?

Yes, they are pretty much the original programs. I made some improvements to the joystick control routines of both games, added a pause to the original Jawbreaker which did not contain one, and included the both 1st and 3rd maze styles on the same disk. The 2nd style, which some of you may have seen, was simple and rectangular, and was never intended to be shipped. There may also be an additional bonus feature.

Mousekattack may look like an ordinary maze game, but the cats really do offer some unique game play, especially with two players.

>By the way, I think there was a JawBreaker Construction Set released some
>time ago.

I never saw this. I'd be interested to know what it is.

John Harris - jharris@cup.portal.com

4465. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 04:01:49 UTC
From: Steven Baker <STEVENBAKER@delphi.com>
Message-ID: <931208.82909.STEVENBAKER@delphi.com>
Source record: 104177

I had a huge software collection for the Atari 800 and I had the 800, 800xl ,
1050 and a Mpp modem. Cheap outdated stuff.

Now I have over $3,000 worth of state of the are IBM clone stuff and I still
wish I had my old Atari.

Steven Baker

4466. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 06:07:35 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec9.060735.23662@coplex.coplex.com>
Source record: 104178

That modification shouldn't affect the VTOC at all, it only changes the way the directory is displayed.

4467. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 06:25:58 UTC
From: jharris@cup.portal.com
Message-ID: <97848@cup.portal.com>
Source record: 104180

>Oddly enough, the drives in the 1450XLD were
>supposed to be true Double Density, unlike the 1050's density and a half.

It was also supposed to have high speed direct to bus transfers, and I heard that it is this controller card that was never finished, and thus doomed the 1450XLD to vapor.

All of the 1450XLDs I have heard about, do not have this built-in drive interface.

John Harris - jharris@cup.portal.com

4468. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 06:51:06 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2e6hsq$nkt@news.belwue.de>
Source record: 104179

Hi!

But MyDOS 4.50 has a very nasty bug: when I used subdirectories
sometimes MyDOS used for two different files the same sectors! And
because I used a 3 1/2" -Floppy (no Filenumbers in the sectors - no
error message) this was twice as nasty!

Bye,
Jochen
(still starving for MyDOS 4.53)

4469. Re: Atari 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 12:03:30 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2e746i$6o3@dux.dundee.ac.uk>
Source record: 104181

There's a bit about the 1450XLD in the DOS 3 user manual, so it must have made some impact at least. Anyone remember DOS 3- it was awful! What were Atari thinking of?

"Time flies like an arrow, but fruit flies like a banana" - Anonymous
---
Graeme Fenwick gfenwick@uk.ac.dund.mcs

4470. Re: LCD Display

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 12:41:18 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CHrpwu.9o5@sunblossom.ge.com>
Source record: 104183

In article <CHpz9D.761w@austin.ibm.com>, gruber@austin.ibm.com (Gruber) writes:
|> Has anyone been successfull in attaching an LCD display
|> to the 800XL ?

Recently I have looked into this (just a tiny bit!) - it seems possible.
If you have any information on cheap, available LCD displays, let me know.
I have seen B.G. Micro advertise ones for $19.95 lately, but haven't gotten
up the courage (or the spare time) to just order one on the hopes of
making it work. You'd most likely have to get into the guts of the GTIA
output (before all the nastly analog stuff), and provide an additional power
supply (some need -12V). Even so it might only work with custom drivers.

Anybody out there have docs they can send me?

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4471. User Group Info

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 13:19:23 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9312091317.AA12846@dylan.newi.ac.uk>
Source record: 104182

```
Information on The Atari Classic Programmer's Club to follow shortly ...
```

4472. User Group Info

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 14:06:18 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9312091404.AA13252@dylan.newi.ac.uk>
Source record: 104184

THE ATARI CLASSIC PROGRAMMER'S CLUB

Address: Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
Wales.

Email: MBITDC9306@newi.ac.uk

The following details are taken from the club's information sheet ...

ARE YOU AN ATARI 8-BIT PROGRAMMER?

You are? Then have we got news for you!

The Atari 8-bit range of home computers are undoubtedly amongst the finest ever designed. Faster than a Commodore 64, better graphics than a Spectrum (then again, what hasn't) and a larger colour palette than any other 8-bit ever designed bar the ill-fated Enterprise. So, if it's such a good machine, why isn't there anyone producing software for it?

Well, apart from the obvious piracy problem the 8-bit has always had, there is no real reason. After all, piracy was just as rife on the other 8-bits yet they haven't suffered with a lack of software in the way Atari users have been doing. Most of the big software houses, particularly in the UK, have ignored the Atari over the past few years ... but with the help of The Atari Classic Programmer's Club, that could well change!

We believe that there is a wealth of top class programmers around for the Atari somewhere, but it would seem that they need help and encouragement to get them on their way. So, what can we actually do?

NEED HELP? NO PROBLEM!

From our own personal experiences, we find that programmers begin with what is often an excellent idea which is then halted in its tracks by one of several things:

a) Design - This is the first and probably most important stage of program development. Get this wrong and the whole framework of the project falls around your ears. Some designs are simply not viable and many of these can be pinpointed straight from the start. Other problems involve a program that is going well, the design is being followed to the letter and then ... Whammo! A major snag is hit as the playability of the game becomes suspect and the whole project has to be shelved. It saves both time and money if such failures in a

project design are pinpointed before programming begins.

If you have a programming project design that you are unsure of, feel free to send it in for evaluation. We may then be able to make our own suggestions as to how to improve the overall design.

b) Graphics - This is often the bane of inexperienced programmers. People in the industry today will tell you that the days are gone when individual programmers created everything on their own. The Atari is one of the few machines where this is practically essential. Until now, that is!

If you don't fancy creating your own graphics for your games, then let us know and we will provide you with some top quality graphic screens for a small fee.

c) Sound and Music - Creating sound on the Atari via its powerful Pokey sound chip is not difficult. On the other hand, it's not everyone who has the patience and musical knowledge to create really good chip music.

If you haven't a clue where to start, then you can leave it to us - again for a minimal fee.

d) Play testing - Once a program is finished, it's time to give it a thorough testing in case any serious bugs might be lurking. It's very difficult for lone programmers to test their oen software effectively since they know how to operate the program properly, and are unlikely to do anything unexpected.

If you have a completed program that requires testing, send it in to us and we will produce a bug report after a week or so of thorough examination, completely free of charge!

e) Publication - Think your program has what it takes to succeed? Why not send it in to us for evaluation and possible publication? We will look at your software objectively and if we think that it can be published, we will give you a probable price band and offer you a percentage royalty based on the RRP of the product. It will then be up to you to decide whether to accept it or not.

We have a number of other services including a programmer's helpline and a bi-monthly newsletter packed with tips on how to get the most out of your Atari. So what are you waiting for? Get out your favourite language and join us today!

MEMBERSHIP FEES

UK & Ireland
---
6 month: 3.50 pounds
12 month: 6.00 pounds
Life: 12.00 pounds

Europe
---
6 month: 5.00 pounds

12 month: 9.00 pounds
Life: 15.00 pounds

Elsewhere
----
6 month: 6.50 pounds
12 month: 12.00 pounds
Life: 18.00 pounds

Members who are already proficient programmers have the chance to recoup their membership fees by doing some conversion work for us. We currently have two agreed ST to 8-bit game conversions that are currently being handled by two members in their spare time. Such work has to be done unpaid, but once a program is finished, the programmers receive much of the proceeds from the sale of their programs.

Available Now:

Swift Spreadsheet (Disk Only) XL/XE only. An extremely powerful Spreadsheet program. UK Price: 9.95 pounds for non-members, 7.99 pounds for members. Programwas originally released in 1988 for 24.95 pounds!! If ordering from overseas, please enquire about additional shipping costs.

Under Development:

Swift Spreadsheet - Cassette version. Price: 7.95 Release: TBA
Helter Skelter - Disk and Cassette. Price: TBA Release: Summer 1994
Loopz - Disk and Cassette. Price: TBA Release: Spring 1994
Stereo Converter - PD version out January 1994.
Stereo Converter - Budget Disk and Cassette versions out Febuary 1994. Price: 3.95 Disk, 2.99 Cassette.
Menu Print Elite - Disk Only. Price: 9.95 Release: Spring/Summer 1994
Bomb Blaster - Disk and Cassette. Price: TBA Release: TBA

ROM Bank - Hardware add-on. Price: TBA Release: February/March 1994
The Linker - Hardware add-on. Price: TBA Release: TBA
The Gig-Rig - Hardware add-on. Price: TBA Release: TBA

If you require more info, just mail me.

All payments should be made to 'The Atari Classic Programmer's Club'.

David Wyn Davies (Projects Co-ordinator and Founder).

4473. Re: Atari 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 14:49:23 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Dec9.144923.6317@cs.nott.ac.uk>
Source record: 104185

In article <2e746i$6o3@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:
>There's a bit about the 1450XLD in the DOS 3 user manual, so it must have
>made some impact at least. Anyone remember DOS 3- it was awful! What were
>Atari thinking of?
Yes, I remember seeing that. 1450XLD must have been in the planing stages when the manual was produced. Wasn't DOS 3 designed especialy for use with the 1450XLD?
Aw! it wasn't that bad, it was just different. My first DOS was DOS 3, and I used to quite enjoy it, I used it for quite a long time. When I first used DOS 2.5 I thought THAT was horrible, but I got used to it in the end. Now I mostly use Mydos (for the time being....).

The main problem with DOS 3 was having to switch disks if you only had one drive. However I reckon DOS 3 would have worked quite nicely with a decent sized ramdisk (except it didn't have a ramdisk handler of course :-)).
Maybe it was just ahead of its time....

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4474. Re: X-windows Atari emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 16:12:24 UTC
From: jim@neb
Message-ID: <CHrzor.AHx@neb>
Source record: 104192

crow@coos.dartmouth.edu (Preston F. Crow) writes:
>
>At the end of the summer, someone was saying that they were within a
>few weeks of releasing an 8-bit emulator for X-windows, but that the
>demands of classes were putting it on hold. Does anyone know the
>current status? Will it be completed over Christmas?
>
>--PC

I would gather then, that the TCP/IP interface to the 8-bit has been
completed. (I think not). If you were going to run x-windows over
a serial cable (even at 19200) it would be a joke!!

I love my 8-bit, but geez, lets get real on it's capabilities.
I don't think I would feel comfortable with it as the main computer
controlling the space shuttle. There are just SOME things it is
not going to be able to do without a zillion dollars in modifications.
There is an IDEA. Mabie we can make a expansion card adapter out of
the atari motherboard and install it in a pentium pc. Someone should
be able to do that over their christmas holiday.

-jim hood
--
****
* Tested?? Of corse it was tested! It compiled didn't it!!?? *
****
* Jim Hood | mail/uucp: neb!jim@uplherc.upl.com *
* (alternate) | mail/uucp: cusa!neb!jim@hellgate.utah.edu *
****

4475. Emulation/6502

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 18:36:30 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1993Dec9.183630.14884@ultb.isc.rit.edu>
Source record: 104190

Could anyone out there mail me a list of the quirks of the 6502
for the Atari? (bugs, etc...)
I know all of the basic 6502 ops, but not the effect of
undocumented opcodes, or bizarre side effects of normal
instructions under extreme circumstances (except the JMP(indirect)
bug with page-wraparound)

Also, I need details on how to affect all the flags
for the decimal mode versions of instructions (just ADC and SBC,
right?)

All help would be greatly appreciated... I need
this to finish up my X-Windows Atari Emulator so I can finally upload it.
(and then I'll probably write a standalone PC version)

-Frank

4476. Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 18:56:14 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9312091853.AA14185@dylan.newi.ac.uk>
Source record: 104186

```
help.
```

4477. send HELP

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 18:58:58 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9312091856.AA14195@dylan.newi.ac.uk>
Source record: 104187

```
send HELP
```

4478. <No subject line>

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 19:13:05 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9312091910.AA14256@dylan.newi.ac.uk>
Source record: 104188

```
begin
path MBITDC9306@newi.ac.uk
send HELP
end
```

4479. Bunch of STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 19:18:01 UTC
From: Amos.Jackson@f47.n282.z1.tdkt.mn.org
Message-ID: <755477439.AA06960@tdkt.mn.org>
Source record: 104193

The name of the file your refering to where you placed coins in a juke box is called Spare Change. Actually it is a whole disk game.
Amos Jackson

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4480. Re: MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 19:44:42 UTC
From: KENDRICK@VAX.SONOMA.EDU
Message-ID: <KENDRICK-091293114632@d19b_lab.sonoma.edu>
Source record: 103955

In article <CHIAL6.5rJ@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:
>
> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : Yeah Yeah! But I've got a STOCK 1050! :(Oh well, I did my report in
> : windows and on the school's Macs... Hope I get a good grade tho - one of
> : those last min. things <gulp>... :)
>
> Ugh... too bad you didn't have a modem... could've transferred it over the
> lines rather quickly. How big was the finished paper? 10-20 pages of text
> doesn't take too long, even at 300 baud. If you have a modem for your stock
> system (Atari end), do you need a transfer program for it? If so, what do
> you need? Quite a bit's accessible at umich... and if not, I could probably
> send a copy of what might not be! (I never did see a working, executable
> version of kermit "up there".)
>
>
> -Tim
Nononono.. I have a modem, BUT I can't USE it! :(
My motherboards are sorta fried, but not totally.. it's really annoying!
:(

Oh well.. still looking for a good INEXPENSIVE Atari 800xl :)

/|\ New Breed Software
59 Palm Lane
Novato, CA 94945
415/897-6290
Atari 8bit
Public Domain Software

4481. Re: Connection of an XL and XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 19:48:06 UTC
From: KENDRICK@VAX.SONOMA.EDU
Message-ID: <KENDRICK-091293115002@d19b_lab.sonoma.edu>
Source record: 103956

In article <CHFKM2.ItC@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:
>
> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : love drivers! I want em all! :)
>
> : A:udio (digi record and play hehe)
> A driver for this??? Who wrote this one? I've never seen or heard of
> something of this nature being written! I used to specialize in telecomm
> (protocals/disk transfer/compression), graphics, and audio/digital conversion
> on the 8-bit!!! I'd like to hear a bit more on this!

:(Sorry to excite you, but... this A: driver does not EXIST to my
knowledge.. I dreampt it up and would LOVE TO SEE IT! That's why I
mentioned it ;^)
It really shouldn't be all that hard, I mean, handlers aren't THAT hard to
make, are they?
I also want a V:id one too :)

/|\ New Breed Software
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415/897-6290
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4482. Re: RAMBO XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 19:49:38 UTC
From: KENDRICK@VAX.SONOMA.EDU
Message-ID: <KENDRICK-091293115211@d19b_lab.sonoma.edu>
Source record: 104204

In article <931204.05450.KAMARO_KID@delphi.com>, KAMARO_KID@delphi.com
wrote:
>
> What you're looking for is a FREEZER switch.. I recently installed just a
> swtichin my 1meg Newell - and let me tell you, its GREAT.. Now I can do a COLD
> boot
> on my Newell one meg and keep my ramdisk intact!
>

Oh! I have one of those built into my stock 800xl ROM - ^F4 boots me :)

/|\ New Breed Software
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415/897-6290
Atari 8bit
Public Domain Software

4483. Re: 800xl & 130xe For SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 20:01:58 UTC
From: KENDRICK@VAX.SONOMA.EDU
Message-ID: <KENDRICK-091293120422@d19b_lab.sonoma.edu>
Source record: 103957

Hi! I can't write you mail for some reason!:

In article <CHGxq5.FAA@boi.hp.com>, joer@gr.hp.com () wrote:
>
> I have the following Atari equipment for sale.
>
> Hardware: All in good working order
> Atari 800XL

Please e-mail me! I'd like to know some stuff about the 800xl.
Thanx!!!!!!!!!!!!

||| Bill Kendrick
/ | \ New Breed Software
Atari 8bit
Public Domain Software Developer
59 Palm Lane
Novato, CA 94945
415/897-6290
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

4484. <No subject line>

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 20:10:52 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9312092008.AA14500@dylan.newi.ac.uk>
Source record: 104189

```
begin
help
end
```

4485. Re: HARD Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 20:20:17 UTC
From: KENDRICK@VAX.SONOMA.EDU
Message-ID: <KENDRICK-091293121830@d19b_lab.sonoma.edu>
Source record: 104202

In article <755190512.AA05875@tdkt.mn.org>, Dag.Hugdahl@tdkt.mn.org (Dag Hugdahl) wrote:
>
> Just checking, but has anyone else had any problems with parts of this
> demo? I have a RAMBO XL and the first couple of demos on each side load and run
> correctly, but when it gets to demo #3 on the first or demo #2 on the second
> side, the computer locks up. Both demos start to execute, but both just stop
> dead. This looks like a great demo and I would love to see the rest. Any
> ideas?
>
> -Dag- ---> Dag.Hugdahl@tdkt.kksys.com
> hugdahda@luther.edu
>
> * Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

It might be cuz it's one of those PAL Euro. demos or something (I haven't seen it yet). My copy of the Halle Demo usually dies after a few demos (the same number each time. :) It's not random! hehe!)
Dunno.. Do you have BASIC disabled/etc. if you need to?

||| Bill Kendrick
/ | \ New Breed Software
Atari 8bit
Public Domain Software Developer
59 Palm Lane
Novato, CA 94945
415/897-6290
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

4486. Re: LCD Display

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 20:22:13 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec9.202213.10297@coplex.coplex.com>
Source record: 104203

I may get flamed for suggesting this, but you might consider getting a used Tandy 100 or 102 instead. Or connect a small TV to the Atari (I think there are spacesaver TVs that fit under a kitchen cabinet).

4487. Re: Connecting PC and 800XL by modem?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 20:23:28 UTC
From: KENDRICK@VAX.SONOMA.EDU
Message-ID: <KENDRICK-091293122429@d19b_lab.sonoma.edu>
Source record: 103958

In article <cotton.36.001503F9@vms.ucc.okstate.edu>,
cotton@vms.ucc.okstate.edu (Greg Cotton) wrote:
>
> In article <5200@heimdall.sdrc.com> brian.morgan@sdrc.com writes:
> > I have a DOS PC with a modem, and an 800XL with a modem. Is there a way
> >to hook the two modems directly together to communicate, without going
> >thru the phone company? I don't have a serial port on the Atari,
> >otherwise I'd use a null modem cable.
>
> Well, even though I own an 800XL, I've never tried this with an Atari and IBM.
> However, I have done this many times with two IBMs. I've only done it with
> Hayes compat modems and here's how (sometimes takes some playin' to get it to
> work):
>
> Type at to make sure that modems are responding ok.
> Type ath0 on one modem and ata on the other. They should connect.
> If they don't, try making one dial atdt 1 and the other ata. (You may have to
> shut off dialtone checking on the dialing modem). If that doesn't work, you
> might try ata on one and ato on the other.
>
> Good Luck
>
> L8r.
> Greg

Wait! Don't you mean 'ATA' on one, 'ATD' on the other?

If you get a 'NO DIALTONE', just type 'ATX0' to ignore those types of
errors.
My friend and I (he has some fancy IBM and I have a 1200xl) connect while
we're talking on the phone. One of us types 'ATA', the other 'ATD' and we
both hang up the phone handsets.

One problem tho seems to be that we always have to do it the same way (I
forget which, but, ie, if I type 'ATA' and it works, then I KNOW that me
typing 'ATD' won't.. I think it's a bug with the SX212??????)

kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

4488. Pokey chip in 7800 Ballblazer cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 21:58:07 UTC
From: ifarqhar@laurel.ocs.mq.edu.au
Message-ID: <2e871f$3fi@sunb.ocs.mq.edu.au>
Source record: 103976

I yesterday purchased the Ballblazer cartridge for my 7800, and having heard that it contained its own sound chip (thinking that it would probably be one of those early TI 4-voice things), I had a peek inside. What I found was a 40 pin chip, which according to the silkscreen, is called "Pokey". Although I have never owned an Atari HCS system (I desperately wanted to, but when they were around I never had the money), I have a vague recollection that Pokey was one of the custom chips Miner designed. As the quality of the graphics and sound are better than anything else I have seen on the 7800, it doesn't seem unreasonable to assume that they've moved the graphics and sound controller onto the cart, using one of the old HCS chips.

I've checked around the network yesterday evening, but cannot seem to find any programmer's documentation for the 8-bit Atari systems anywhere. I'm curious as to what is in this chip, so if anyone could give me pointers, I'd appreciate it!

Ian.

4489. Re: Snapper v0.2 FTP Software DatabasE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 22:17:20 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2e885g$3t0@news.dmpe.CSIRO.AU>
Source record: 103969
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi!

I thought that all you people out there had just given up on the idea, so I let it ride for a while, and I recieved the princely amount of one (1) reply!!

Well, let's start with the BASICS (not the language ;^)).

A few of us decided that it was a pain in the butt trying to find X software package, with X.XX revision, etc. There are many FTP sites out there, and it takes ages to search through them all, even with an archie search. So what was proposed is that we create a database, similar to the FISH (File Index S... H...) things that the LINUX group has. Basically what the DataBase will have is a list of all the Atari programs / files / related stuff, where it can be had, what it's latest revision is, etc. What you as net users are asked to do it to fill in entries, send them to me, and I will enter tham into the DataBase.
Now, at the moment I am doing the Snapper on Atari Works, mainly because I don't have any better DataBases at the moment (DataManager is a dog ;*)), and also it has the ability to export comma-delimited files, so anyone can use the DataBase, even as a text file.

Well, I hope that answers a few questions, I will post another revision on Monday, I hope that all you avid Atari supporters will support this too, as I feel alone in the void ......

E-Mail me if you have ANY Questions ....

Best Regards,

Karl Meyland.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4490. Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-09 22:45:00 UTC
From: sajeffg@ultrix.uor.edu
Message-ID: <2e89pc$ssf@galaxy.ucr.edu>
Source record: 104191

Is this the proper place to discuss Atari Portfolio computers? If not, where do I speak of them? Does anyone else own one? if so, please email me. Thanks.

-J-

4491. Re: X-windows Atari emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 01:01:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <CHso5p.H5@dartvax.dartmouth.edu>
Source record: 104197

In <CHrzor.AHx@neb> jim@neb (Jim Hood) writes:

>I wrote:
>>
>>At the end of the summer, someone was saying that they were within a
>>few weeks of releasing an 8-bit emulator for X-windows, but that the
>>demands of classes were putting it on hold. Does anyone know the
>>current status? Will it be completed over Christmas?
>>
>>--PC

>I would gather then, that the TCP/IP interface to the 8-bit has been
>completed. (I think not). If you were going to run x-windows over
>a serial cable (even at 19200) it would be a joke!!

>I love my 8-bit, but geez, lets get real on it's capabilities.
>I don't think I would feel comfortable with it as the main computer
>controlling the space shuttle.
[...]

I see that my post was confusing. I wasn't talking about running X on an Atari, but running an Atari in a window on X. No Atari hardware, only a program that runs as a Unix process pretending to be an 8-bit Atari.

As to controlling the space shuttle, considering the number of computer problems they've had, it might be more reliable. (Though that was mainly in the first few years and was probably software, not hardware.) Actually, the shuttle is rather old technology, including the computers. With all the work that went into the software, they won't upgrade them unless they start having serious problems.

--PC

--
preston.crow@dartmouth.edu
crow@nes.nersc.gov
by008@cleveland.freenet.edu
crow@coos.dartmouth.edu

4492. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 02:16:54 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931209.76614.KAMARO_KID@delphi.com>
Source record: 104194

The 1450xl and 1450xld (with drive) were dropped by Atari due to the release of the ST line and the more profitable 130xe series.

Atari didnt think those machines would make any money "at the time".

Only a few select people own one of those machine. Atari Corps. Bob Brodie is one of the lucky few - as he found it scrapped and ready for the garbage bins at one of Atari's warehouses!

How would it be!?!

4493. Re: LCD Display

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 02:21:32 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931209.76892.KAMARO_KID@delphi.com>
Source record: 104195

A guy here in Salt Lake City, Utah added an LCD display screen to an 800 and an 800xl.. He posted the schematics somewhere, but I havent been able to locate them. I'll see about contacting him on this.

4494. Re: X-windows Atari emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 02:27:13 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931209.77233.KAMARO_KID@delphi.com>
Source record: 104196

Now, now Jim..

The 8bit is still fairly powerful, even by todays standards.

I have a SUN SPARC, SCO UNIX (486) server, a Compaq 486dx II 66 and
an array of other powerful machines at my disposal daily, and yet I
still come home and would rather turn on my 130xe than my 486!

Anything is possible, you just have to make it happen!

4495. Re: Info about ANALOG Computing magazine needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 03:41:54 UTC
From: kiernasj@wckn.dorm.clarkson.edu
Message-ID: <kiernasj.755494914@wckn.dorm.clarkson.edu>
Source record: 103967

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>(asks what issues of ANALOG "Crash Dive" and "Advent. 5th Dimension"
>were in)
>Crash Dive was in issue 18, about May of 1984. I can't seem to find
>Advent. 5th Dim. issue, although I have the program. Both can
>probably be found in the archives at umich.edu.

I believe Adventure in the 5th Dimension was in an issue somewhere around
issue 6 or so.... I think it was also in the A.N.A.L.O.G. Compendium.

4496. Re: WANTED: Atari Magazine/Commercial Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 03:53:11 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHsw4p.804@utnetw.utoledo.edu>
Source record: 104198

Arthur Johnson Jr. (arthur@joyjoy.oau.org) wrote:
: What follows is a list o' programs that I would really love to have.
: Most of the magazine selections were ones I laboriously typed-in years ago
: and which eventually rotted on the 5 1/4" disks. If anyone has or knows
: where I can obtain these titles, please let me know.
: **********

Well, for the commercial stuff, the best place I can recommend is to check into American Techna-Vision... most software is around $10 now (and NEW)!

Non-commercial - check the archive... I'm currently posting a load of old Antic/Analog/Computer/other adventure games, Kamaro is posting a mixed assortment... we'll probably hit one of 'em soon!

-Tim

4497. Re: Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 04:01:58 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHswJB.84C@utnetw.utoledo.edu>
Source record: 104199

F.E. Barrus (feb6399@ultb.isc.rit.edu) wrote:

: would be interested in this have access to a good C++ compiler?
: With C++ I can write code that is at least as efficient,

Yieeee... what's this about C++? I never really paid attention to C++ since
it seems so non-standard. Is C or ANSI C that much slower? I know C (ANSI)
is EXTREMELY portable, but Turbo C is just HIDEOUS if you want to move it about.
I had always thought C++ was the same way... would a C++ compiler on a Sparc
even recognize most of the C++ you generate on... I assume it's a PC, right?

If C++ is fairly portable, and is definitely faster, sounds great! If not,
well, you're the one writing the code and know best what would speed up the
emulation - by all means, do what you will, and GOOD LUCK!

(I NEED to see this when complete!)
-Tim

4498. WANTED: 1450XLD/1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 04:35:39 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <2e8uar$smh@unix1.cc.uop.edu>
Source record: 104200

I KNOW it's a MAJOR longshot but does any one want to sell one fo these?
I will make it worth it! I have always wanted one and it would be the only
way I would buy another 8-bit. THANKS
-Norman
The Atari Fuji is my deity of choice.
Mbates@vms1.cc.uop.edu
aka Marlin Bates

4499. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 04:58:32 UTC
From: cjw@world.std.com
Message-ID: <CHsz5M.3L2@world.std.com>
Source record: 104201

s1014097@cedarville.edu (William Augustine) writes:

>Has anyone heard of these following Atari 8-bit machines
>1450 XL
>1450 XLD -with drive
>(I am quite sure they are called that..)

>What happened to them? They looked like great machines at the time.
>I have seen one of them years ago at a computer show but the guy wanted 300.
>00 for it at the time(worth 150.00).
>Bill
There is an 8-bitter in Needham, MA who runs his Carina BBS on a
1450XLD. I haven't seen the machine myself, but I hope to sometime soon.
If interested, the BBS# is (617)444-4310, SysOp Krishna. NOTE: the BBS is
a little flaky, crashes frequently (possibly due to software incongruities?)
I am basically his only regular caller, and I'm sure he would welcome
more 8-bitters.

Christopher J. Woods
cjw@world.std.com

4500. Re: Making an atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 05:58:23 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHt1xD.Bvv@utnetw.utoledo.edu>
Source record: 103961

Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: The apple II emulator I was talking about is for IBM clones. CHeck
: out the FAQ on alt.emulators.ibmpc.apple2. Are you talking about
: an emulator for the 8-bits or for the ST, anyway? I vaguely
: remember some rather mediocre Apple II emulator for the ST from about
: '86...

Nah, if I recall, some guy was working on one for the Atari 8b... hmm, now
that you mention it... I'm starting to wonder... was it ST??? @($@*%$!#$%#&*&^$
it's been years...

: Compare Karateka on the Apple II to the Atari 8-bit version. You will
: be surprised to find that the graphics on the Apple version are
: slightly better (more color, in fact!). I suspect that the Atari version

Not surprises... Karateka on the 8-bit Atari was so-so... a few of the
software companies of the time DID make direct ports of Apple and a few
Commodore versions to the Atari.

: is a port of the C64 version- graphics and all. To get in the extra colors
: in GR. 7 1/2 they would've had to use player-missiles or/and DLIs, which
: would've taken more work and more skill.

Yep... Thought I'd include this section before continuing my babbling.
At least one company wisened up a bit and released a revamped Silent Service
for the Atari that took advantage of quicker routines and ENHANCED GRAPHICS
on the Atari systems. The original was a C64 port if I recall.

-Tim

4501. Re: MYDOS 4.53

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 06:02:34 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHt24D.C9s@utnetw.utoledo.edu>
Source record: 103962

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: There's no problem with compatibility between the 3-digit version and the
: 4-digit version. Those 3 pokes I listed only change how MyDOS (mostly
: DUP.SYS) interprets and displays the sector count. The VTOC entries are
: identical. The entries in sectors 360 to 367 (?) are identical. So you
: can create files in one version of MyDOS, read them in the other version,
: modify them, change versions, all without problems. As you've probably
: found out, large files or large free sector counts (>999 sectors) are
: displayed in some odd way (I forget just now).

Something like "999+", right? I remember DOS 2.5 used a count like that...
But if the changes are mainly for DUP.SYS... I ASSUME one of the pokes MUST
change DOS.SYS, otherwise programs that check the VTOC for a directory via
DOS.SYS (i.e. AtariWriter), would still crash and burn. I'll be giving it a
try this weekend... crossing my fingers here!

-Tim

4502. Re: Connecting PC and 800XL by modem?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 09:36:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHtC1F.FrA@utnetw.utoledo.edu>
Source record: 103963

Bill Kendrick (KENDRICK@VAX.SONOMA.EDU) wrote:
: In article <cotton.36.001503F9@vms.ucc.okstate.edu>,
: cotton@vms.ucc.okstate.edu (Greg Cotton) wrote:

before the cut&paste gets too deep, just thought I'd eliminate it all...

Just wanted to put another $0.02 ante into the pot:
As far as I can recall, the standard way to connect two systems was
- have one originate: ATO (O, not zero)
- have the other answer: ATA

Should work fine... always has for me.

-Tim

PS: yes, the ATA and ATDT or ATDP would work also.

4503. Re: Emulation/6502

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 09:42:06 UTC
From: jharris@cup.portal.com
Message-ID: <97914@cup.portal.com>
Source record: 103959

>Also, I need details on how to affect all the flags
>for the decimal mode versions of instructions (just ADC and SBC,
>right?)

Also CMP.

None of my books described flag behavior in BCD mode, but they all said flags did not work correctly. They're right, as I did a few tests in the debugger. Note that these tests were not exhaustive, and may not be sufficient for what you need.

Flags after an ADD:

The N flag appears to be set when the MSB is on, as in the numbers $80-$99, but only if there was no carry from the operation. I added $90 and $90, came up with $80, and the N flag was clear, C and V were set.

V appears to be set only when both numbers added were $80 or greater, regardless of whether the result is $80 or not. Both $80+$90=$70, and $90+$90=$80 had the V flag set.

The Z flag is strange. It is not set when the result of the ADD = 0, and was not set for most of the tests I did. However, adding $90 to $70, produced $60 with the Z flag set!

The C flag is the only one that seemed to work as expected, and would of course be neccesary for doing mulit-byte BCD.

After SBC or CMP:

Z flag appeared to work correctly here, as did C.

N was set when subtracting a negative number from a postive number. Like $60-$90=$70 with N and V set.

$80-$90=$80, with N set and V clear. $90-$10=$80 with N set and V clear. $80-$10=$70 with n clear and V set. $10-$20=$90 with N set and V clear.

Hope this helps.

John Harris - jharris@cup.portal.com

4504. Re: Atari 1450XLD and DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 10:23:02 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2e9im6$s2m@dux.dundee.ac.uk>
Source record: 103960

Raphael J Espino writes...

>Aw! it wasn't that bad, it was just different. My first DOS was DOS 3, and
>I used to quite enjoy it, I used it for quite a long time. When I first used
>DOS 2.5 I thought THAT was horrible, but I got used to it in the end. Now I
>mostly use Mydos (for the time being....).
>
>The main problem with DOS 3 was having to switch disks if you only had one
>drive. However I reckon DOS 3 would have worked quite nicely with a decent
>sized ramdisk (except it didn't have a ramdisk handler of course :-)).
>Maybe it was just ahead of its time....

Alright, maybe I was a bit harsh on it. But I still think they made it
user-friendly at the expense of usability, most people at that time only had
one disk-drive (if at all), and worst of all, it was entirely incompatable
with DOS 2. Which DOS did all the existing applications use? Yup, you guessed.
If they'd based it on DOS 2 like they did with DOS 2.5, people wouldn't
have been stuck with disks full of DOS 3 files. I can't even see what
advantages the DOS 3 format had over DOS 2 (except it was Enhanced not single
density- but DOS 2.5 proved they could easily convert DOS 2 to do this...)
Possibly it could've been a success on an expanded system, but on the basic
1050/800XL combination, the frustration it caused soon outweighed its
advantages....

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs

4505. Re: User Group Info

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 11:25:11 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Dec10.112511.697@cs.nott.ac.uk>
Source record: 103964

In article <9312091404.AA13252@dylan.newi.ac.uk> mbitdc9306@newi.ac.uk (David Davies) writes:
>THE ATARI CLASSIC PROGRAMMER'S CLUB
>-----------------------------------
[snip]
>The Atari 8-bit range of home computers are undoubtedly amongst the finest
>ever designed. Faster than a Commodore 64, better graphics than a Spectrum
>(then again, what hasn't) and a larger colour palette than any other 8-bit

hear hear...

>Well, apart from the obvious piracy problem the 8-bit has always had, there
>is no real reason. After all, piracy was just as rife on the other 8-bits
>yet they haven't suffered with a lack of software in the way Atari users have
>been doing. Most of the big software houses, particularly in the UK, have
>ignored the Atari over the past few years ... but with the help of The Atari
>Classic Programmer's Club, that could well change!
>
>We believe that there is a wealth of top class programmers around for the
>Atari somewhere, but it would seem that they need help and encouragement to
>get them on their way. So, what can we actually do?
>

People are producing software for it. Me for a start... and I know of several others, look around you... DGS, Tiger Developments, the new 8-bit Gold, Derek Fern... all these just in the UK. Do you realy want to know why more software isn't being produced? it is not due to the lack of programmers, or due to people not willing to produce software... the reason is that NOBODY ACTUALY BUYS IT!!!!!! That is the main reason why all the old companies dropped the 8-bit... they didn't do it 'cos they wanted to, they did it 'cos they couldn't sell enough copies of games. I mean they are businesses after all.. and they are not going to produce games for a machine if they can't make any money out of it.
That's why Zeppelin stopped producing games.. they didn't sell enough to cover the costs.. that's why Atlantis stopped, and Harlequin, the list goes on... and these are just in the UK, I bet our friends in the USA and other countries could tell similar stories... I you can quite easily spend 3 to 6 months (or much more) developing a decent comercial program, you finish it, put it on the market, and it sells 20 to 40 copies..... yeah that was REALY worth it. I've seen this happen. I've been involved with Tiger Developments for some time now... and the games just don't sell too well. Even after good reviews in New Atari User. I mean Neil Ottaway's main goal when releasing a new game is to cover the costs of advertising in NAU. Once that has happened anything else is extra. That's how many copies sell, that's how much money he makes... So why don't people buy the games? <shrug>

Some people just can't be bothered, others think: "hmm that's a nice game...
I know I'll get a pirate copy of it...". I have seen people do this.
Ask Dean Garraghty at DGS what things are like for him, I reckon you will get
a similar story. Even "giants" like Page 6 and Micro Discount complain about
lack of sales... and how about Miles Better Software? what's happened to them
I haven't seen any big adds from them like they used to run in NAU.....

Software houses don't just ignore the 8-bit because they feel like it, or
because they think it is an inferior machine.. they do it because games DO
NOT SELL AS WELL AS THEY DO ON OTHER MACHINES. A sad fact but true.

I don't want to dampen your spirits, just pointing out the reality of the
situacion... I wish you the best of luck... just don't expect too much and
you won't be disapointed.

The real problem is not in producing the software but in getting people to
buy it. I don't know what it is like in other countries, but people in the
UK just don't buy software. If you can contradict me in this then please do,
I would LOVE to be proven wrong on this account, but it doesn't look likely.

Well while I'm at it I might as well say that if there is anybody reading this
who might be interested in selling copies of Tiger Development games and
utilities abroad then please e-mail me, and I can put you in touch with Neil.

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4506. Re: Atari Software support

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 13:23:58 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2e9t9e$45m@dux.dundee.ac.uk>
Source record: 103965

Raphael Espino wrote....

>That's why Zeppelin stopped producing games.. they didn't sell enough
>to cover the costs.. that's why Atlantis stopped, and Harlequin, the list
>goes on... and these are just in the UK, I bet our friends in the USA and
>other countries could tell similar stories... I you can quite easily spend

[cut section out]

>Software houses don't just ignore the 8-bit because they feel like it, or
>because they think it is an inferior machine.. they do it because games DO
>NOT SELL AS WELL AS THEY DO ON OTHER MACHINES. A sad fact but true.

It's not just the 8-bit Atari that has suffered in this way. The 8 bit market as a whole has seriously dropped in the last couple of years. The Spectrum arguably has suffered a worse decline in the UK- it used to have good support in this country at least, but most software coming out now is just re-releases of old games, and stuff on magazine covers. The Atari *NEVER* had as much support, yet it seems to be hanging on.. for the size of the market, it is doing remarkably well.

Zeppelin dropped the 8-bit Atari a while back, its true, but I read of them dropping Spectrum and Amstrad support only a few weeks later. The Atari has always had more enthusiastic support- many Ataris are still in use. You can bet that the Spectrums which have been discarded in favour of Super NESs, Mega Drives etc. are now gathering dust in a cupboard somewhere. This is only the British market, but you can bet that similar things are happening in many other countries...

The moral is, if everyone sticks together, and doesn't take support for granted (haven't we all been guilty of this at some point?) then we may yet have the last laugh at the owners of all those more "popular" machines (Ha ha ha..ahem).

"Time flies like an arrow, but fruit flies like a banana" - Anonymous
---
Graeme Fenwick gfenwick@uk.ac.dund.mcs

4507. Re: WANTED: Atari Magazine/Commercial Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 14:21:12 UTC
From: ak10005@cl.cam.ac.uk
Message-ID: <1993Dec10.142112.29347@infodev.cam.ac.uk>
Source record: 103966

> Well, for the commercial stuff, the best place I can recommend is to check
> into American Techna-Vision... most software is around $10 now (and NEW)!

What's this "American Techna-Vision" ??? Address, phone #, e-mail, etc.
Sorry, we're Brits.

Alex

4508. Hi!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-10 15:45:13 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <931209230059.12b4@eruvin.jct.ac.il>
Source record: 103968

Hi guys!
My account7s been closed, I've moved to a temporary place on a Vax.
(my new address is below.)

I seem to have lost Jeff McWilliams, has his address changed lately? What is
it?

If anybody wants to contact me, here is my current address:
brucka@eruvin.jct.ac.il

-itay chamiel -- of the holy city of Jerusalem!

4509. Atari 1200XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 01:27:48 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2eb7mk$1fn@charm.magnus.acs.ohio-state.edu>
Source record: 103987

Hi. I have the following computer & peripherals for sale. Send me
an offer via e-mail if interested.
--Jeff

Atari 1200XL Computer
2 Indus GT floopy drives (one cannot write until it warms up)
Atari 1027 Printer
Atari 1010 Tape Drive
1 joystick
1 trak-ball controller

Assembler Editor (cartridge)
Atariwriter (cartridge)
BASIC (cartridge)
Donkey Kong (cartridge)
Eastern Front 1941 (cartridge)
Final Legacy (cartridge)
Millipede (cartridge)
Track & Field (cartridge)

GT Albert E. Spreadsheet (disk)
GT Data Manager (disk)
GT Estate Word Processor (disk)
Atari Proofreader (disk--works with Atariwriter)
Zork I (disk)
Ultima II (disk)
Enchanter (disk)
Sorcerer (disk)
SpellBreaker (disk)
The Hitchhiker's Guide to the Galaxy (disk)
Temple of Apshai Trilogy (disk)
Exodus: Ultima III (disk)
Ultima IV: Quest of the Avatar (disk)
Ballblazer (disk)
One-on-One (Julius Erving & Larry Bird--disk)

4510. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 02:26:03 UTC
From: SHICKLEY@VM.TEMPLE.EDU
Message-ID: <16CA012B72.SHICKLEY@VM.TEMPLE.EDU>
Source record: 103970

Organization: Temple University
X-Newsreader: NNR/VM S_1.3.2

I remember building a few projects using the joystick ports of my 800XL. Couple of guys at Penn built a fully functioning manual scanning densitometer to quantify autoradiographs for their research on receptor-binding drug pharmacology. Someplace buried in my warehouse, I have some Antics which show the I/O's and addresses...I don't know where to look right now. I also built a little infrared detector system which piped into the analog inputs of the joystick which was measureable (0-256 scale) in Atari basic. AAHHH the good old days! If Atari had only had some decent documentation for it's hardware and software, I wouldn't be typing this on my AT clone-80286. IBM machines simply don't have the flexible analog and digital I/O's of the 800xl, otherwise I'd still be playing joystick interfacer.

Tim
shickley@vm.temple.edu

4511. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 05:57:39 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ebngj$akq@terminator.rs.itd.umich.edu>
Source record: 103971
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 4352 Dec 6 17:05 ./8bit/Adventure/devcav.arc
-rw-r--r-- lenn 14208 Dec 6 17:05 ./8bit/Adventure/kidnap.arc
-rw-r--r-- lenn 8960 Dec 6 17:06 ./8bit/Adventure/harry.arc
-rw-r--r-- lenn 8192 Dec 6 17:07 ./8bit/Adventure/lost.arc
-rw-r--r-- lenn 13824 Dec 6 17:08 ./8bit/Adventure/titanic.arc
-rw-r--r-- lenn 15744 Dec 6 17:08 ./8bit/Adventure/blckhole.arc
-rw-r--r-- lenn 14336 Dec 6 17:09 ./8bit/Adventure/danger.arc
-rw-r--r-- lenn 6656 Dec 6 17:10 ./8bit/Adventure/pharoah.arc
-rw-r--r-- lenn 9344 Dec 6 17:10 ./8bit/Adventure/night.arc
-rw-r--r-- lenn 15360 Dec 6 17:11 ./8bit/Adventure/barboz.arc
-rw-r--r-- lenn 13184 Dec 6 17:11 ./8bit/Adventure/livngstn.arc
-rw-r--r-- lenn 2752 Dec 6 17:11 ./8bit/Adventure/advent.idx
-rw-r--r-- lenn 11776 Dec 7 12:34 ./8bit/joyport.arc
-rw-r--r-- lenn 224 Dec 7 12:34 ./8bit/joyport.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4512. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 08:13:06 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931211.11586.KAMARO_KID@delphi.com>
Source record: 103972

The person you are referring to in Needham, MA is Glenn Saunders, and he is running his Carina BBS on a 1400xl, NOT a 1450XLD..

4513. Uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 08:20:56 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931211.12056.KAMARO_KID@delphi.com>
Source record: 103973

Jody Lenn:

I just reuploaded most of those 75 or so corrupt files to the Umich NEW directory.. These were uploaded directly from my SCO Unix server and should not be corrupt like the first batch.

I was told by someone on Delphi that Delphi converts all binary files to a proprietary format and I need to convert them back before sending them OFF of Delphi..

So I just bypassed Delphi and uploaded directly from my SCO..Let me know how they look/work now.

4514. Re: Joystick Ports and Voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 12:07:54 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2ecd6q$lvf@dux.dundee.ac.uk>
Source record: 103974

This may be an obvious question to some people... but, how dangerous is it connecting things directly to the joystick port? I was doing some stuff with heat sensitive resistors a few years ago, and whilst connecting something I got a funny character on the screen for no reason at all (I WASN'T using any Pokes either..) I think that somehow, one of the bits in the screen memory must have got altered, perhaps it could've been worse (I wasn't going to try it again though!)
Has this happened to anyone else?

"Time flies like an arrow, but fruit flies like a banana" - Anonymous
---
Graeme Fenwick gfenwick@uk.ac.dund.mcs

4515. Atari 8 bit items forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 16:57:24 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2ecu5k$aab@usenet.INS.CWRU.Edu>
Source record: 103975

Atari CX22 2 Button Trackball $20 1

Atari 800 (48k) THUMB LATCHES version, very rare. All internal cards
are in original Atari metal cases. Unit is VERY clean and comes
with a early version users guide w/ many photos of the thumb latches
audio/video cable and power supply $60

Indus GT SD/ED/DD 5.25" Disk Drive As New $75 1
Includes power supply/sio cable
Digital display/controls

Percom drive w/ 2 360k mechs internal Excellent $95 1

PERCOM 720k 3.5" Atari 8 Bit Disk Drive Excellent VERY RARE $100 1

Atari 850 Interface w/ PS/SB/Tech notes Excellent $50 1
Atari CX87 Modem cable Excellent $8 1

Atari 600xl MINT condition! Prestine! $30 1
Atari 600xl 64k Expansion Module! PBI! MINT $15 1
Atari 1010 Cassette Drive w/ PS/SIO As New $20 1
Atari 800 48k GTIA w/ PS/AV Excellent $50 2
Atari 400 16k Membrane keyboard Excellent $20 2
Atari 400 *64k Full stroke keyboard* Excellent $40 1
Atari 410 Cassette drive PS/SB Excellent $10 3
Atari 400/800 type PS (9vac) Excellent $10 10
Atari 1027 LQ Printer w/ SIO/PS Excellent $30 1
Atari 1027 Power supply (.5vac) Excellent $10 1
==========

:: Carts
A RX8031 Donkey Kong AT U $5.00 1
A b CXL4002 BASIC AT U $6.00 3
A Bb THA12001 Submarine Commander -- ER $8.50 1 Thorn EMI

:: Cassette
A Bb1 ------- Zaxxon -- R $4.00 1 Datasoft

A Bb2 Introduction To Programming 2
Box OK, Book & 2 cassettes MINT $6.00 1

A Bb1 Atari Program Xchange NUMBER BLAST $6.00 1 Atari GPX

A Bb1 CX4112 States and Capitals $6.00 1

:: Disk
A 1Bb Math Blaster! -- R $8.00 1 Davidson

A 1b GT Estate Word Processor -- U $6.00 1 Indus Systems
A 1b Albert E Spreadsheet -- U $6.00 2 Indus Systems
A 1b GT Data Manager -- U $6.00 1 Indus Systems
A 2Bb Title Bout & Boxer Disk -- R $6.00 1 Avalon Hill
A 1Bb Computer Quarterback -- R $6.00 1 SSI
A 1Bb Starbown Football -- R $6.50 1 Gamestar
A 1Bb Star League Baseball -- R $6.50 1 Gamestar
A 1Bb Summer Games -- U $6.50 1 Epyx
A 1Bb Magnaprint II -- U $6.00 1 Alpha Systems
A 1Bb Mail Order Monsters -- R $6.50 1 Electronic Arts
A 1b Wargames -- U $5.00 1 Coleco
A 1Bb F-15 Strike Eagle -- R $7.00 1 MicroProse
A 1Bb Tail Of Beta Lyrea -- U $5.00 1 Paradise Prog
A 1b Anti-Sub Patrol -- U $5.00 1 Roklan
A 1Bb Sports Spectacular 3 in 1 -- R $7.00 1 Keypunch
A 2Bb AutoDuel -- ER $10.00 1 Origin Systems
A 1Bb Spycatcher -- U $6.00 1 ALA
A 1b Racing Destruction Set -- R $7.00 1 Electronic Arts
A 1Bb World Championship Karate -- R $7.00 1 Epyx
A 1Bb Dogfight -- U $6.00 1 ALA
A 1Bb Solo Flight -- ER $8.00 1 Microprose
A 1Bb Lava Run -- R $6.50 1 KTel
A 1Bb Armor Assult -- R $6.50 1 Epyx
A 1 SAGA : The Hulk -- VR $6.50 1 Green Valley
A 2Bb Warlocks Revenge -- ER $10.00 1 Synergetic Soft
A 1b Shattered Alliance -- U $5.50 1 SSI
A 1Bb Infiltrator -- R $7.00 1 Mindscape
A 1Bb Touchdown Football -- U $7.00 1 Electronic Arts
G 1 Timewise -- C $3.00 1 Atari
A 2Bb Cut and Paste Word Processor ER $10.00 1 Electronic Arts
A 1 Zork III -- U $7.00 1 Infocom
A 1 Suspended -- U $7.00 1 Infocom
A 1 The Hitchhikers Guide/Galaxy R $10.00 1 Infocom
A 1 Deadline -- U $7.00 1 Infocom
A 1b Planetfall -- U $7.00 1 Infocom
A 1 Infidel -- U $7.00 1 Infocom
A 1 Cutthroats -- U $7.00 1 Infocom

================================== Books ==================================
:: Extra Game Books/Boxes

Atari (xl/xe/800) PRINTSHOP Box/Book/Colored Paper/Envelopes
All materials EXCEPT diskettes $4 1

Pac Man (xl/xe/800) game manual $2 1
Atari Writer DISK VERSION Users Manual w/ QR Card $5 1

:: Other Books

Atari 800 Home Computer owners guide, thumb-latch version RARE $5 1
Your Atari Computer (8 bit) $6 4
Atari Dos 2 $5 1

Atari Dos 2.5 $5 1
Computers for People (mostly atari) $5 1
Stimulating Simulations (Atari version) $5 1
Computes second book of Atari $7 1
Users handbook for the Atari (400/800) $5 1
Computes first book of Atari Graphics $7 1
Inside Atari Basic $3 1
Atari BASIC a self-teaching guide $7 2
Dr C Wacko presents Atari BASIC and the Whiz-Bang Miracle Mach $10 1
Games for your Atari Computer $5 1
Atari 1030 Modem Users Guide $2 1
Atari Writer Manual/Quick reference $7 1
Atari 'The Bookkeeper' Manual/Quick Refrence $7 1
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4516. Re: Connection of an XL and XE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 22:53:57 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec11.225357.9009@coplex.coplex.com>
Source record: 103981

Atari DOS XE used A: to read DOS 2.x disks.

4517. Re: Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-11 23:02:35 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHw80D.HKI@utnetw.utoledo.edu>
Source record: 103977

Jeff "Crusader" Gonzales (sajeffg@ultrix.uor.edu) wrote:
: Is this the proper place to discuss Atari Portfolio computers? If not,
: where do I speak of them? Does anyone else own one? if so, please email
: me. Thanks.

Hmm, well, it IS an atari 8-bit computer, albeit an IBM XT clone. An odd topic to add to a WIDE variety of odd topics here! Sure, sounds great to me! I'd love to get a hold of one of those now-a-days anyhow - for the size and features, it was GREAT! What type of problems, quirks, special features, etc. have you found? Any IR transfer protocal addons for the unit? Is it still supported in your area (can you get the RAMcards and other hardware)?

-Tim

4518. Re: Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 04:26:44 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CHwn0L.Elw@cbfsb.cb.att.com>
Source record: 103978

In article <2e89pc$ssf@galaxy.ucr.edu> sajeffg@ultrix.uor.edu (Jeff "Crusader" Gonzales) writes:
>Is this the proper place to discuss Atari Portfolio computers? If not,
>where do I speak of them? Does anyone else own one? if so, please email
>me. Thanks.
>
>-J-

Or computer.sys.palmtops (prefered), or computer.sys.handhelds (more calculator oriented).

--
Richard Dell

4519. Re: 1450 XL(d)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 05:37:14 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2eeama$gqp@news.cs.tulane.edu>
Source record: 103979

Quoting Kamaro

K >The person you are referring to in Needham, MA is Glenn Saunders, and he
K >is running his Carina BBS on a 1400xl, NOT a 1450XLD..
K >

A 1400 runing on a MUX, existing within a 1200xl case (much modified).
and running a MUX, however, he may be getting ready to switch to a Pro
system. One of these days I've got to give his board a call.

Mike
Archive Project
Louisiana

---
* PabQwk 2.0 *

4520. Re: Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 05:37:17 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2eeamd$gqq@news.cs.tulane.edu>
Source record: 103980

Quoting Tim

t > Hmm, well, it IS an atari 8-bit computer, albeit an IBM XT clone. An odd
t >topic to add to a WIDE variety of odd topics here! Sure, sounds great to me!
t >I'd love to get a hold of one of those now-a-days anyhow - for the size and

Not to get too far off the 8bit topic but the one other product by Atari that
I'd really like to get my hands on would be the STacy...looks like an early
version of the PowerBook to me...Hmmmm.

Mike

---
* PabQwk 2.0 *

4521. Re: Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 05:51:00 UTC
From: kmartind@nyx10.cs.du.edu
Message-ID: <1993Dec12.055100.5012@mnemosyne.cs.du.edu>
Source record: 103982

```
TI> : Is this the proper place to discuss Atari Portfolio computers?
TI> If not, : where do I speak of them? Does anyone else own one?
TI> if so, please email : me. Thanks.
TI>
TI> Hmm, well, it IS an atari 8-bit computer, albeit an IBM XT
TI> clone. An odd topic to add to a WIDE variety of odd topics here!
TI> Sure, sounds great to me! I'd love to get a hold of one of those
TI> now-a-days anyhow - for the size and
```

What about comp.sys.palmtops?

4522. 1027 -v- Seishoka direct connect

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 07:53:49 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931212.10429.KAMARO_KID@delphi.com>
Source record: 103983

If you had your choice, which printer would you rather use . . .

An Atari 1027 Daisy Wheel or

A Seishoka direct connect??

I just picked up a couple of these and am going to be mailing them off
to my family in Washington State - as newbie computer users. Which printer
would be the best and easiest for an entry level computer owner?

4523. MUX based System

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 07:56:25 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931212.10585.KAMARO_KID@delphi.com>
Source record: 103984

Anyone interested in purchasing an entire MUX based system off of me . . .
or better yet, how about trading something for it?

The "system" consists of:

CSS MUX, 2 slave carts, 1 master, 2 ROMS, software and manual
One 320k 130xe with MUX ROM
One 256k 800xl as MASTER

You simply provide the peripherals and the second slave CPU as I'm keeping
my 1meg beefed up Newell machine!

Cash price for above "system" would be somewhere around $350.00 or so..

Trades are seriously considered!

4524. MIO Repair

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 07:57:59 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931212.10679.KAMARO_KID@delphi.com>
Source record: 103985

Is there anyone out there that still performs repair work on MIO's?

My MIO printer port is shot and I'm starting to loose data at 9600 baud
on the modem port.

To make things even more difficult, when using my MIO - I cant use my R-time8
cart.. the two just dont want to get along. Very odd!

The Rtime8 works without the MIO perfectly though.

4525. Re: Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 13:08:21 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CHxB5y.M6z@cbfsb.cb.att.com>
Source record: 103986

In article <2eeamd$gqq@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
>Quoting Tim
>
>t > Hmm, well, it IS an atari 8-bit computer, albeit an IBM XT clone. An odd
>t >topic to add to a WIDE variety of odd topics here! Sure, sounds great to me!
>t >I'd love to get a hold of one of those now-a-days anyhow - for the size and
>
>Not to get too far off the 8bit topic but the one other product by Atari that
>I'd really like to get my hands on would be the STacy...looks like an early
>version of the PowerBook to me...Hmmmm.
>
>Mike
>
>---
> * PabQwk 2.0 *
>

I happened to notice this in the rec.audio.pro newsgroup yesterday:

:Article 8167 of rec.audio.pro:
:Path: cbfsb!att-out!att!news.bu.edu!noc.near.net!news.delphi.com!pan.com!stvj
:From: stvj@pan.com (Steve V. Johnson)
:Newsgroups: rec.audio.pro
:Subject: Atari Stacy Laptop to Sell !!!
:Date: 8 Dec 1993 05:08:00 GMT
:Organization: The PAN Network
:Lines: 24
:Message-ID: <9312080008502.stvj@pan.com>
:NNTP-Posting-Host: delphi.com
:
:
:Atari Stacy Laptop, 4meg RAM, 20 meg Connor internal HD, TOS 1.4, 720k
: internal floppy drive.
:
: This computer is in splendid condition!
: I am the original owner and have only used this great machine in my
: personal recording studio to sequence midi.
:
: I have never had any trouble with it, but don't need its portablility.
: (BTW, it has never traveled, nor had to endure ANY smoke!)
:
: The Stacy (as all 1040STs) has midi in/out, and external AC power
: supply, and a backlit flatpanel, LCD display screen.
:

: $950, shipping & transit insurance included pending distance.
:
: SteveV Johnson (812) 333-1249
: GEnie:: M.GATES4
: PAN:: STVJ
: AOL:: SteveVJ
: AtariNet:: 51:203/5
: FidoNet:: 1:2230/105
:
:
:
:

--
Richard Dell

4526. atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 21:50:24 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00976E97.73801540@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103988

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything! I am looking for ofers on the available
items.
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).
I will respond to every e-mail message I get here (if you get no response,
please try again).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Computer- Atari 600XL, with power supply and video cable; no manuals.
Works fine!

Printer- Star-Micronics SG-10
(Centronics parallel standard interface, for use with Atari
850 unit and parallel cable sold below or equivalent). Asking $60.
Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.

2. Color monitor- BMC 13" with composite color video and audio
inputs. Asking $85.

Atari CX853 16K RAM memory module for Atari 800
Axlon RAM CRAM 32K memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool

Atari REMOTE-CONTROL joysticks system (originally sold for the 2600 VCS),
with base unit, and a pair of remote joysticks).

Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual

Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 410 Program Recorder (the original one).

Hardware items sold as-is:

Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
If interested, please make (a low...) offer on both. Main units only,
without cables

Atari 400 computer- sold as-is, gives no picture on the TV screen.

***** SOFTWARE *****

Cartridges-
==========
BASIC (CXL4002) with manual.
BASIC (CXL4002) with manual, and original box.

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari Statistics I (with manual and original box)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition
COMPUTE!/Richard Mansfield- Machine Language for Beginners
Atari BASIC Reference Card for Experienced Programmers (Atari, 1983)

An Introduction to the Atari DOS 3 (Atari, 1983)

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

4527. Re: Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 22:44:45 UTC
From: jim@octopus
Message-ID: <1993Dec12.224445.22679@jpl-devvax.jpl.nasa.gov>
Source record: 103989

In article <1993Dec8.230643.12479@ultb.isc.rit.edu>
feb6399@ultb.rit.edu () writes:
>
>So, my first question is: does anyone have detailed info on
>exactly which instructions are affected by decimal mode (I
>assumed only ADC and SBC) and the exact effects on all the
>flags, and how they are different than a normal ADC or SBC?
>
In the reference I usually use ("Programming the 6502" by Rodnay Zaks),
there is little detail about subtleties of decimal mode. I suggest you
get a debugging monitor (e.g. a right slot cartridge for the 800) and
single-step through all the instructions, checking status bits carefully.
I suspect your problems come from some different behavior of how the
status bits are set in decimal mode.

4528. Re: Joystick Ports and Voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 23:05:09 UTC
From: jim@octopus
Message-ID: <1993Dec12.230509.23020@jpl-devvax.jpl.nasa.gov>
Source record: 103990

In article <2ecd6q$lvf@dux.dundee.ac.uk>
gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:
>This may be an obvious question to some people... but, how dangerous is it
>connecting things directly to the joystick port?
Well, it could fry your pokey chip, maybe even more. Is that dangerous
enough? Be very careful what you plug into a joystick port, unless you
really know what you are doing. There can be 5 volts at substantial
milliamperage running around there. It won't hurt you, but it can zap chips.

4529. Re: 1027 -v- Seishoka direct connect

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 23:11:10 UTC
From: jim@octopus
Message-ID: <1993Dec12.231110.23141@jpl-devvax.jpl.nasa.gov>
Source record: 103991

In article <931212.10429.KAMARO_KID@delphi.com>
KAMARO_KID@delphi.com writes:
>If you had your choice, which printer would you rather use ...
>An Atari 1027 Daisy Wheel or A Seishoka direct connect?
>
I used to have a Seikosha. It was easy to use and tolerably reliable,
but noisy and the print was ugly. I think a daisy-wheel might be
better for those who use it for writing letters or something like that.

4530. FOR SALE: Rom Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-12 23:29:41 UTC
From: a9355@mindlink.bc.ca
Message-ID: <34310@mindlink.bc.ca>
Source record: 103992

FOR SALE: The Rom Magazine Collector's Series
Canada's first Atari only Magazine (1983-1985)

- the series includes:

* numerous technical articles about Atari 8-bit systems
* reviews of many original 8-bit products
* interviews with many early 8-bit Software developers

PRICES: (all prices in U.S. dollars)
- the complete set of 10 - $45 (US)

Issue 1 $14.50 (US) Issue 6 $5.00
2 6.00 7 5.50
3 6.00 8 6.00
4 4.50 9 7.00
5 4.50 10 4.50

- plus $5.00 mailing and handling

Send To: R.H.
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

4531. Re: Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 02:18:49 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CHyBrD.Jv5@cbfsb.cb.att.com>
Source record: 103997

In article <1993Dec12.224445.22679@jpl-devvax.jpl.nasa.gov> jim@octopus (James Brown 525-3610 6-6055) writes:
>In article <1993Dec8.230643.12479@ultb.isc.rit.edu>
>feb6399@ultb.rit.edu () writes:
>>
>>So, my first question is: does anyone have detailed info on
>>exactly which instructions are affected by decimal mode (I
>>assumed only ADC and SBC) and the exact effects on all the
>>flags, and how they are different than a normal ADC or SBC?
>>
>In the reference I usually use ("Programming the 6502" by Rodnay Zaks),
>there is little detail about subtleties of decimal mode. I suggest you
>get a debugging monitor (e.g. a right slot cartridge for the 800) and
>single-step through all the instructions, checking status bits carefully.
>I suspect your problems come from some different behavior of how the
>status bits are set in decimal mode.
>

According to my book, Levanthal's, the decimal mode bit only effects the ADC and SBC instrustions (still minimal information on the differeences). Flags effected by these two instructions are the S flag, the V flag, the Z flag, and the C flag. A note is made that the zero (Z) flag is not valid in decimal mode.

So we have the sign (S) bit .. the value of bit 7

the overflow (O) status bit ..

the zero (Z) status bit .. 1 for zero, 0 for non zero .. note the invalid comment above

the carry (C) status bit .. carry out of bit 7

OK .. further on in the book, a page on decimal mode limitations.

:When decimal mode is set .. all arithmetic is carryed out in decimal
:mode .. ie if the lower 4 bits end up greater than or equal to 10
:(0a) approriate addition is made to keep the BCD result correct.
:This includes subtraction as well as addition, regardless of addressing
:mode. However .. the increment and decrement instructions produce
:binary results even though the decimal flag is set. Thus DEC, DEY, INC,
:INX, INY can only be used to maintain binary counters.
:
:Subtractions in the decimal mode produce correct BCD results with the
:Carry being an inverted borrow. For example, if the Accumulator
:contains 03, the addressed memory location contains 27, and the

:Carry contains 1, after the execution of an SBC instruction the
:Accumulator will contain 76, and the carry will be 0. As in binary mode,
:a Carry of zero means that a borrow has been generated.
:
:The Sign bit is not meaningful after additions and subtractions when
:the decimal mode flag is set. It reflects the result of the binary
:operation, not of the decimal operation. In the (situation mentioned
:last paragraph) the Sign bit will be set (as it would be if the numbers
:were binary) even though the decimal result (76) has a most significant
:bit of zero.

Hope some of that helps ... still kinda skethcy .. I was hoping to
find hints in my 6800 stuff, but their decimal stuff is much more
rudimentary, and different.

--
Richard Dell

4532. Re: Joystick Ports and Voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 05:03:12 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHyJDD.7qv@utnetw.utoledo.edu>
Source record: 103993

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: This may be an obvious question to some people... but, how dangerous is it
: connecting things directly to the joystick port? I was doing some stuff with
: heat sensitive resistors a few years ago, and whilst connecting something I
: got a funny character on the screen for no reason at all (I WASN'T using any
: Pokes either..) I think that somehow, one of the bits in the screen memory
: must have got altered, perhaps it could've been worse (I wasn't going to try
: it again though!)
: Has this happened to anyone else?

Wow, on an ATARI? This WILL consistently happen on a Commodore, but never
heard of it on an Atari. (Yipe!)

-Tim

PS: Anyone else heard of this?

4533. Re: Atari 8 bit items forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 05:13:48 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHyJv0.8Iz@utnetw.utoledo.edu>
Source record: 103999

: acres and acres deleted...

Wow, going into the used Atari equipment business? :)

(BTW: 33% of what you listed has been selling (and sometimes NOT selling)
for half of what you're asking, for more offers - since you apparently are
getting this stuff in bulk by buying out complete systems from users - try
an auction type deal... you may get as much as or more than what you're
asking for now! American Techni-Vision has the same if not better prices
for much of the software you have listed... and they sell it NEW, UNOPENED!)

"Sheesh..." guess someone has to watch out for the new viewers to this group.

-Tim

4534. Okidata Okimate10 color printer for sale for $10

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 05:23:54 UTC
From: juso@magnus.acs.ohio-state.edu
Message-ID: <2egu9a$6sj@charm.magnus.acs.ohio-state.edu>
Source record: 103994

Hi, I don't know if this is the appropriate place for this, but here goes.

I have an old okimate10 printer that I'll sell for $10/OBO and the buyer pays for shippings. The priner works, atleast the last time I tried 7 yrs ago. I have all manual and software that came with it. Send me an offer or what ever. If you live in Columbus OHIO and want to come and pick it up, you can have it for FREE. If interested please send mail to juso@magnus.acs.ohio-state.edu

-Joon

4535. Re: Joystick Ports and Voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 05:58:19 UTC
From: amg15@ciao.cc.columbia.edu
Message-ID: <2eh09r$ma6@apakabar.cc.columbia.edu>
Source record: 103995

In article <CHyJDD.7qv@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
>: This may be an obvious question to some people... but, how dangerous is it
>: connecting things directly to the joystick port? I was doing some stuff with
>: heat sensitive resistors a few years ago, and whilst connecting something I
>: got a funny character on the screen for no reason at all (I WASN'T using any
>: Pokes either..) I think that somehow, one of the bits in the screen memory
>: must have got altered, perhaps it could've been worse (I wasn't going to try
>: it again though!)
>: Has this happened to anyone else?
>
> Wow, on an ATARI? This WILL consistently happen on a Commodore, but never
>heard of it on an Atari. (Yipe!)
>PS: Anyone else heard of this?

A few years ago a friend of mine built a midi adaptor that he saw in Antic.
The adaptor was hooked up to the joystick port. Anyway, he mixed up the pins
that the adaptor was supposed to be hooked up to and his power supply burned
out, fried.
Hope this helps.

==
= Alex Mikhail Gregory ==
= SEAS 1996 Electrical Engineering===
==
= amg15@columbia.edu ==
==

4536. Re: Atari 8 bit items forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 06:09:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHyMFx.BxE@utnetw.utoledo.edu>
Source record: 104000

Sorry about that last post... after posting it, it just wasn't right... can't delete the darn thing either, yet. We have this silly 1 day wait queue for incoming and outgoing news articles. I can't even see exactly what I said myself right now! Heck, this guy's probably making his living off these posts (buying whole systems and selling off individual components/software to make a profit). Ugh. eeep...

I just want people to be informed that the old Atari 8-bit is still BARELY supported! If and when you want to purchase something for it, check with some of the existing distributors of NEW/unopened merchandise, especially since much it costs less than what scalpers are asking for it used!

4537. Re: Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 07:12:04 UTC
From: jharris@cup.portal.com
Message-ID: <98145@cup.portal.com>
Source record: 103996

>:The Sign bit is not meaningful after additions and subtractions when
>:the decimal mode flag is set. It reflects the result of the binary
>:operation, not of the decimal operation.

This finally makes sense. The Z, N, and V flags are computed based on the
binary result of an ADC or SBC. Only the C flag is correctly computed in
decimal mode.

John Harris - jharris@cup.portal.com

4538. Re: HARD Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 11:24:45 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2ehjdt$gup@nz12.rz.uni-karlsruhe.de>
Source record: 103998

In article <1993Dec8.093906.17566@cs.nott.ac.uk>,
Raphael J Espino <rje@cs.nott.ac.uk> wrote:
>In article <755190512.AA05875@tdkt.mn.org> Dag.Hugdahl@tdkt.mn.org (Dag Hugdahl) writes:
>> Just checking, but has anyone else had any problems with parts of this
>>demo? I have a RAMBO XL and the first couple of demos on each side load and run
>>correctly, but when it gets to demo #3 on the first or demo #2 on the second
>>side, the computer locks up. Both demos start to execute, but both just stop
>>dead. This looks like a great demo and I would love to see the rest. Any
>>ideas?
>Where was this demo written? If it was written on a PAL system then the code
>could be overuning the shorter VBI's on NTSC systems....

This demo comes from Hungary, those guys apparently use a PAL system, because
it works fine on my PAL 130XE. No problems at all.

It's a great demo, some parts are maybe even better then in the "Halle Project".

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4539. Re: 1027 -v- Seishoka direct connect

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 12:18:25 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931213.26305.KAMARO_KID@delphi.com>
Source record: 104001

Thanks for your response, James Brown.

I'll probably end up mailing off the 1027.

4540. Surplus 800XL, 1050 Disk, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 18:08:26 UTC
From: darlig@empros.com
Message-ID: <CHzJq2.MnC@empros.com>
Source record: 104003
Cross-posted to: comp.sys.atari.8bit,mn.general

I have an old Atari 800XL, 1050 Disk Drive, 4XX Program Recorder, ??? Printer, and misc. program/game catridges and cassettes which I no longer have any use for. I'd like to find them a new home, if possible. I have no idea what they are worth, if anything, and will part with them for the first reasonable offer. I will not pay shipping.

--
Doug Arlig
Empros Power Systems Control internet: darlig@empros.com
A Division of Siemens E & A telephone: 612-553-4199
2300 Bershire Lane North FAX: 612-553-4799
Plymouth, MN 55441-3694

4541. Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 19:17:10 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2eif3mINNgrn@uwm.edu>
Source record: 104002

If you've been following the roll-out of the Atari Jaguar (and if you haven't shame on you) you've probably heard about the RF cable/switchbox problem. Apparently Atari sent some inferior switchboxes that cause mucho interference on TVs. Atari is sending out new switchboxes to fix the problem. Followup posts to this problem have stated that Atari switchboxes have always sucked (back to the 2600 and 800 days) and newer cables/boxes remove squiggly lines and noise that the old boxes had. The new boxes are also supposed to strengthen the signal.

I have only used the switchbox that came with my Atari computers for the last 10 years. Am I totally non-hip and out with the times? Should I be using some new-fangled switch box to connect my dear old Atari? Will I see vast picture improvement over my old switchbox?

Sheesh, I go and play in the ST and IBM world for a few years and look what happens!

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

4542. Re: Atari 8 bit items forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-13 23:59:56 UTC
From: NOLRAM@delphi.com
Message-ID: <931213.68396.NOLRAM@delphi.com>
Source record: 104004

I don't sell any 8-bit stuff(since I have a barebones system), but
whats the problem anyway, he buys items at cost and then sells it?
is this called enterprise? I see no problem? maybe I'm blind but don't all
retail
do this? by in bulk and sell at a higher price.
is it illegal?

ps I don't know I just live here!!!!!!!

4543. Matt Rattcliff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 01:51:10 UTC
From: Steven Baker <STEVENBAKER@delphi.com>
Message-ID: <931213.75070.STEVENBAKER@delphi.com>
Source record: 103855

Does anyone remember Matthew RattCliff?

Spelling might be wrong, but he wrote some excellent PD games and utilities for the 800 class Ataris.

I just wonder whatever happened to him.

Steven Baker

4544. New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 01:58:00 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <755906020.AA02750@rochgte.fidonet.org>
Source record: 103869

Quoting from JHARRIS@CUP.PORTAL.COM to ALL

> However, I do beleive that this assembler is easier and more enjoyable to
> use than other products out there. (Less biased rebuttals to this are
> welcome). If you can find a book on 6502 programming, something I would
> recommend in any case, this assembler should work fine for you. I'm always
> available to answer questions too.
I haven't had the time to check recently, but is this at a.a.u.e or
do I need to get the .uue file thru email from you?

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Diplomacy is the art of letting other people have your way!" *

4545. Re: MIO Repair

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 02:42:31 UTC
From: jmjohnso@mtu.edu
Message-ID: <2ej96n$bne@ctsad2.cts>
Source record: 103856

KAMARO_KID@delphi.com wrote:
: Is there anyone out there that still performs repair work on MIO's?

Have you tried contacting ICD? They are still in business.
I'll make a couple suggestions for you tho'...

#1 - check out the power supply. A one meg MIO draws around an amp of current, and a 256K MIO only a bit less. The MIO power supply is in two parts. First is the external brick. Try using a car, or 12volt motorcycle battery in its place. Ifit won't turn on at all, you have the polarity backwards. If everything works, you have found the problem.

Second is the internal part of the power supply. The MIO could use either an AC or DC input, and ICD supplied whichever was less expensive at the time. The MIO has an internal bridge rectifier and voltage regulator. The earlier MIOs also had filtering capacitors which had a tendency to go bad. If yours has a couple largish capacitors right near the power input, replace them first.

#2 - if the power is fine, then most of the chips are socketed and realativly inexpensive to replace; you can replace all the chips cheaper than one service call by ICD.

Hope this turns out to be of some benefit.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

4546. Re: Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 03:17:05 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931213.80225.KAMARO_KID@delphi.com>
Source record: 103857

So what does the Jaguar RF box have to do with 8bit Computing?

Dont mean to be rude, but we SHOULD stick the the subject.

4547. Re: Matt Rattcliff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 03:17:46 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931213.80266.KAMARO_KID@delphi.com>
Source record: 103858

Matt Ratcliff appears on GEnie very infrequently.. He still does some minor 8bit hacking.

4548. Re: LCD Display

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 04:37:47 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <98238@cup.portal.com>
Source record: 103859

I wouldn't think you'd have to "get into the guts of GTIA," etc., to hook up an LCD display to the Atari 8bit. You ought to be able to do it through the joystick ports, with a little bit of appropriate signal-conversion circuitry (probably on a board with the LCD and any driver hardware it requires) and some custom device-driver software on the Atari. I could definitely do the driver if somebody else would build the board...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4549. Re: Yes-- there will be an Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 04:44:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <98239@cup.portal.com>
Source record: 103860

I for one vote against C++ because -I- don't have access to a compiler or translation-back-to-C tools!

Chris
Chris_F_Chiesa@cup.portal.com

4550. Re: MULE disk xfer

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 05:58:25 UTC
From: JG58@delphi.com
Message-ID: <931214.03505.JG58@delphi.com>
Source record: 103861

I've got about 17 800XL's. What's your offer for one?

4551. Re: Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 07:39:08 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI0L99.Jsy@utnetw.utoledo.edu>
Source record: 103864

KAMARO_KID@delphi.com wrote:
: So what does the Jaguar RF box have to do with 8bit Computing?
:
: Dont mean to be rude, but we SHOULD stick the the subject.

Anyhow, for those not completely reading the original msg,
here it is in short: Atari supplies new RF switchboxes to fix
distorting video on television displays. This may be able to
eliminate some of the diagonal line interference of the old
Atari's as well?!? If so, I'd like to hear some feedback of
users who have tried using the new box with their 8-bits!
I frequently have to reach in the back of the tv to pull or
push on that stupid little connector box to get a better
picture on screen! Anything would be better!!! How much are
the new boxes, and most of all, ARE THEY WORTH THE EFFORT?!?

-Tim

4552. Old stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 09:59:33 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.6.0009FE0A@smail.srl.ford.com>
Source record: 103863

I am parting with some older Atari stuff. If interested in any part please make offer.

1.) A VERY early Atari 800, SN 060-0114 (that SN is hand written on the bottom, a Atari service man told me that is literaly #114!) Please note, the very early 800's used silver contacts on the memory boards instead of gold, the edge contacts corrode easily and must be cleaned frequently. This was originally a 8K (!) machine but was expanded to 48 k with more of those silver contact boards. Also, this is a CITA (not GITA) graphics machine. No power supply, and the keyboard doesn't work well. In other words, this is a collecters item, NOT an everyday workhorse. It works today, but??

2.) Monkeywrench (right side!) cartridge for above w/manuel. Only right side cart I ever saw. This is a set of tools for programmers.

3.) MAC 65 assembler/debugger cart for Atari w/manuels. Excellent assembler/debugger.

4.) Assortment of Softside magazines. About 20+, 1980/81/82. This was a magizine for Atari, TRS-80 and Apple II C with aprox. 3 games each, plus tips for programmers.

Make offer on any of above to my E-mail, my wife says I have to part with it, so they will have to be trashed is no one is interested.

lelie@smail.srl.ford.com

4553. CHRISTMAS DEMOS LISTING

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 10:51:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI0u5u.6q6@utnetw.utoledo.edu>
Source record: 103865

Three Christmas demos have been sent to umich and have just recently
been moved to the Demos subdirectory! The .idx file is coming shortly!
For now, I can post it... sorry not much info on these files:

List of Christmas demos sent 12/12/93
to atari.archive.umich.edu
from timuszyn@jupiter.cse.utoledo.edu
- - - - - - - - - - - - - - - - - - -

Filename.: FIREPLAC.ARC
Title....: Fireplace Demo
Author...: Tom Arena and
Jonathan Gilbert
Date.....:
Sponser..:
Language.: Basic
Category.: Demo
Breakdown: XMAS.RUN (main executable)
FIREPLAC.PIC (image file)
GENTLMEN.MUS (music file)
General Description:
Cozy fireplace, flashing fire, and
"God Rest Ya Merry Gentlemen" playing
in the background. Interesting sound
file - not standard "organ music"!

Filename.: MOVIEXMS.ARC
Title....: Movie Maker data files
Author...:
Date.....:
Sponser..: Antic Publishing
Language.: Movie Maker format
Category.: Demo
Breakdown: MVMPLAY.EXE (MVM player)
MXMAS2.MVM (Christmas demo)
HAPPYNY3.MVM (New Year)
General Description:
Old-style graphical/audio Movie
Maker seasonal demos with player.

Filename.: CHRSTREE.ARC
Title....: Christmas tree
Author...: CB
Date.....: 1981
Sponser..:

Language.: M/L
Category.: Demo
Breakdown: CHRSTREE.OBJ
General Description:
Best christmas tree scene I've seen
on the Atari 8-bit. No music, but good
artwork with animated snow falling.

Get these and try 'em in time for Christmas!

-Tim

4554. Re: Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 13:27:32 UTC
From: trimblte@rosevc.rose-hulman.edu
Message-ID: <2ekf04$hl4@master.cs.rose-hulman.edu>
Source record: 103862

Reading about the MIOS problem suggestions makes me remember
that somwhere at home, there's this old 800 power supply that died.

I think it was somehow shorted out across the leads. My question is:
Are the power supplies fused? (I assume) How do I get into that funny thing to
replace said fuse?

Thanks....

Todd Trimble

4555. More Gauntlet and the Digest!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 14:32:57 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9312141432.AA15226@cs.utexas.edu>
Source record: 103866

I am posting this message again since it hasn't prompted one reply yet!
Maybe it didn't get through first time or just maybe nobody knows anything
about Gauntlet!

I would appreciate help from somebody, anybody????

I have recently come across a problem with the game Gauntlet, the commercial
version released by Mindscape in the US and US GOLD in the UK.

Heres the story, I own the original US GOLD (UK version) of the origianl game
master disk, however I recently bought the Deeper Dungeons extension disk.
This Deeper Dungeons however is the Mindscape version and guess what, the
two are incompatible!!!!! US GOLD also did the Deeper Dungeons disk and
I've no doubt the code is very nearly the same but Mindscape added some extra
protection and now the two are incompatible.

So be warned if you buy Gauntlet and the Deeper Dungeons make sure you are
getting compatible versions, ie both by Mindscape or both by US GOLD.

Now I would like to plead for help, as anybody got the original Mindscape
master disk for sale at a very reasonable price, or maybe even the US GOLD
version of the Deeper Dungeons?

If anybody can help please e-mail me (Richard Gore) at;

RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX

NB from the USA you have to invert the uk.ac.york.vax bit to
vax.york.ac.uk and same for the tower address (well I'm told you
have to do this!!).

PS What has happened to the Digest? Why do I only receive digest reports
from info-atari8 every three or so weeks? They used to arrive almost every
other day? Has nobody posted anything? Has the cross posting system died?

4556. Re: More Gauntlet and the Digest!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 14:55:26 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2ekk4u$slm@nz12.rz.uni-karlsruhe.de>
Source record: 103867

In article <9312141432.AA15226@cs.utexas.edu>, <RG9@VAX.YORK.AC.UK> wrote:
>PS What has happened to the Digest? Why do I only receive digest reports
>from info-atari8 every three or so weeks? They used to arrive almost every
>other day? Has nobody posted anything? Has the cross posting system died?

This is what I wanted to point out too. The Digest seem to arrive very
unregularely. It can't be the amount of posting since c.s.a.8. is frequented
rather well. I guess the cross posting system doesn't get regular newsfeeds
this days...

-Marek
----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4557. Re: Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-14 16:07:35 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2ekoc7INN20i@uwm.edu>
Source record: 103868

In article <931213.80225.KAMARO_KID@delphi.com> KAMARO_KID@delphi.com writes:
>So what does the Jaguar RF box have to do with 8bit Computing?
>
>Dont mean to be rude, but we SHOULD stick the the subject.

Well, if you would have read my post more closely, you would have understood that I was asking if the new generation of A/V switchboxes that are used with Nintendo/Sega/Jaguar are compatible with Atari 8-bit computers, and if they provide a better picture than the R/F switchboxes that came with the computers. Whoa, that's one big sentence!

So do they?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

4558. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 00:31:45 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.4.0@wharton.upenn.edu>
Source record: 103870

You know what else--the Atari's screen font. It was sooo cool!

- Rich Ahrens

4559. 800-XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 02:29:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <756059396.AA02915@rochgte.fidonet.org>
Source record: 103897

What shape are they in and do you have rates for a purchase of more than one?

4560. Hard Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 02:52:01 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <756059396.AA02913@rochgte.fidonet.org>
Source record: 103896

Quoting from RJE@CS.NOTT.AC.UK to ALL

> In article <755190512.AA05875@tdkt.mn.org> Dag.Hugdahl@tdkt.mn.org (Dag
> Hugdahl) writes:
> > Just checking, but has anyone else had any problems with parts of
this
> >demo? I have a RAMBO XL and the first couple of demos on each side load
and
> run
> >correctly, but when it gets to demo #3 on the first or demo #2 on the
second
> >side, the computer locks up. Both demos start to execute, but both just
stop
> >dead. This looks like a great demo and I would love to see the rest. Any
> >ideas?
> Where was this demo written? If it was written on a PAL system then the
code
> could be overuning the shorter VBI's on NTSC systems....
That's what I thought as well. It sounds like it doesn't need
expanded memory so that shouldn't be a problem. Hopefully it can be made
to work with NTSC...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Nothing is so smiple that it can't get screwed up." *

4561. Hard Demo...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 03:18:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <756059396.AA02914@rochgte.fidonet.org>
Source record: 103895

Quoting from KENDRICK@VAX.SONOMA.EDU to ALL

> > Just checking, but has anyone else had any problems with parts of
> this
> > demo? I have a RAMBO XL and the first couple of demos on each side load
> It might be cuz it's one of those PAL Euro. demos or something (I haven't
> seen it yet). My copy of the Halle Demo usually dies after a few demos
> (the same number each time. :) It's not random! hehe!)
> Dunno.. Do you have BASIC disabled/etc. if you need to?
>
I think that might be the problem. You do also have to have
BASIC disabled in order to run the demo...

-Dag- --> Dag.Hugdahl@tdkt.kksys.com

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "Hey!^ Don't pick^up th@t phone#$%& NO CARRIER" *

4562. Re: Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 05:40:31 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93349.004031STIRRE31@MAINE.MAINE.EDU>
Source record: 103871

About the switchboxes in the Jag....
It was speculated that Atari was being really cheap
and unloading their surplus switchboxes from the
8-bit with the Jag. Bob Brodie recently said that
this is NOT the case. The switchboxes that Atari
bought for the Jag were cheezy (the appropriate
technical word :)) and that is why they did not
work well. In fact, Bob said that if Atari was being
as cheap as people thought they were being (by dumping
old switchboxes) then they WOULD have worked. Don't
know if this clears anything up, but I thought it
was an interesting story (sorry to get off the topic).
-scott tirrell

4563. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 05:44:22 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93349.004422STIRRE31@MAINE.MAINE.EDU>
Source record: 103872

Yes, the Atari system font rules! For a time I
became an Amiga owner :(. That system font was SO
annoying! I now have an STe and I, again, am in
love with the system font. (Of course, this isn't
the only reason that I switched from the Amiga to
the STe :)).
-scott tirrell

4564. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 07:38:48 UTC
From: jharris@cup.portal.com
Message-ID: <98378@cup.portal.com>
Source record: 103874

> I haven't had the time to check recently, but is this at a.a.u.e or
>do I need to get the .uue file thru email from you?

It's not available on the archive. I have been mailing uue copies
manually. I've added you to the list.

John Harris - jharris@cup.portal.com

4565. More Gauntlet and the Dig

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 07:58:30 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2emg36$7pk@news.cs.tulane.edu>
Source record: 103873

Quoting RG9

R >PS What has happened to the Digest? Why do I only receive digest reports
R >from info-atari8 every three or so weeks? They used to arrive almost every
R >other day? Has nobody posted anything? Has the cross posting system died?

This is what I'd like to know, the last issue I got was 270... I've been
re-sending 'em to about 20 non connected people and it would really be nice
to either see the problem fixed or have someone at least let us know that
the digest has ended production....

Mike

---
* PabQwk 2.0 *

4566. Re: Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 13:00:44 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931215.28844.KAMARO_KID@delphi.com>
Source record: 103875

Umm. I dont use a TV for video - so dont have the problems you mention.

Get a Commodore 1702 and all your video problems disappear! [grin]

4567. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 15:47:29 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <2enbih$dum@oak.oakland.edu>
Source record: 103876

Another cool thing about the 800: It's totally shielded! I'd like to use
one as a fuel injection controller eventually, and this feature will
be beneficial to the project.

4568. Re: LCD Display

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 17:59:32 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Dec15.175932.58581@austin.onu.edu>
Source record: 103877

Chris_F_Chiesa@cup.portal.com wrote:
: I wouldn't think you'd have to "get into the guts of GTIA," etc., to hook
: up an LCD display to the Atari 8bit. You ought to be able to do it through
: the joystick ports, with a little bit of appropriate signal-conversion cir-
: cuitry (probably on a board with the LCD and any driver hardware it requires)
: and some custom device-driver software on the Atari. I could definitely do
: the driver if somebody else would build the board...

: Chris Chiesa
: Chris_F_Chiesa@cup.portal.com

Well, exactly what would be needed of this board? If you could do the
driver, I could possibly do the board.

Just a simple LCD display driver? Or something a little more complex?

Questions and comments to:
Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior EE Student
Ohio Northern University

4569. Atari 2600 carts etc. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 21:10:47 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <009770ED.6A1C2AE0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103880
Cross-posted to: misc.forsale,comp.sys.atari.8bit

Atari 2600 items for sale:

Atari Remote Control Joysticks and base unit system.

High quality game joysticks (various types).

Atari paddles

2 Atari catalogs from different dates.

CARTRIDGES-

Q*Bert
Jungle Hunt
Epyx Summer Games
Epyx California Games
Epyx Winter Games
Absolute Entertainment Skate Boarding
Spectravision Gangster Alley
RealSports Football
U.S. Games Towering Inferno
Crystal Castles
Coleco Donkey Kong
Mattel Space Attack
Indy 500
Activision freeway
Video Pinball
Apollo Shark Attack
Moon Patrol
Solaris
Berzerk
Outlaw
Pole Position
Astroids

Please send offers on individual items to COHEN@GOMEZ.PHYS.VIRGINIA.EDU

Thanks!

4570. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 22:21:35 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H6IB5GL1C290MXJC@carleton.edu>
Source record: 103878

Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the Atari 8-Bit Computers FAQ List

Revised 15-Dec-93

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

8-Bit Gold
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/freeware/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17

W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

ATESIG
c/o Decker G. McAllister, Jr.

145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bellcom (Plans to drop 8-bit support December 31, 1993)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
Developer: GEMulator
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN

U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

DataQue Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Net:

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
c/o Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN

Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, NY
U.S.A. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,

Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone

LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/freeware/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,

Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
640 1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: products by DGS

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Speed Fox, Kult, Miecze Valdgira
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999

Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

T.W.A.U.G. (Tyne and Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
Vendor: PD/freeware/shareware

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692

Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt

4571. Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-15 23:05:22 UTC
From: ATWARECK@ELECTRICAL.watstar.uwaterloo.ca
Message-ID: <ATWARECK.3.2D0F9831@ELECTRICAL.watstar.uwaterloo.ca>
Source record: 103879

Hi,

Just a few quick questions for the technically oriented:

I am interested in obtaining some hardware specs on the 8-bit, specifically
schematics and custom chip pinout/specs, including the ANTIC and 6502.
I recently came to the conclusion that the 6502 is NOT pin-out compatible
with the Rockwell 6502, and so would like to get some specs on it.

On a similar note, where could I purchase some 65816 cpu's?

If at all possible, I would like to obtain at least a telephone contact for
both the specs and the 65816.

Thanks in advance,
--
Art Twarecki | "I have become comfortably numb..."
<atwareck@watserv1.uwaterloo.ca> | -Pink Floyd

4572. SIO protocols.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 02:09:17 UTC
From: slqxc@cc.usu.edu
Message-ID: <1993Dec15.200917.1@cc.usu.edu>
Source record: 103881

I would be semi-interested in coding a program for my PC that can access my Atari 1050 via the serial port for a holiday project. I don't need any help on the PC side, I have a thorough understanding of serial port control. But I know very little about the Atari standards, beyond the fact they are, indeed, serial.

So, what sort of protocols does the Atari disk drive use to communicate with the system? Specifically, what's the baud rate? How are the commands organized? What is the voltage level? What is the pin-out? Any information or pointers to information are greatly appreciated!

Thanks! -Nate

Hmmm... Now where did I leave that .sig, anyway?

4573. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 04:38:17 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2eoonp$h3t@gap.cco.caltech.edu>
Source record: 103882

kspear@ss0.eng.wayne.edu (Kevin Spears) writes:

>Another cool thing about the 800: It's totally shielded! I'd like to use
>one as a fuel injection controller eventually, and this feature will
>be beneficial to the project.

This is an understatement, the damned thing has shielding that's about
1/8" thick. It's built like a tank, or an American car from the 50's.

Brent

4574. Re: Joystick Ports and voltages

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 05:13:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI43uL.GHx@utnetw.utoledo.edu>
Source record: 103883

SHICKLEY@VM.TEMPLE.EDU wrote:
: a little infrared detector system which piped into the analog
: inputs of the joystick which was measureable (0-256 scale) in

Sounds like what I built years back... wow... Antic had it in one of their articles I do believe... you could strap the little bugger on your print head on a dot-matrix printer turning it effectively into a greyscale scanner!

-Tim

4575. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 05:27:02 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI44H3.Hyo@utnetw.utoledo.edu>
Source record: 103886

John D Harris (jharris@cup.portal.com) wrote:
: > I haven't had the time to check recently, but is this at a.a.u.e or
: >do I need to get the .uue file thru email from you?

: It's not available on the archive. I have been mailing uue copies
: manually. I've added you to the list.

BTW: please let me/us know approx. when you plan to mail this. We have a
small mail quota here and I'll have to free as much as I can before you send.
(Only about 400k, it can overflow a ways though...)

-thanx!
-Tim

4576. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 05:35:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI44vr.IIt@utnetw.utoledo.edu>
Source record: 103887

```
....... LLLL LLLLL LLLLLL (ATWARECK@ELECTRICAL.watstar.uwaterloo.ca) wrote:
: Hi,

: Just a few quick questions for the technically oriented:

: I am interested in obtaining some hardware specs on the 8-bit, specifically
: schematics and custom chip pinout/specs, including the ANTIC and 6502.

Can't help you personally... still too limited knowledge of the 6502, POKEY,
and GTIA or CTIA to realy be of much help... BUT:

American Techna-Vision - Established 1973 - Info: 510-352-3787

has QUITE a few listings and in-depth tech. schematics you might be interested
in... not sure on THOSE prices, but I know their software and some hardware's
fairly cheap! They've been serving the Atari 8-bit community for ages now,
if anyone knows, they should!

-Tim

PS: To someone else in the group... not sure who maintains it, but I was
wondering why the vendors.txt listing doesn't have American Techna-Vision
in it? I DO have an older copy of it though - forgive me if it's in the
new listing!
```

4577. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 08:55:57 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2ep7qt$obu@news.cs.tulane.edu>
Source record: 103884

Quoting John Harris

j >It's not available on the archive. I have been mailing uue copies
j >manually. I've added you to the list.

Did you want to send it to the archives? If so, I'll be happy to see
that it gets there.

I've only played with it a little bit, it is a bit easer than ASS130
but I've still got to unlearn Mac65...

Very nice though

Mike

---
* PabQwk 2.0 *

4578. Re: Switchboxes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 11:20:33 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1993Dec16.112033.1064@cs.nott.ac.uk>
Source record: 103889

>that I was asking if the new generation of A/V switchboxes that are used with
>Nintendo/Sega/Jaguar are compatible with Atari 8-bit computers, and if they
from what I've heard in the rec.games.video.classic group the new boxes don't
like any of the old machines...2600, 5200, 7800 etc. presumably that would
include the 400-800-XL-XE range too (taking into account that the 5200 virtualy
IS a 400). Apparently they don't have the little lever which allows you to
switch between the computer and tv. The switching is done automaticaly when
the box sees an output from the games machine. However the boxes don't
recognise any of the output from the old machines....so it would look like the
answer to your question is no. However if you want to get away from
switchboxes you should take a trip to this side of the Atlantic...PAL systems
don't use switchboxes!!! Just plug the computer and TV aerial (antenna)
into a coax splitter, and then into the back of the TV, no switching required.
grin
OK now I've got a question: what does the switchbox actualy do?
I once tried connecting the output from my (NTSC) Atari straight into the
75 Ohm connection on the back of my (NTSC) TV (with a couple of wires), and got
a decent picture. Does this mean that the only use for the switchbox is to
connect the Atari to the 300 Ohm connection? Or does it do something else as
well? Does this also mean that you can bypass it by connecting directly to the
75 Ohm? (That's what we do here in the UK).
The cables here come with a 75 Ohm coax connection at one end, so just
plug one end into the Atari and the other into the TV, end of story.
But is this because we have extra circuitry inside the micros here?
Or just because everybody uses coax here for the TV, so you just don't need
the switchbox, unlike on NTSC systems where 300 Ohm used to be quite common?

Today is my last day on the net for 4 weeks (going home for Christmas),
if anyone can answer my question can you please e-mail me a copy as well?
Thanks...and a Merry Christmas to everybody :-)

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

4579. Re: Joystick Ports and Voltages and more...

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 11:23:08 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2epges$qnd@dux.dundee.ac.uk>
Source record: 103885

Thanks for the replies to my question about dangerous connections to the joystick port.... Sounds a bit risky to me. Next time I do anything i'll be sure to double check the manual!

There've been all these letters about switch boxes causing interference. Is there a way, however, to improve the picture output on the 130XE, ie better colour and no funny vertical lines corresponding to the character positions.. It does this on a colour telly, AND a monchrome monitor. The 800XL doesn't do this. I've tried the adjusting the thing on the bottom of the computer- it only made the picture worse. Is it just the fault of the abysmal modulator in the 130XE, I heard they improved it for the 65XE...

The 130XE in question is a PAL version, do the NTSC versions suffer from this problem?

And while i'm on the subject, has anyone noticed that the "interference filter" or whatever it's called, on the TV lead for the 800XL doesn't seem to make any difference at all?

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs

4580. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 11:39:37 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2ephdp$r3q@dux.dundee.ac.uk>
Source record: 103888

Scott Tirrell wrote:
:Yes, the Atari system font rules! For a time I
:became an Amiga owner :(. That system font was SO
:annoying! I now have an STe and I, again, am in
:love with the system font. (Of course, this isn't
:the only reason that I switched from the Amiga to
:the STe :)).

Ummm... I know this isn't an Amiga or Atari STE group, but apart from the font, what is it you prefer about the STE to the Amiga? I went the other way round.. I used to have an STFM, then I changed to the Amiga.
Did you have an Amiga with Kickstart/Workbench 1.3? I've got Kickstart 2.0, and the font is quite nice, then I got a program called Kick 1.3 which replaces KS 2.0 with KS 1.3... the fonts are different, and so's the appearance of any programs using the default font... the old KS 1.3 font is horrible! So I agree with you. But the 2.0 font is pretty similar to that on the 8-bit Ataris and the ST.. much nicer. Mind you, AMOS still uses the old font... looks *TACKY*.
I always felt the Atari font looked "professional", unlike the default font on the ZX Spectrum and C64 (if I remember correctly....)

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs

4581. Joysticks for Sale.....Cheap

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 12:25:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI4npI.87C@westminster.ac.uk>
Source record: 103909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,demon.ip.support.atari

I have a few joysticks for sale...cheap...oh well, just repeated the subject message B-)

Anyway, I have :

The Bug,

Cheetah 125+

Quickshot II Turbo

Quickshot I (Yes, These too....but very cheap)

Cheetah Bollistick...for people who like the console type joypad

and also, a Snes joypad called Quickshot Intruder.

These are brand new and have never been used...I think they are shrink wrapped, so why not mail me and get one by Christmas.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

4582. Re: X-windows Atari emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 13:25:52 UTC
From: cba@atl.hp.com
Message-ID: <2epnl0$6t4@hpuerca.atl.hp.com>
Source record: 103890

I think that what they were announcing was an emulator, running on an X platform, that would emulate the Atari 8-bit machine. Not X running on an 8-bit. I agree with your last point - if someone were trying to put X on an Atari, they have more time than sense!

4583. Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 13:45:45 UTC
From: cba@atl.hp.com
Message-ID: <2epoq9$6t4@hpuerca.atl.hp.com>
Source record: 103891

Over the past few years, I have slowly propagated X10 devices throughout my house. Normally, the are controlled by timers, but I want more! For quite some time, I have coveted these "home control computers", which both monitor X10 signals, as well as transmitting them. I balked, however, at the megabucks these systems cost.

Instead, I have decided to dust off my old Atari 800XL, and use it as a home control computer. I can't see too many disadvantages; in fact, the only one I know of is recovery after a power failure.

My Atari has 256k, disk drive, and an RS-232 interface. The RS-232 is not what most people think of; it is merely an extension of the daisy chain cable, with a software driver to actually read/write the signals. I don't even remember the name of the company that manufactured it. They are out of business - the last time I tried to call them, I got a Wal-Mart!

Although the Atari lacks a hardware clock, I wrote a clock several years ago that sits in the Critical Interval, so it doesn't suffer from timer slowdown during disk access. It is small enough that it doesn't affect disk acces.

So, I figured that I could put a two-way X10 interface on the serial port, and write a BASIC program to send/receive the signals. Periodically, it would write the state tables out to disk, as a sort of "checkpoint", thus (hopefully) simplifying recovery after a power failure.

Well - there it is; my latest venture into hacking. What do you think? Has anyone else tried this and if so, what have you run into?

Brian Abernathy
Hewlett-Packard Company
Atlanta Response Center
Internet: cba@hpuerca.hp.com
CIS: 70223,167

4584. Gofer for the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 13:59:13 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2eppjh$mjb@nz12.rz.uni-karlsruhe.de>
Source record: 103892

I don't think I'll be lucky, but let's try this:

Do any of you know if Gofer has been ported over to the Atari 8-bit?
Gofer is not to be confused with Gopher, which is something totally
different.

Gofer is a functional programing language, an interpreter actually.
It has been ported to many platforms. The sources for Gofer appear to be
written in C. They can be found on various FTP-servers on the net.
I don't have the time to get into porting of it by myself. I wonder if
anybody has tried this before.

I wouldn't mind seeing Haskell, another functional programming language,
on the 8-bit as well.

Any hints welcome!

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4585. Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 14:17:46 UTC
From: Pete Jalbert <IO21271@MAINE.MAINE.EDU>
Message-ID: <93350.091746IO21271@MAINE.MAINE.EDU>
Source record: 103894

Does anyone remember this old (and rather cheesy) game for the 8bit?
Well, for some reason, I have been obsessed with trying to finish it, to
no avail. I can solve all the planets, except the one with the ruby chain.
I am completely stumped as to what any of the items are for. If anyone can
help me, I would greatly appreciate it. Thanks in advance.
-Pete.

4586. Re: More Gauntlet and the Dig

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 14:44:06 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2eps7m$mqc@nz12.rz.uni-karlsruhe.de>
Source record: 103893

In article <2emg36$7pk@news.cs.tulane.edu>,
Mike Todd <snyder10@convex1.tcs.tulane.edu> wrote:
>
>This is what I'd like to know, the last issue I got was 270... I've been

Yep, 270 was the last issue I got too. I'd love to see the Digest up and
running again, since I'd like to continue collecting the issues.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4587. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:00:33 UTC
From: kiernasj@wckn.dorm.clarkson.edu
Message-ID: <kiernasj.756064833@wckn.dorm.clarkson.edu>
Source record: 103898

ATWARECK@ELECTRICAL.watstar.uwaterloo.ca (..... LLLL LLLLL LLLLLL) writes:

>I am interested in obtaining some hardware specs on the 8-bit, specifically
>schematics and custom chip pinout/specs, including the ANTIC and 6502.
>I recently came to the conclusion that the 6502 is NOT pin-out compatible
>with the Rockwell 6502, and so would like to get some specs on it.

You can get the pinouts for the modified 6502 and the custom chipsets used
in the 8-bits from the SAMs ComputerFacts manuals. (They're a great source
of info, including board layout photos, parts lists, schematics, pinouts, etc.)

Stephen Kiernan - --- WCKN-TV 99 --- -
kiernasj@wckn.dorm.clarkson.edu Just Watch It!
Chief Engineer, WCKN-TV Potsdam, New York

4588. Re: Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:14:25 UTC
From: 3IGDZ6E@CMUVM.CSV.CMICH.EDU
Message-ID: <93350.1314253IGDZ6E@CMUVM.CSV.CMICH.EDU>
Source record: 103915

Yes, the old 800 power supplies have an internal fuse which will open if the leads are shorted. To get at it you have to destroy the plastic case of the supply. As I recall there is nothing inside the case but the fuse and a transformer.

This happened to us years ago, and I put the transformer, fuse, and a switch into a standard component Al box with captive power cable and the original wire to the 800. A very simple fix which is still working.

David Current (Michael's father)
Department of Physics
Central Michigan University, Mt. Pleasant, MI 48859
3igdz6e@cmuvm.csv.cmich.edu

4589. Re: WANTED: Atari Magazine/Commercial Programs

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:23:20 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI54Ex.31x@utnetw.utoledo.edu>
Source record: 103900

A. Karelas (ak10005@cl.cam.ac.uk) wrote:

:> Well, for the commercial stuff, the best place I can recommend is to check
:> into American Techna-Vision... most software is around $10 now (and NEW)!

: What's this "American Techna-Vision" ??? Address, phone #, e-mail, etc.
: Sorry, we're Brits.

No problem... apparently, it's not listed in the vendors list (at least my
older copy). This is quite odd, they've been around for YEARS!

(I'll just include a later msg reply I made in regards to a tech-question)

-Tim

PS: and yes, U.S. telephone #.

- -

: Just a few quick questions for the technically oriented:
: I am interested in obtaining some hardware specs on the 8-bit, specifically
: schematics and custom chip pinout/specs, including the ANTIC and 6502.

Can't help you personally... still too limited knowledge of the 6502, POKEY,
and GTIA or CTIA to realy be of much help... BUT:

American Techna-Vision - Established 1973 - Info: 510-352-3787

has QUITE a few listings and in-depth tech. schematics you might be interested
in... not sure on THOSE prices, but I know their software and some hardware's
fairly cheap! They've been serving the Atari 8-bit community for ages now,
if anyone knows, they should!

-Tim

PS: To someone else in the group... not sure who maintains it, but I was
wondering why the vendors.txt listing doesn't have American Techna-Vision
in it? I DO have an older copy of it though - forgive me if it's in the
new listing!

4590. Re: 800-XLs

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:24:49 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI54HE.3C4@utnetw.utoledo.edu>
Source record: 103899

Michael Fitzpatrick (Michael.Fitzpatrick@f47.n282.z1.fidonet.org) wrote:
: What shape are they in and do you have rates for a purchase of more than one?

who? what? where? when? why? how?

-did I miss something?

4591. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:30:38 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI54r2.47x@utnetw.utoledo.edu>
Source record: 103902

Brian Abernathy (cba@atl.hp.com) wrote:
: ... lots deleted ...

: Well - there it is; my latest venture into hacking. What do you think? Has
: anyone else tried this and if so, what have you run into?

As for the timer thing... use the system clock... much easier... in regards to the project as a whole, not only has it been done, but it's been published! 5 or 6 years ago in Antic Computing as I recall. I've been meaning to get back to another user who was curious on the topic, just have to set some time aside and start digging for and then THROUGH my old magazines. This WILL take some time! Anyone else know of the project? It was pretty complete! If you think of it, please post!!! (It'll save me from digging out a shovel for the old mags (the old, old mags are literally buried one on top of another).)

-Tim

4592. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:35:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI54zy.529@utnetw.utoledo.edu>
Source record: 103903

Pete Jalbert (IO21271@MAINE.MAINE.EDU) wrote:
: Does anyone remember this old (and rather cheesy) game for the 8bit?
: Well, for some reason, I have been obsessed with trying to finish it, to
: no avail. I can solve all the planets, except the one with the ruby chain.
: I am completely stumped as to what any of the items are for. If anyone can
: help me, I would greatly appreciate it. Thanks in advance.

AAAAARGH! Not another! Anyone up for starting a new group???
I can see it now, comp.sys.atari.8bit.journey.to.the.planets! :)

(Don't worry, someone'll be along to answer your post shortly. This topic,
and same problem in the game comes up... ohh... let's see now, how often do the
entire list of articles expire??? Hmm, I'd say every 1.5-2.5 weeks. I guess it
was a popular game - no one I knew who had an Atari could stand it though.
Heck, I knew one guy in this area who couldn't GIVE the thing away!)

-Tim

4593. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 18:51:06 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2eqamq$o1j@nz12.rz.uni-karlsruhe.de>
Source record: 103901

In article <2epoq9$6t4@hpuerca.atl.hp.com>,
Brian Abernathy <cba@atl.hp.com> wrote:
>So, I figured that I could put a two-way X10 interface on the serial port,
>and write a BASIC program to send/receive the signals. Periodically, it
>would write the state tables out to disk, as a sort of "checkpoint", thus
>(hopefully) simplifying recovery after a power failure.
>[...]

Could you please explain the concept of a X10 interface? I haven't heared of
this kind of interfaces before. Are those X10's very common in the US?

Is it an ISO standard?

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

4594. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 19:42:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93350.144243STIRRE31@MAINE.MAINE.EDU>
Source record: 103905

Please excuse the ST/Amiga debate but....
I switched from the Amiga to the ST for a few reasons.
First, yes, I am loyal to Atari so that probably figured
into the equation.
Secondly, I was using the Amiga 500 with one disk drive.
Please Insert Volume WB messeges drove me crazy. It was
needed for the simplest things. I love the way that TOS
was entirely in ROM.
Third, I never liked Workbench. I disliked the gaudy
icons frequently used and also the way the Amiga continually
polled the drive.
This is not a slam on Amigas. Now, I realize that these
problems would be addressed with a newer version of WB
and a hard disk. But at the time, I couldn't afford a
hard drive and the current WB version was 1.3. Today
if I were to buy a new computer it might be an Amiga 1200
because the Falcon is too expensive. But, personally, I
think that the STe was a better system than the Amiga 500.

4595. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 20:10:29 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec16.201029.606@coplex.com>
Source record: 103906

X-10 is a remote control system for lights and other appliances that transmits signals through the AC power lines. It was originally made by BSR, but then X-10 became a separate company. Radio Shack sold X-10 devices for years; maybe they still do.

Bill Marcum bmarcum@coplex.com

4596. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-16 21:03:51 UTC
From: cba@atl.hp.com
Message-ID: <2eqifn$biq@hpuerca.atl.hp.com>
Source record: 103904

Well, I don't know if X-10 is a standard. All the patents are held by one company, and all the interface ICs are made in one plant.

Basically, X-10 is a method to control devices by sending/sensing signals imposed directly over the power lines. Here in the US, there are quite a few companies that sell these devices. Installation is either by wiring the control device directly into the circuit, or, buying a "plug in" module, plugging it in to the outlet, then plug the device to be controlled in to that module.

Paired up with the controlling modules is one or more transmitters. These can be manually operated, by pressing a button, or it can be automated, such as by timers, computers, etc.

I have never seen X10 for any voltage other than 110, but that may be because there is no need for any other voltage standard here in the US. X10 is an older technology, and it is sensitive to line noise. There are newer controlling technologies out there, such as CEBUS, but that market is still quite small.

I have been amassing quite a few of these controllers over the years, and so I decided that it is time to integrate all these under the umbrella of one master controller. The best way to do this is with a dedicated computer, and since the Atari isn't being used, the task falls to it.

4597. 2600 keypad

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 00:09:10 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2eqtb6$3c9@samba.oit.unc.edu>
Source record: 103907
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

I was wondering what kind of output the Atari 2600's keypad generated?
Tell me either in pinout reactions, or the effect it would have on the
Atari 8-bit?

Also, if you have the time, how do I read the second button of a 7800
two-button joystick on the 8-bit? What kind of output does it produce
that makes it different from the left button, but other systems cant tell the
difference?
thanks..

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

4598. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 00:39:16 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CI5LtG.HC@cbfsb.cb.att.com>
Source record: 103908

In article <2eqamq$o1j@nz12.rz.uni-karlsruhe.de> uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:
>In article <2epoq9$6t4@hpuerca.atl.hp.com>,
>Brian Abernathy <cba@atl.hp.com> wrote:
>>So, I figured that I could put a two-way X10 interface on the serial port,
>>and write a BASIC program to send/receive the signals. Periodically, it
>>would write the state tables out to disk, as a sort of "checkpoint", thus
>>(hopefully) simplifying recovery after a power failure.
>>[...]
>
>Could you please explain the concept of a X10 interface? I haven't heared of
>this kind of interfaces before. Are those X10's very common in the US?
>

The X-10 interface is a power line carrier rf remote control system designed for controlling lights and applicences. One way control, no feedback (in general, for non-intelligent interfaces). Originally developed by BSR of England (the turntable people .. at least the audio gear is all I know of from them). Details of the control signal I have not readily at hand, but the signal is synchronized to the line frequency, transmitting a burst at the zero crossing. The basic code is a digital one, of something like ten bits.

I have never been too intrigued with directly controlling the X-10 stuff with a computer, hating to tie up a computer for something like that, paritcularly with the power loss recovery problem. But then, that was when I had no disk drive <grin>. Years ago, however, there was an interface designed to use the ultrasonics remote control X-10 controller, and tie that into an Atari joystick port. I did install the required optoisolator in my ultrasonic controller, and fully intended on typing the program in and hooking it to the joystick, but never seemed to be important enough.

An alternative, by the way, is one of the computer controlled timer based controllers for X-10. The computer merely programs the timer settings, or can execute direct commands thru the timer module, but the timer module stands alone with its own battery backup. Several of these, I believe, are on the market. I have a few (I think two) units that were designed to tie to a Radio Shack Color Computer which one of these days I will hack into and figure how to tie them to a standard serial port or some such thing. They seemed to use standard serial ASCII oriented protocols.

Getting to that time of year again, time to hook up the modules for the Christmas lights. My main controller, a simple manually controlled

timer, has been happily trying to turn them off and on since last Christmas, and now it can actually succeed again. Of course, now it is turning the air conditioners on and off every day, with equally little effect. Perhaps my requirements are being met quite adequately already? (<grin> You can see why I have little incentive to computerize the interfaces).

--
Richard Dell

4599. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 04:59:55 UTC
From: jharris@cup.portal.com
Message-ID: <98547@cup.portal.com>
Source record: 103910

>Did you want to send it to the archives? If so, I'll be happy to see
>that it gets there.
>
>I've only played with it a little bit, it is a bit easer than ASS130
>but I've still got to unlearn Mac65...
>
>Very nice though

Thanks. I wanted to get a little feedback, and possible bug reports on it before sending it to the archive. I wasn't expecting to get almost 40 EMail requests, but it's been fun. I've made a few fixes, and I'm almost ready to put a new version on the archive.

John Harris - jharris@cup.portal.com

4600. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 05:00:04 UTC
From: jharris@cup.portal.com
Message-ID: <98548@cup.portal.com>
Source record: 103914

>On a similar note, where could I purchase some 65816 cpu's?

You can call the Western Design Center, makers of the chip, at
602-962-4545 or fax 602-835-6442.

John Harris - jharris@cup.portal.com

4601. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 05:05:43 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI5y5L.DLo@utnetw.utoledo.edu>
Source record: 103911

STIRRE31@MAINE.MAINE.EDU wrote:
: Please excuse the ST/Amiga debate but....
: I switched from the Amiga to the ST for a few reasons.
: This is not a slam on Amigas. Now, I realize that these
: problems would be addressed with a newer version of WB
: and a hard disk. But at the time, I couldn't afford a

.. etc. I had to put my $0.02 in quickly also... mainly because I made a comment on the cumbersome, poorly designed Amiga as well months ago, although I was much gentler at the time. I ALSO was referring to the Amiga's at the time of the ST and STE years ago. I know the Amiga has grown up into a quite useful machine, but at the time, I also agree that the ST was a much more refined unit... if Atari would have continued to support it the way Commodore did the Amiga, we might still have a contest between the two.

-Tim

4602. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 05:09:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI5yBr.E0L@utnetw.utoledo.edu>
Source record: 103912

Stephen Kiernan (kiernasj@wckn.dorm.clarkson.edu) wrote:
: You can get the pinouts for the modified 6502 and the custom chipsets used
: in the 8-bits from the SAMs ComputerFacts manuals. (They're a great source
: of info, including board layout photos, parts lists, schematics, pinouts, etc.)

I'd be curious in some catchup myself on the 6502 layouts... what are SAMs
ComputerFacts manuals? Who has them, and how much?

-Tim

4603. Re: 2600 keypad

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 05:22:01 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec17.052201.11687@coplex.com>
Source record: 103913
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

The 2600 keypad was a simple matrix of switches. The rows were connected to the four joystick pins, and the columns were connected to the paddle inputs and the trigger input.

4604. Connector pins

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 06:55:28 UTC
From: ebalkan@ppbbs.UUCP
Message-ID: <63woec4w165w@ppbbs.clark.net>
Source record: 103918

On my Atari 400, the pins for the disk drive connector are broken off. Unfortunately, the connector doesn't look easily removable. Any suggestions?

ebalkan@ppbbs.clark.net (Eric Balkan)
Packet Press BBS 301-294-0756

4605. 8-bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 08:26:24 UTC
From: bryedewa@news.delphi.com
Message-ID: <2erqfg$daj@news.delphi.com>
Source record: 103916

I am selling the following systems for Christmas cash.

800xl in box w/ manual $30
1200xl in box $25
XE Game System w/ keybd$45
ATR8000 w/manual $25 untested - As is

-Bry
bryedewaard@delphi.com

4606. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 11:23:50 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2es4s6$m1n@dux.dundee.ac.uk>
Source record: 103917

As far as your hardware reasons go for supporting the ST.. fair enough. You have some perfectly valid points, although as I said, the Amiga has improved a bit.

BUT... and this is something that niggles me, every time the old Atari versus the world argument pops up. Why the Atari loyalty?

The only connection that the 8-bit has got with the ST is that they are both sold by the same company. I would even dare to go as far as to say that the Amiga has a closer connection with the 8-bit Atari, because many of the people involved with the 400/800 went on to design the Amiga, Jay Miner for example. Some people have argued that supporting the ST would help support the 8-bits. Rubbish! Atari totally ignored the 8-bit after the ST came out (although I'll admit that if it wasn't for the ST, they wouldn't have survived... probably). Then there was the launch of the "XE Games System", when Sega and Nintendo started making money with their 8-bit systems. Did we get new hardware.. did we heck. The light gun was the only new thing that really came out, and most of the games were rereleases of old ones. When Atari saw that it wasn't working (hardly surprising all considered), they stopped making it in the UK altogether. I know it's still on sale elsewhere, but this doesn't help unless you happen to live where there is the support (I assume it's not on sale in the US anymore either).
In short, if you supported the ST, you were supporting Atari, but this didn't mean they would support the 8-bits. And now the ST is going down the tubes, shortly followed by the Lynx, a handheld game thingy which followed in the footsteps of the 800... it was excellent (I should know, my brother has one of them), but due to Atari's bad marketing, lack of money to hype it, and lack of support (not just from Atari). Then there's the Falcon. But due to the fact Atari is in a precarious position, and it is basically a massively improved ST, it has had trouble getting the support. So what are Atari focusing on now... the Jaguar. From what i've heard, it's great, but how long will they stick with it before they release their next wonder product (and mega faliure).
Don't get the idea I'm criticising Atari, just because I don't like the ST (that's just my personal opinion of the machine anyway). The fact is though I can't see any reason any more for being loyal to Atari.
Since I own an Amiga, I thought you might like to know my opinion of Commodore as well..... Commodore suck! Not quite as badly as Atari perhaps, they haven't been quite as bad in the past year, but I still feel they could support their products a lot better... what happened to the CD-Rom for the A600... oh yeah, we're not making that any more, so there's no point in supporting it... bit like Atari there. So at least this proves it isn't only Atari who are rubbish (this doesn't excuse either company however).
It seems a shame that machines designed by people with vision are held back, or even strangled, just because of the company that happened to buy them (Commodore didn't design the Amiga, they just bought out the company who

did).
Atari almost bought out Amiga.. how many ST owners reading this would
have bought an Amiga if Atari had made it?
Anyway, i'm totally beyond the stage of caring whose name goes on the
box- I generally consider anything on its own merits now.
How loyal have Atari been to Atari users? Support the people who are
supporting your computer, not those you hope will, and you'll probably get
a great deal more back.
Sorry for going on like this, but i'd like to know why anyone should
be loyal to Atari. I used to be, but in the end I realised the only connection
Atari have with the 8-bit anymore is the small metal badge on the box of my
130XE.

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs

4607. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 12:29:04 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec17.122904.11662@iplmail.orl.mmc.com>
Source record: 103941

In article <CI54zy.529@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> Pete Jalbert (IO21271@MAINE.MAINE.EDU) wrote:
|>
|> AAAAARGH! Not another! Anyone up for starting a new group???
|> I can see it now, comp.sys.atari.8bit.journey.to.the.planets! :)
|>
|>
|> (Don't worry, someone'll be along to answer your post shortly. This topic,
|> and same problem in the game comes up... ohh... let's see now, how often do the
|> entire list of articles expire??? Hmm, I'd say every 1.5-2.5 weeks. I guess it
|> was a popular game - no one I knew who had an Atari could stand it though.
|> Heck, I knew one guy in this area who couldn't GIVE the thing away!)
|>
|>
|> -Tim
|>

I find it hard to believe that they actually played Journey to the Planets and still couldn't stand it! The game wasn't much graphically, but the puzzles were very challanging and addictive.

Larry Richardson
richards@foghorn.orl.mmc.com

4608. Re: Connector pins

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 13:16:37 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Dec17.131637.9138@newshub.ists.ca>
Source record: 103919

In article 63woec4w165w@ppbbs.clark.net, ebalkan@ppbbs.UUCP (Eric Balkan) writes:
>On my Atari 400, the pins for the disk drive connector are broken off.
>Unfortunately, the connector doesn't look easily removable. Any
>suggestions?
>

If you're handy with a soldering iron the connector should be a snap
to remove. Best Electronics sells them for (I think) $4.50 each. Best's
address and phone number are in the FAQ Vendor List posted by Michael
Current a couple of days ago.

- Mike Jewison
"The Fitting Room"
Atari Classics Magazine
mjewison@nereid.sal.ists.ca

4609. Atari Books for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 15:51:11 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <2eskhf$qqq@news.acns.nwu.edu>
Source record: 103920

```
For Sale Atari 8 Bit Book Bundle
--------------------------------
$5 De Re Atari: In 3 Ring Binder
$7 Compute's Machine Language for Beginners
$7 Compute's First Book of Atari
$7 Compute's Second Book of Atari
$7 Compute's The Atari Basic Source Book
$7 Compute's Mapping the Atari

Prices include first Class S&H to Anywhere in the Lower 48.
$32 Bucks Takes it all.

--
I.
"...I am the fires that seethe beneath the earth for chance that one day
I might visit myself apon the world and remake it in my image.."
--eric r. glover glover@casbah.acns.nwu.edu
```

4610. Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 17:58:00 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <756222289.AA03063@rochgte.fidonet.org>
Source record: 103933

Are you refering to the BSR X-10 home controller that was manufactured a while back?

4611. Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 18:03:01 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <756222289.AA03064@rochgte.fidonet.org>
Source record: 103934

Well, if this refers to the BSR X-10 home controller, I still not only have the magazine, but I also have the disk that the programs were published on. If you want the disk, give me one days notice, then you can call Spectrum Analysis BBS at 612-489-9166 3-14.4k baud. I'm usually around the system, and could set up the transfer while your online.

Amos Jackson

4612. Re: User Group Info

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 18:10:17 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-171293100914@d19b_lab.sonoma.edu>
Source record: 103926

In article <1993Dec10.112511.697@cs.nott.ac.uk>, rje@cs.nott.ac.uk (Raphael
J Espino) wrote:
<SNIP!>
> that has happened anything else is extra. That's how many copies sell, that's
> how much money he makes... So why don't people buy the games? <shrug>
> Some people just can't be bothered, others think: "hmm that's a nice game...
> I know I'll get a pirate copy of it...". I have seen people do this.
> Ask Dean Garraghty at DGS what things are like for him, I reckon you will get
> a similar story. Even "giants" like Page 6 and Micro Discount complain about
> lack of sales... and how about Miles Better Software? what's happened to them
> I haven't seen any big adds from them like they used to run in NAU.....
>

I have to add this comment:
Personally, >I< don't think "I know I'll get a pirate copy of it" or "I
can't be bothered with it".. I think "COOL! Too damned bad I don't have
the cash!"
What the main prob. is lately is a big resession. Hell, before I'd go out
and buy any games, I'd get me a new XL system, a Black Box, a faster modem,
a MONITOR CABLE (argh!) (sorry :)), etc. etc... it's thanx to
Shareware/Freeware/PD developers that I have any software at all other than
my own! I'd still be stuck with AW+, DOS 2.5, and BASIC and Action!, but
now I have DDIII, Textpro, BOBTERM! (:)), etc. etc. etc.. sure, a lot of
it is more like "Try it then buy it" but that's what we need lately.. I
never know if Im gonna like a game.. but if I've tried it there's a way
better chance I'd like it. :)

Well.. enough babble (as usual).. let's all buy lottery tickets and go get
some software, eh!? :)

||| Bill Kendrick
/ | \ New Breed Software
Atari 8bit
Public Domain Software Developer
59 Palm Lane
Novato, CA 94945
415/897-6290
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

4613. Re: send HELP

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 18:11:10 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-171293101406@d19b_lab.sonoma.edu>
Source record: 103927

In article <9312091856.AA14195@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk
(David Davies) wrote:
>
> send HELP

HUH!?!?

||| Bill Kendrick
/ | \ New Breed Software
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

4614. 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 19:18:57 UTC
From: billt@NeoSoft.com
Message-ID: <CI71nM.88A@sugar.NeoSoft.COM>
Source record: 103923

```
Any 8-bitters out there live in Houston, TX ?

--
```

4615. I Need a 1050

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 21:23:02 UTC
From: amg15@merhaba.cc.columbia.edu
Message-ID: <2et7vm$a0s@apakabar.cc.columbia.edu>
Source record: 103922

I'm looking to pick up an extra 1050 disk drive so I can back up my aging
collection of disks. If anyone has one that they are willing to part with
for less than $50 please contact me. I need to get in touch with someone
before I leave for home on Tuesday. Feel free to send email.
Thanks.....

Alex
==
= Alex Mikhail Gregory ===
= SEAS 1996 Electrical Engineering==
==
= amg15@columbia.edu ===
==

4616. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-17 21:49:40 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.756164980@nova>
Source record: 103921

Pete Jalbert <IO21271@MAINE.MAINE.EDU> writes:

>Does anyone remember this old (and rather cheesy) game for the 8bit?
>Well, for some reason, I have been obsessed with trying to finish it, to
>no avail. I can solve all the planets, except the one with the ruby chain.
>I am completely stumped as to what any of the items are for. If anyone can
>help me, I would greatly appreciate it. Thanks in advance.
> -Pete.

Oh man. This brings back bad memories. I can hear "Anchors away" ringing
in my mind again. Actually, my sister loved the game. When I first got
it, I became obsessed with completing the game. And I did win once!

As for the planet with the ruby chain, I don't remember what planet that
is, or what obstacles you face there. If you could mail a description
of the planet, maybe it'll come back to me. Hey, it's been 5 years since
I played this thing! ;)

As for the objects, once you get all the objects return to your home
world. Go back to that "wierd temple where you can get more energy", and
you will be lifted into a ship. From there, you must search out the
world where more of your kind are (I guess). This is really difficult,
several times I ran out of energy. One time I did make it to a world
where there is a docking bay with a lot of other ships that look like
yours. There is one empty landing pad. Land on that pad, and you've
won the game. wow.

--
	Kevin Haley khaley@nova.gmi.edu	
	Assistant Programmer	
	GMI Engineering and Management Institute	
	Phone: 313 762-7484	

4617. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 01:45:47 UTC
From: Steven Baker <STEVENBAKER@delphi.com>
Message-ID: <931217.74747.STEVENBAKER@delphi.com>
Source record: 103924

Graeme Fenwick, in an earlier post, questioned Atari Loyalty.

I have not had my hands on an Atari 8bit for years, but I am thinking about buying a whole new 8bit system. I know that Atari will not support it anymore but I like the product. My brother in law has a C64, and I hate that thing.

Load,"$",8 or something like that. Very aggrevating.

The Falcon is rumored to be carrying a game by Id Software called "Doom". I have Doom for the Pc and I know that it is one of the best games going, and that the Falcon will make it incredible.

Atari makes terrific products. They dont last, but they are better then the ones that become so popular.

Steven Baker

4618. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 02:26:27 UTC
From: NOLRAM@delphi.com
Message-ID: <931217.77187.NOLRAM@delphi.com>
Source record: 103925

There was an article in an old mag about it(analog I believe)

4619. Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 03:53:02 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.5.0@wharton.upenn.edu>
Source record: 103928

Does anybody know if there is any sort of Atari 8-bit emulator available for IBM compatibles? I think I saw one for the Atari ST once, but have not seen anything for the PC.

Any info would be appreciated.

- Rich Ahrens
ahrens26@wharton.upenn.edu -- "GO QUAKERS!!!"

4620. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 04:20:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CI7qqM.GA6@utnetw.utoledo.edu>
Source record: 103929

Kevin Haley (khaley@nova.gmi.edu) wrote:
: Pete Jalbert <IO21271@MAINE.MAINE.EDU> writes:
..

All right, I've got to try to find the silly thing myself now... Is it a cartridge or disk-based? ... man, it's been years since I've played that darn thing! $(%(@$%(%#!@

-Tim

4621. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 05:33:02 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2eu4me$216@terminator.rs.itd.umich.edu>
Source record: 103930
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 82869 Dec 12 13:57 ./8bit/Diskutils/happy7a.dcm
-rw-r--r-- lenn 30118 Dec 12 13:57 ./8bit/Diskutils/happy7b.dcm
-rw-r--r-- lenn 17872 Dec 12 13:57 ./8bit/Diskutils/happyset.arc
-rw-r--r-- lenn 39659 Dec 12 13:57 ./8bit/Diskutils/hardisk.arc
-rw-r--r-- lenn 7734 Dec 12 13:57 ./8bit/Diskutils/hdfmtph8.com
-rw-r--r-- lenn 63058 Dec 12 13:59 ./8bit/Diskutils/icdxpac.arc
-rw-r--r-- lenn 2154 Dec 12 13:59 ./8bit/Diskutils/copyxe.com
-rw-r--r-- lenn 1972 Dec 12 14:00 ./8bit/Diskutils/dirc.com
-rw-r--r-- lenn 4511 Dec 12 14:00 ./8bit/Diskutils/dirxep80.com
-rw-r--r-- lenn 8798 Dec 12 14:01 ./8bit/Diskutils/bootfx.arc
-rw-r--r-- lenn 1725 Dec 12 14:01 ./8bit/Diskutils/bootofil.arc
-rw-r--r-- lenn 3320 Dec 12 14:01 ./8bit/Diskutils/atarimio.arc
-rw-r--r-- lenn 45652 Dec 12 14:04 ./8bit/0index
-rw-r--r-- lenn 3696 Dec 12 13:58 ./8bit/hpdriver.arc
-rw-r--r-- lenn 56500 Dec 12 13:59 ./8bit/microche.arc
-rw-r--r-- lenn 54745 Dec 12 13:59 ./8bit/microck2.arc
-rw-r--r-- lenn 4096 Dec 13 21:16 ./8bit/Demos/chrstree.arc
-rw-r--r-- lenn 6528 Dec 13 21:16 ./8bit/Demos/fireplac.arc
-rw-r--r-- lenn 16384 Dec 13 21:16 ./8bit/Demos/moviexms.arc
-rw-r--r-- lenn 1231 Dec 14 15:47 ./8bit/Demos/christms.idx
-rw-r--r-- lenn 46507 Dec 17 19:00 ./8bit/0index
-rw-r--r-- lenn 20923 Dec 17 18:06 ./8bit/bilboard.arc
-rw-r--r-- lenn 161 Dec 17 18:08 ./8bit/bilboard.txt
-rw-r--r-- lenn 4991 Dec 17 18:09 ./8bit/blbrdmod.arc
-rw-r--r-- lenn 176 Dec 17 18:11 ./8bit/blbrdmod.txt
-rw-r--r-- lenn 4405 Dec 17 18:17 ./8bit/chalkboa.arc
-rw-r--r-- lenn 178 Dec 17 18:17 ./8bit/chalkboa.txt
-rw-r--r-- lenn 16003 Dec 17 18:20 ./8bit/col40.arc
-rw-r--r-- lenn 173 Dec 17 18:20 ./8bit/col40.txt
-rw-r--r-- lenn 2144 Dec 17 18:22 ./8bit/cx85d.arc
-rw-r--r-- lenn 162 Dec 17 18:22 ./8bit/cx85d.txt
-rw-r--r-- lenn 12475 Dec 17 18:26 ./8bit/diskmod.arc
-rw-r--r-- lenn 170 Dec 17 18:26 ./8bit/diskmod.txt
-rw-r--r-- lenn 8432 Dec 17 18:33 ./8bit/dswap51.arc
-rw-r--r-- lenn 199 Dec 17 18:33 ./8bit/dswap51.txt
-rw-r--r-- lenn 2275 Dec 17 18:36 ./8bit/eolconv.arc
-rw-r--r-- lenn 142 Dec 17 18:36 ./8bit/eolconv.txt
-rw-r--r-- lenn 21335 Dec 17 18:44 ./8bit/fileem2.arc
-rw-r--r-- lenn 213 Dec 17 18:47 ./8bit/fileem2.txt
-rw-r--r-- lenn 43162 Dec 17 18:46 ./8bit/filemdb1.arc
-rw-r--r-- lenn 34498 Dec 17 18:46 ./8bit/filemdb2.arc
-rw-r--r-- lenn 12951 Dec 17 18:51 ./8bit/gedv2.arc
-rw-r--r-- lenn 173 Dec 17 18:51 ./8bit/gedv2.txt
```

```
-rw-r--r-- lenn 10137 Dec 17 18:55 ./8bit/grasscal.arc
-rw-r--r-- lenn 138 Dec 17 18:55 ./8bit/grasscal.txt
-rw-r--r-- lenn 13244 Dec 17 18:58 ./8bit/greets.arc
-rw-r--r-- lenn 170 Dec 17 18:58 ./8bit/greets.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4622. Re: Matt Rattcliff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 08:14:11 UTC
From: combee@prism.gatech.EDU
Message-ID: <128613@hydra.gatech.EDU>
Source record: 103931

In <931213.75070.STEVENBAKER@delphi.com> STEVENBAKER@delphi.com (Steven Baker) writes:

> Does anyone remember Matthew RattCliff?

> Spelling might be wrong, but he wrote some excellent PD games and
> utilities for the 800 class Ataris.

> I just wonder whatever happened to him.

I remember him. He had lots of great articles in both _Antic_ and
_A.N.A.L.O.G._ (10 points for the person who can post what that
ancronym really stands for). I remember seeing a lot of IBM Turbo Pascal
programs from him up in the Borland fourm on GEnie about 1990. That's
the last thing I remember seeing from him. I know he also did a little
work for the ST line.
--
Benjamin L. Combee (forceful newtons) | Missing 4th line of signature.
Internet: combee@prism.gatech.edu | If found please return to ~combee
1993 junior, gatech.edu ACM chair | on the gatech prism filesystem.

4623. Re: send HELP

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 08:34:03 UTC
From: winston@merk.com
Message-ID: <CI82Gt.JB@merk.com>
Source record: 103932

"send HELP" is what you send a BITNET LISTSERV file server or digest mailing list so that a "FAQ" is automatically mailed back to you by the program that maintains putting addresses on and off of the subscription. It assumes that the mail packets are being generated by a "robot mailer" program. The poster is probably requesting: "information on how to post to the Texas mail gateway", "the help file for his news reader software (whatever it is)", "FAQ on this NewsGroup", "vendors list". I am not sure whether or not a "robot mailer" exists on this USENET NewsGroup to process "send requests". Does anybody know the answer to this one?

4624. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 17:56:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93352.125603STIRRE31@MAINE.MAINE.EDU>
Source record: 103935

There are a couple of reasons that I have a lot of loyalty
towards Atari. First, my first Atari was a 2600 in 1980
when I was five years old. Since then I owned a 600XL,
800XL, XEGS, a Lynx, and now my STe. I grew up with Atari
and I have to admit to feeling a lot of nostalgia for the
company. Also, I have always felt that Atari deserved to
succeed. They have always come out with the BEST products
for the best prices (original ST, 130XE, Lynx, and now
the Jaguar). If superior products was the deciding factor
in a company's success, Atari would win hands down, IMO.
I also love the Atari community because of other Atarians
I have met. The small community lends itself to getting to
know others well. In no other platform would I be published
in a magazine (ST Informer :)) and be able to talk to
developers. Also, no other computer manufacturer supports
their 8-bit line (with the possible exception of Apple, who
still sells to educational institutions). To say that Atari
has not supported their products is a little harsh, I would
say. The 8-bit has had a long life. Atari also still
supports the ST (they will be putting money into the Falcon)
and they are also trying to breath new life into the Lynx.
I wish Atari had the resources that others do to give
the customer the support they deserve, but they just don't.
Oh well, enough rambling. I may not have good reasons to
be loyal to Atari, but I am!
-scott tirrell

4625. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 18:05:05 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93352.130505STIRRE31@MAINE.MAINE.EDU>
Source record: 103936

```
Branch Always Software, makers of the GEMulator, has just
announced PC Xformer, an 8-bit emulator for the PC.
-scott tirrell
(check the FAQ for the address of Branch Always)
```

4626. New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 18:18:00 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <756316209.AA03141@rochgte.fidonet.org>
Source record: 103949

Quoting from JOHN D HARRIS to ALL

> > I haven't had the time to check recently, but is this at a.a.u.e or
> >do I need to get the .uue file thru email from you?
>
> It's not available on the archive. I have been mailing uue copies
> manually. I've added you to the list.
Ok, but my email address has just changed and it might be easier
to even then send it to an alternate address.

Send it to hugdahda@luther.edu instead. Thanks!

-Dag- -->dag.hugdahl@rochgte.fidonet.org

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "All wiyht. Rho sritched mg kegtops awound?" *

4627. Composite monochrome monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 21:30:02 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097734B.99BC3960@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103938
Cross-posted to: comp.sys.ti,comp.sys.atari.8bit,comp.sys.cbm

For sale-

Composite video monochrome monitors. Both have an RCA video input (no audio).
Screen size: about 10". They can be used with all computers that generate
composite output (Apple, TI-99/4A, Vic-20, Commodore 64/128, Atari 800/800XL,
IBM PC with older video cards, etc., where they are ideally suited for text-
intensive applications such as word processing, BBS'ind, Spread sheet
applications and the like, even at 80 columns),
security cameras, and similar applications. They produce a MUCH clearer
picture than composite color monitors (and are cheaper, too :-)

I have 2 units-

1. Zenith , amber screen.

2. BMC (Japan), green screen

I'll sell one at a time or both of them together,
please make a reasonable offer to me at the e-mail
address COHEN@GOMEZ.PHYS.VIRGINIA.EDU .

4628. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 22:14:22 UTC
From: ATWARECK@ELECTRICAL.watstar.uwaterloo.ca
Message-ID: <ATWARECK.4.2D1380BD@ELECTRICAL.watstar.uwaterloo.ca>
Source record: 103937

In article <kiernasj.756064833@wckn.dorm.clarkson.edu> kiernasj@wckn.dorm.clarkson.edu (Stephen Kiernan) writes:
:
>ATWARECK@ELECTRICAL.watstar.uwaterloo.ca (..... LLLL LLLLL LLLLLL) writes:
>>I am interested in obtaining some hardware specs on the 8-bit, specifically
>>schematics and custom chip pinout/specs, including the ANTIC and 6502.
>>I recently came to the conclusion that the 6502 is NOT pin-out compatible
>>with the Rockwell 6502, and so would like to get some specs on it.
:
>You can get the pinouts for the modified 6502 and the custom chipsets used
>in the 8-bits from the SAMs ComputerFacts manuals. (They're a great source
>of info, including board layout photos, parts lists, schematics, pinouts, etc.)

I was aware of the existence of the ComputerFacts mauals, however I have not
been able to locate a distributor (I live in Toronto, Ontario, Canada).

Any idea where they're sold?
Thanks..

>----------------------------
>Stephen Kiernan - --- WCKN-TV 99 --- -
>kiernasj@wckn.dorm.clarkson.edu Just Watch It!
>Chief Engineer, WCKN-TV Potsdam, New York
--
Art Twarecki | "I have become comfortably numb..."
<atwareck@watserv1.uwaterloo.ca> | -Pink Floyd

4629. Re: Connector pins

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-18 23:30:55 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Dec18.233055.13102@mnemosyne.cs.du.edu>
Source record: 103939

In article <1993Dec17.131637.9138@newshub.ists.ca>,
Mike Jewison <mjewison@nereid.sal.ists.ca> wrote:
>In article 63woec4w165w@ppbbs.clark.net, ebalkan@ppbbs.UUCP (Eric Balkan
writes:
>>On my Atari 400, the pins for the disk drive connector are broken off.
>>Unfortunately, the connector doesn't look easily removable. Any
>>suggestions?
>>
>
>If you're handy with a soldering iron the connector should be a snap
>to remove. Best Electronics sells them for (I think) $4.50 each. Best'

>address and phone number are in the FAQ Vendor List posted by Michael
>Current a couple of days ago.
>
>- Mike Jewison

And if you're _not_ handy with a soldering iron, it is much
simpler to just replace the whole board. The SIO port is part
of the power board and is very easy to replace and almost
as cheap. I've done it myself several times over the years.
Afer replacing the power board, then you can try your hand
at replacing and soldering the defective connector and feel
good whether you screw it up or not. There is NO soldering
involved with replacing the power board itself. Just alining
some pins and reattaching the RF cable. If you can plug in
an AC cord without difficulty, you can do this! Probably the
most difficult part of this is re-installing the plastic pin
that turns the 400 off and on when opening and closing the
cartridge cover. Simple to do as the rest.

Uncle Fester

--
: "I'm as blank as a fart." :
: -The Great Wendt- :
: :
: *thester@nyx.cs.du.edu* :

4630. Re: Matt Rattcliff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 01:32:38 UTC
From: jharris@cup.portal.com
Message-ID: <98715@cup.portal.com>
Source record: 103940

```
>I remember him. He had lots of great articles in both _Antic_ and
>_A.N.A.L.O.G._ (10 points for the person who can post what that
>ancronym really stands for).

Atari Newsletter And Lots Of Games.

John Harris - jharris@cup.portal.com
```

4631. Atari loyalty

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 04:28:30 UTC
From: mrc@Ikkoku-Kan.Panda.COM
Message-ID: <MS-C.756332910.1103527590.mrc@Ikkoku-Kan.Panda.COM>
Source record: 103952

Prudence would suggest that you have loyalty to no computer vendor. Fundamentally, they're all equally likely to stab you in the back. I have DEC, Toshiba, Tandy, Apple, Atari, AT&T, and NeXT computers. Of all of these, only Toshiba has been a 100% reliable vendor, but I almost never use the Toshiba...

Atari is one of those companies (NeXT is another) which have *never* been reliable throughout their history. I remember in 1982/3 having a talk with some Atari exec trying to interest him in some development tools/utilities. He rather coldly informed me that ``games is where the market is'' and that Atari was *only* interested in games. Yup, games like ET (easily the *worst* piece of computer software ever written). Needless to say, this fool was unemployed less than a year later...

I'm sure that the only reason why Tramiel didn't nuke the 8bit Atari machines was because they were cash cows to fund the ST.

What made the 8bit Atari machines great for their time was not the company, but rather the legions of dedicated hackers who bought those machines and wrote all the great software for it.

4632. Re: New Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 11:05:53 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2f1cih$3ju@news.cs.tulane.edu>
Source record: 103942

j >Thanks. I wanted to get a little feedback, and possible bug reports on it
j >before sending it to the archive. I wasn't expecting to get almost 40
j >EMail requests, but it's been fun. I've made a few fixes, and I'm almost
j >ready to put a new version on the archive.

I've only done a bet with it so far, hoping to try and re-work my Gmail
program if I get time off for the Hollidays...(yeah sure...).

Re learning and converting some of my Mac65 macros is going to be the
first thing I go after...

MikeArchive Project
Louisiana

---
* PabQwk 2.0 *

4633. Re: Atari 800 Fu@kin Awes

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 11:05:57 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2f1cil$3k9@news.cs.tulane.edu>
Source record: 103943

S > The Falcon is rumored to be carrying a game by Id Software called "Doom".
S >I have Doom for the Pc and I know that it is one of the best games going, and
S >that the Falcon will make it incredible.

From what I've been reading in the news leads, Doom is talked about for
the Jag...

If true, and Atari gets on the ball and produces several more adventures
in the Doom line (maybe with more puzzle solving and less killing) and
they do somthing smart like offer free or very very low cost developers
kits, and they build on the graphic engin that is Doom (hay, you can
create any world you want, just keep the engin in the cart and sell new
cd based worlds), they may just have a hit on there hands... The one
thing the Jag needs is a gimic... (when I first saw Sonic I didn't think
much of it, but look at it now..., take a lesson Atari!)

Mike

---
* PabQwk 2.0 *

4634. Re: Matt Rattcliff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 11:06:01 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2f1cip$3kh@news.cs.tulane.edu>
Source record: 103944

Quoting combee@prism.gatech.edu

c >I remember him. He had lots of great articles in both _Antic_ and
c >_A.N.A.L.O.G._ (10 points for the person who can post what that
c >ancronym really stands for). I remember seeing a lot of IBM Turbo Pascal

Atari Newsletter And Lots Of Games

But really, how much is ten points really worth in today market...
but what the heck, I'll keep an eye out for 'em

Mike

---
* PabQwk 2.0 *

4635. [--- RN Help ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 12:41:52 UTC
From: winston@merk.com
Message-ID: <CIA8Lt.6K1@merk.com>
Source record: 103945

(My news reader is crashing and I could use some help.)

To everyone... I need some help mastering RN or finding a suitable replacement. My problem is that the news reader that I am using can only hold 1499 NewsGroups in its ".newsrc" file. The problem is that in attempting to keep all of the "COMP", "GNU", and "BBS" groups together, I continuously run out of space. I see about twenty new "add" groups every time I start up "RN" on "comp.sys.atari.8bit". When the groups are added beyond 1499, "RN" crashes and I have to edit out new NewsGroups and store them so that they are not lost. Instead of trying to re-invent the wheel, I would like to ask what the common solution to this problem is. I assume that USENET users have a "standard" solution for this problem. Whenever I attempt to read the "news" dot hierarchy, I am completely lost, as it seems to contain "Call For Votes" and stuff like that.

Could anyone please offer me some advice? Should I have --SEVERAL-- startup files and use a shell script to move the "domain" I want into a ".newsrc" file and use ".newsrc" as a temporary working file instead of keeping it as a permanent file? Is a shell script hack the wrong approach to take? Is there some obscure "builtin" command in RN that aids the user in moving subscribed NewsGroup message pointer table files around? Is there a builtin way to move message number tables around or am I supposed to write my own? What is the proscribed method for doing this? There must be an easier method than starting up "RN", having "RN" kick me out, starting up an editor to store NewsGroups, then restarting "RN", every time that I want to read something. I don't mind whipping something up on the spur of the moment, but I am wondering if an "official" solution to this problem exists, before I start to try my own hand at this. Thanks.

P.S. Is there a reason for this 1499 NewsGroup limit? Would the solution to this problem be something simple like recompiling the source code with the limit set higher, or is that a bad idea (because of internal RAM space, etc.) ? I'm curious about what people have come up with.

4636. new clearance bundles!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 14:29:40 UTC
From: djg0@aber.ac.uk
Message-ID: <14152.9312191427@thor.dcs.aber.ac.uk>
Source record: 103946

DGS Clearance bundles and special offer bundles

==========

We are having a clearout at DGS HQ, and HAVE to get some stuff out of the way because we keep tripping over it! In order to get the stuff out of the way as fast as possible, we have decided to sell it in bundles and as cheap as possible. We now have *3* of the following bundles to dispose of (we found some more of them - it's amazing what turns up when you have a clear out!):

BUNDLE #1 (3 AVAILABLE):

****

ATARI MACRO ASSEMBLER, EASY PROGRAMMING FOR THE ATARI MICRO BOOK, DIGI-STUDIO (OLD PACKAGES 1&1.5. ALL SOFTWARE EXCEPT THE NEW LIDS SYSTEM - 2 DS/SD DISKS AND 2 MANUALS), ONE BACK ISSUE OF EITHER PAGE 6 MAGAZINE OR ATARI USER (THE BRITISH MAG.) OF OUR CHOICE.

All the software is BRAND NEW, except the mags which are used.

PRICE: JUST $20 PER BUNDLE

===

THIS PRICE INCLUDES SURFACE MAIL SHIPPING FROM THE UK! (THE PARCELS WEIGH IN AT 1.2 KILOS SO AIR MAIL IS NOT REALLY A VIABLE OPTION. IF YOU WANT YOUR BUNDLE SENT BY AIR MAIL THEN ADD $15 TO THE PRICE).

****

BUNDLE #2 (1 AVAILABLE):

****

AS ABOVE BUT WITH "ATARI 600XL PROGRAM BOOK" IN PLACE OF THE EASY PROGRAMMING BOOK.

PRICE: JUST $20 PER BUNDLE

===

SHIPPING ARRANGEMENTS AS FOR BUNDLE #1

****

BUNDLE #3 (1 AVAILABLE):

****

DIGI-STUDIO (OLD PACKAGES 1&1.5 - ALL SOFTWARE EXCEPT THE NEW LIDS SYSTEM.
2 DISKS AND 2 MANUALS), ATARI 600XL PROGRAM BOOK, A BACK ISSUE OF PAGE 6
MAGAZINE.

PRICE: JUST $15 PER BUNDLE

===

SHIPPING ARRANGMENTS AS BUNDLE #1, EXCEPT ADD $10 FOR AIR MAIL.

****

BUNDLE #4 (10 AVAILABLE):

****

THIS BUNDLE WILL GET YOU SOME CURRENT DGS PRODUCTS AT BARGAIN PRICES!

THIS BUNDLE WILL GET YOU THE FOLLOWING:

* A COMPLETE SET OF NEWS-DISK BACK ISSUES (1-14) ON 7 DOUBLE SIDED DISKS!
* THE RAMBIT/DGS PRODUCT "PRINT-FILER"
* THE "DEMO MAKER" SOFTWARE (COMPLETE WITH 14 PAGE MANUAL)
* THE RAMBIT/DGS PRODUCT "TASKMASTER" (TAPE TO DISK UTILITY)
* THE FULL CURRENT VERSION OF DIGI-STUDIO, WITH 2 DS/SD DISKS AND A 44 PAGE
MANUAL. COMPLETE VERSION 1.2 LIDS SOFTWARE.

THE USUAL COMPLETE SELLING PRICE FOR ALL THIS SOFTWARE IS $75, BUT AS A
SPECIAL OFFER YOU CAN GET ALL THE SOFTWARE LISTED ABOVE FOR JUST
$55 INCLUDING *AIR MAIL* SHIPPING!

===

(THAT'S A SAVING OF $20 ON THE USUAL SELLING PRICES!)

NOTE: WE WOULD RECOMMEND THAT YOU SEND THE CASH BY REGISTERED MAIL, OR BY
USING AN I.M.O (FOR 30 UK POUNDS).

NOTE 2: THERE'S NO NEED TO RESERVE ONE OF THESE BUNDLES. JUST SEND THE CASH
OR IMO WITH YOUR NAME&ADDRESS (AND E-MAIL ADDRESS) STRAIGHT TO US.

****

Ordering info:

First reserve a bundle by email: dx107@cleveland.freenet.edu. I only read and send messages from here once a week at weekends. I'm not ignoring you if I don't reply straight away!

Then send the cash direct to us at DGS. Paying in cash is the easiest way to pay. You can pay by IMO if you prefer but these cost a fortune to arrange.

If paying by IMO, then make it payable in UK pounds, for half the dollar price (slightly different arrangement for bundle #4 - see the bundle 4 info).

Our address is:

DGS

62 THOMSON AVE

BALBY

DONCASTER

DN4 0NU

ENGLAND

Note: It is important that you send your money as soon as we confirm that a bundle is still in stock. We need a rapid turn-around on this stock. Only reserve one if you REALLY want one. We have had problems in the past with people reserving stock and then never paying for it.

Note 2: please note our address now. We won't give it again when we confirm your reservation by email.

We will put your bundle in the post the same day your money arrives. Delivery by surface mail should take about 6 weeks to the US. Delivery by air mail takes about 1 week. We will also throw in a copy of the latest DGS catalogue of PD and commercial software.

Dean Garraghty.

19 December 1993.

4637. new bundles from DGS!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 14:33:37 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <9312191433.AA05533@nextsun.INS.CWRU.Edu>
Source record: 103947

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==========

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* THE RAMBIT/DGS PRODUCT "TASKMASTER" (TAPE TO DISK UTILITY)
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===

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****

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Our address is:

DGS

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ENGLAND

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We will put your bundle in the post the same day your money arrives. Delivery by surface mail should take about 6 weeks to the US. Delivery by air mail takes about 1 week. We will also throw in a copy of the latest DGS catalogue of PD and commercial software.

Dean Garraghty.

19 December 1993.

4638. Atari 8-Bits

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 14:34:17 UTC
From: j260@tcity.com
Message-ID: <j260.076n@tcity.com>
Source record: 103948

I am looking to buy ANY old Atari equipment. I am new here to the internet. Please email me with your prices. I am also interested in the first 30 issues of A.N.A.L.O.G. magazine. My local library has searched the entire state of IL trying to find these to no avail. I have found these but the owner has them all sealed air tight in plastic bags and doesn't want to part with them or open them.

4639. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 15:25:00 UTC
From: freddy@frederik.TOPPOINT.DE
Message-ID: <5F9hQ9GB_YB@frederik.TOPPOINT.DE>
Source record: 103950

Hallo Leute !

STIRRE31@MAINE.MAINE.EDU meinte am 18.12.93
zum Thema "Re: Atari 8-bit emulator for IBM?":

> Branch Always Software, makers of the GEMulator, has just
> announced PC Xformer, an 8-bit emulator for the PC.
> -scott tirrell
> (check the FAQ for the address of Branch Always)

Is this true ? Can you post more infos ? For which OS ? UNIX ? DOS ? OS/2?

I truely NEED such an Emulator !

Frederik Holst Ulrich-Guenther Str. 101 24321 Luetjenburg
Tel.:04381/4476 FIDO-Netz : 2:242/255.5 (Nodelist .169)
SEVEN-NET : FREDDY@POLARIS
Z-Netz - T-Netz : FREDDY@1ST-TRAC.ZER

CrossPoint v2.92

4640. Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 19:30:00 UTC
From: freddy@frederik.TOPPOINT.DE
Message-ID: <5F9iBwqw_YB@frederik.TOPPOINT.DE>
Source record: 103951

Hi !

I am looking for a converter program which converts my PICs from the XL to
my PC and vice versa.

Who knows a proggy which does this job for me ?

BCNUL8R/2

Freddy.

Frederik Holst Ulrich-Guenther Str. 101 D-24321 Luetjenburg
Tel.:04381/4476 FIDO-Netz : 2:242/255.5 (Nodelist .169)
SEVEN-NET : FREDDY@POLARIS
Z-Netz : FREDDY@1ST-TRAC.ZER
Internet : freddy@frederik.toppoint.de

CrossPoint v2.92

4641. Re: [--- RN Help ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 21:38:42 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec19.213842.27621@coplex.com>
Source record: 103953

I'm sure there must be a version of RN that can handle more groups. Or maybe you should try trn, if it's available where you are. There's a command line option, I think it's -Q (check the manual), to run rn without checking for new newsgroups.

4642. Re: Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 21:47:41 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec19.214741.27687@coplex.com>
Source record: 103954

In article <5F9iBwqw_YB@frederik.toppoint.de>,
Frederik Holst <freddy@frederik.TOPPOINT.DE> wrote:
>Hi !
>
>I am looking for a converter program which converts my PICs from the XL to
>my PC and vice versa.
>
>Who knows a proggy which does this job for me ?
>
GIFNCODE will convert Atari picture files to GIFs. APCAVIEW converts
GIFs to various formats that the Atari can handle. COLRVIEW lets you see
.R, .G, .B picture files created by APACVIEW. These programs are all by
Jeff Potter, and should all be in atari.archive.umich.edu. (They all run
on the Atari. Does anybody know of a picture file converter that runs on
MS-DOS?)

Bill Marcum bmarcum@coplex.com

4643. Re: [--- RN Help ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 23:33:36 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993Dec19.233336.20284@mnemosyne.cs.du.edu>
Source record: 103805

If you want to prevent RN from annoying you with all
those "new newsgroups" messages and inflating your
.newsrc file to unmanageable size just put this
in your .rninit file:

-q

You'll never see another 'subsribe?' prompt again.
But you'll also see those wonderful (!?) new groups
that are created on a daily basis. You know, groups
like alt.fan.rutabaga and alt.sex.watermelons.

Uncle Fester

--
: "I'm as blank as a fart." :
: -The Great Wendt- :
: :
: *thester@nyx.cs.du.edu* :

4644. Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-19 23:44:53 UTC
From: taaten@cs.vu.nl
Message-ID: <CIB3At.3IA@cs.vu.nl>
Source record: 103806

Hello,

I'm looking for some atari 8bit items, such as:

- Books (Mapping the atari, De Re Atari etc. etc)
- Programs (especially spartados X cartridge)
- Assembler (Mac65 cartridge)

But overhere in Europe it's very hard to find those things
so if there are still companies in the USA where I can order
these items, please give me their address so I can contact them
(fax/phone numbers are also OK).

If there's anyone in Europe who knows where to purchase this in Europe
tell me !

Thanx,
Thijs Aaten (taaten@cs.vu.nl)

4645. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 01:43:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIB8sH.8A4@utnetw.utoledo.edu>
Source record: 103807

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: Since I own an Amiga, I thought you might like to know my opinion of
: Commodore as well..... Commodore suck! Not quite as badly as Atari perhaps,
: they haven't been quite as bad in the past year, but I still feel they could
: support their products a lot better... what happened to the CD-Rom for the
: A600... oh yeah, we're not making that any more, so there's no point in
: supporting it... bit like Atari there. So at least this proves it isn't only
: Atari who are rubbish (this doesn't excuse either company however).

The C128 had it's points, but it's high failure rate (about 33% DIED within one year - parts burning out, etc.!) really killed it. I agree with the Amiga point though... if Atari had supported it, I still would've hated it... the early releases of the machine and it's supporting software was a joke. Over the years, however, it has evolved into a quite useful machine.

: It seems a shame that machines designed by people with vision are
: held back, or even strangled, just because of the company that happened to buy
: them (Commodore didn't design the Amiga, they just bought out the company who
: did).

I agree whole-heartedly! If Epyx had released the Lynx, for example... oh-well, too late for that. I loved some of their games, too! (Epyx that is.) They were just afraid to take on the Nintendo monopoly at the time... so Atari stepped in and botched it themselves. Atari actually tried, too! Nintendo just had a strangle-hold on the kids at the time. The Lynx was and is a professional job, Epyx deserves credit!

-Tim

4646. Re: Old stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 03:31:48 UTC
From: JG58@delphi.com
Message-ID: <931219.81108.JG58@delphi.com>
Source record: 103808

How about $50.00 + shipping for everything. (Might negotiate)

4647. Re: Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 07:52:51 UTC
From: winston@merk.com
Message-ID: <CIBpw4.L1x@merk.com>
Source record: 103809

On December 19, 1993 at 20:30:00 +0100 (11:30pm local time),
freddy@frederik.TOPPOINT.DE (Frederik Holst) writes:

FH> I am looking for a converter program which converts my PICs
FH> from the XL to my PC and vice versa.

If your PC is an IBM class Intel PC, and you have a program written in BASIC that can print .PCX graphics captures, there exists a program written in ATARI BASIC called something like "ICONVERT.BAS" which reads and pixel maps files in: 1) MICRO-PAINTER 2) PRINT SHOP 3) NEWS-ROOM based formats. You could rewrite the IBM BASIC program to use these ATARI BASIC routines to, for example, place pixels from the MICRO-PAINTER data file onto the IBM screen using IBM BASIC calls in place of the ATARI BASIC calls. The ATARI BASIC program "ICONVERT.BAS" is -- interestingly enough -- surprisingly short. It only has to read a header and then start laying down the pixel bitmap. I was surprised at how short such programs are! I wish that the BASIC source code to MACREAD were also available so that routines to scan MACPAINT files could also be incorporated. There is also an ATARI BASIC program called something like "PICPRINT.BAS", which reads and prints GRAPHICS 7, 8, 9, (12 and 15 ?) format screen dumps. I truly wish that all of these picture readers could be combined or made into compatible multi-program template modules. The MICRO-PAINTER <---> PRINT SHOP <---> NEWS-ROOM format changer is a great beginning! I wish the concept was taken even further with MAC format, RLE format, GIF format. Still I suppose if everything can be converted into MICRO-PAINTER format, you can do "multi-step" conversions, "DEGAS PC1 ---> MICRO-PAINTER ---> GIF", etc. The nice thing about having a program in interpreted BASIC is that the soure code comes with the executible, so you can analyze and improve and expand the algorithms, even if the program does run a bit slowly.

4648. Re: [--- RN Help ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 08:20:05 UTC
From: winston@merk.com
Message-ID: <CIBr5I.LD4@merk.com>
Source record: 103810

On Sunday, December 19, 1993 at 23:33:36 GMT (3:33pm MST ?)
thester@nyx.cs.du.edu (Uncle Fester) writes:

UF> If you want to prevent RN from annoying you with all
UF> those "new newsgroups" messages and inflating your
UF> .newsrc file to unmanageable size just put this
UF> in your .rninit file:
UF>
UF> -q
UF>
UF> You'll never see another 'subscribe?' prompt again.
UF> But you'll also see those wonderful (!?) new groups
UF> that are created on a daily basis. You know, groups
UF> like alt.fan.rutabaga and alt.sex.watermelons.

Thanks for the tip! Hmm... but there are new NewsGroups that I
wish to subscribe to, such as new "comp." groups. Hmm... perhaps it
is possible to turn off --EVERYTHING-- and then selectively toggle on
hierarchy groups with "g" ? (I always wondered why they used "g"....)
Perhaps I could have everything "turned off" as the normal state and then
"turn on" specific hierarchies with an entrance macro and "turn off" the
groups again with an exit macro as I issue a "quit". Thank you. You have
given me several ideas. I just wish that I knew what the "correct USENET
method" for handling this problem is.... The MAN manual pages hint at
several advanced features within RN. I guess it is time to do some
experimenting.

4649. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 11:55:35 UTC
From: David Hanley <U22015@uicvm.uic.edu>
Message-ID: <93354.055535U22015@uicvm.uic.edu>
Source record: 103813

I've got one about half written, if I ever get around to finishing
it, I'll make it pd. If I ever get time.

dave

4650. Re: Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 12:01:27 UTC
From: mkur@mimuw.edu.pl
Message-ID: <1993Dec20.120127.3322@fuw.edu.pl>
Source record: 103811

```
In article 3IA@cs.vu.nl, taaten@cs.vu.nl (Aaten T) writes:
> Hello,
>
> I'm looking for some atari 8bit items, such as:
>
> - Books (Mapping the atari, De Re Atari etc. etc)
> - Programs (especially spartados X cartridge)
> - Assembler (Mac65 cartridge)
>
> But overhere in Europe it's very hard to find those things
> so if there are still companies in the USA where I can order
> these items, please give me their address so I can contact them
> (fax/phone numbers are also OK).
>
> If there's anyone in Europe who knows where to purchase this in Europe
> tell me !
>
> Thanx,
> Thijs Aaten (taaten@cs.vu.nl)
>

Pirate MAC65, Sparta X and Action! cartriges ( without any docs ) are avaiable
in Poland, but I think ICD should still have them on the stock.

Michal Kurcewicz (mkur@aster.mimuw.edu.pl)
```

4651. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 13:01:01 UTC
From: gumby@ace.com
Message-ID: <1654.UUL1.3#25274@ace.com>
Source record: 103812

M{>Stephen Kiernan (kiernasj@wckn.dorm.clarkson.edu) wrote:
M{>: You can get the pinouts for the modified 6502 and the custom chipsets used
M{>: in the 8-bits from the SAMs ComputerFacts manuals. (They're a great sourc
M{>: of info, including board layout photos, parts lists, schematics, pinouts,
M{>etc.)

M{> I'd be curious in some catchup myself on the 6502 layouts... what are SAM
M{>ComputerFacts manuals? Who has them, and how much?

M{> -Tim

Sams Photo Facts are available at most major libraries, and can be
bought through some retail book stores, or direct from Sam's...

They not only cover Atari computers quite extensivly, but also have
layouts on popular CBs, ham radios, TVs, steros and etc...

4652. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 13:02:20 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec20.130220.1297@iplmail.orl.mmc.com>
Source record: 103833

In article <931217.74747.STEVENBAKER@delphi.com>, Steven Baker <STEVENBAKER@delphi.com>
writes:
|>
|> Graeme Fenwick, in an earlier post, questioned Atari Loyalty.

I think he missed the point. It is not Atari the company that many computer
users are loyal too, but the computers themselves which do have a loyal
following... both 8-bit and ST.

[stuff deleted]
|>
|> The Falcon is rumored to be carrying a game by Id Software called "Doom".
|> I have Doom for the Pc and I know that it is one of the best games going, and
|> that the Falcon will make it incredible.
|>
|> Atari makes terrific products. They dont last, but they are better then the
|> ones that become so popular.
|>
|>
|> Steven Baker

DOOM is being ported to the Jaguar, not the Falcon.

Larry Richardson
richards@foghorn.orl.mmc.com

4653. ANALOG acronym (was Re: Matt Rattcliff)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 15:28:31 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Dec20.152831.22366@newshub.ists.ca>
Source record: 103814

In article 98715@cup.portal.com, jharris@cup.portal.com (John D Harris) writes:
>>I remember him. He had lots of great articles in both _Antic_ and
>>_A.N.A.L.O.G._ (10 points for the person who can post what that
>>ancronym really stands for).
>
>Atari Newsletter And Lots Of Games.
>
> John Harris - jharris@cup.portal.com

I read somewhere, as well, that the name ANALOG was intended pun
because Digital Electronics Corp. had their headquarters just
down the road. This, of course, was when ANALOG was still located
in Massachusetts.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

4654. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 18:14:00 UTC
From: freddy@frederik.TOPPOINT.DE
Message-ID: <5FDkiT1B_YB@frederik.TOPPOINT.DE>
Source record: 103831

Hallo Leute !

U22015@uicvm.uic.edu meinte am 20.12.93
zum Thema "Re: Atari 8-bit emulator for IBM?":

> I've got one about half written, if I ever get around to finishing
> it, I'll make it pd. If I ever get time.
>
> dave

DO IT !

The whole ATARI&PC User community will thank you the rest of your life !!!

BCNUL8R/2

Freddy.

Frederik Holst Ulrich-Guenther Str. 101 D-24321 Luetjenburg
Tel.:04381/4476 FIDO-Netz : 2:242/255.5 (Nodelist .169)
SEVEN-NET : FREDDY@POLARIS
Z-Netz : FREDDY@1ST-TRAC.ZER
Internet : freddy@frederik.toppoint.de

CrossPoint v2.92

4655. Re: 2600 keypad

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 18:26:02 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.02j1@crashb.megalith.miami.fl.us>
Source record: 103848
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

>Also, if you have the time, how do I read the second button of a 7800
>two-button joystick on the 8-bit? What kind of output does it produce
>that makes it different from the left button, but other systems cant tell the
>difference?
>thanks..

The 7800 sticks use the two paddle control lines on the port for each fire button. But, to retain compatablity, the fire buttons are still attached to the normal fire button line via a 620ohm resistor.

Imagine this picture. You have the orange (I'm guessing, problay incorrectly that the controllers all used the same color codes.) wire for the normal fire button trigger. It attaches to one side of both buttons. The other side of each butter goes to the 620ohm resistor AND one of the paddle lines (each button use different paddle lines, I belive left button was pot1, and right was pot2). The other side of BOTH resistors go to the black wire (Gnd.)

The Resistor prevents a direct grounding, to provide a true value on the paddle, but is low enought not to stop a signal passing for normal operation.

Hope that helps.

c1** c2Artlover c1** c4(c)(93)

4656. Re: Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 20:10:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931220151043MIS0160@MVS.UDEL.EDU>
Source record: 103815

In article <1993Dec20.120127.3322@fuw.edu.pl>,
mkur@mimuw.edu.pl (Michal Kurcewicz) writes:

>In article 3IA@cs.vu.nl, taaten@cs.vu.nl (Aaten T) writes:
>> Hello,
>>
>> I'm looking for some atari 8bit items, such as:
>>
>> - Books (Mapping the atari, De Re Atari etc. etc)
>> - Programs (especially spartados X cartridge)
>> - Assembler (Mac65 cartridge)
>>
>> But overhere in Europe it's very hard to find those things
>> so if there are still companies in the USA where I can order
>> these items, please give me their address so I can contact them
>> (fax/phone numbers are also OK).
>>
>> If there's anyone in Europe who knows where to purchase this in Europe
>> tell me !
>>
>> Thanx,
>> Thijs Aaten (taaten@cs.vu.nl)
>>
>
>Pirate MAC65, Sparta X and Action! cartriges (without any docs) are avaiable
>in Poland, but I think ICD should still have them on the stock.
>
> Michal Kurcewicz (mkur@aster.mimuw.edu.pl)
>
>

I just received a mailing from CSS yesterday. There was some pretty interesting news on the 8bit front. The first is that they're working on a new product called 'The R:P: Interface'. Hmmm, that sounds vaguely familiar. Anyway, it is a high-speed modem and printer stand-alone interface for all 8-bit machines. The throughput is supposed to be high enough to use 9600 and 14.4k modems. The projected price is $59.95.

The other big news is that CSS will be carrying the line of ICD/OSS cartridges, which include MAC/65, Action!, Baxic XL and Basic XE. They also plan to again offer the original R-Time 8 clock cartridge. All these cartridges are expected to be available around March of 1994.

There was also mention of other NEW (emphasis mine) products due to a new 8-bit manufacturer, Fine Tuned Engineering. They have a holiday sale on most of their products including The Black Box which is good thru Jan 31st, 1994. CSS can be reached at (716) 429-5639, 10-5 Eastern Time. It's been a while since we've had good news like this.

4657. Fax Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 21:31:03 UTC
From: gumby@ace.com
Message-ID: <1666.UUL1.3#25274@ace.com>
Source record: 103818

Is there any Fax Software for the 8-bit?
If not it would be a good project to work on for me. I need to find
out more about fax transfer protocols, and imaging....
Gumby@ace.com

4658. Re: 8-bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 22:46:19 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-201293124740@d19b_lab.sonoma.edu>
Source record: 103829

In article <2erqfg$daj@news.delphi.com>, Bry (bryedewaard@delphi.com)
wrote:
>
> I am selling the following systems for Christmas cash.
>
> 800xl in box w/ manual $30
> 1200xl in box $25
> XE Game System w/ keybd$45

OOH! OOH! I WANT! I WANT! I'll buy that 800xl for $30- how much would
shipping & stuff be, etc. etc... please don't reply, but mail me at:

phbill@cyberden.sf.ca.us or
phbill@cyberden.uucp

thanx a ton....
(I really need a new XL system esp. with a PBI port hehe)

later

4659. Re: Atari 800 Fu@kin Awesome!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-20 23:38:19 UTC
From: ScottM@cup.portal.com
Message-ID: <98858@cup.portal.com>
Source record: 103816

>The C128 had it's points, but it's high failure rate (about 33% DIED within
>one year - parts burning out, etc.!) really killed it. I agree with the
>Amiga point though... if Atari had supported it, I still would've hated
>it... the early releases of the machine and it's supporting software was a
>joke. Over the years, however, it has evolved into a quite useful machine.
>
Thankfully the 128D was designed much better than the original C-128. Mine's
been going strong since 1988.
I like the original Amiga myself (A1000). I've yet to see another computer
with the nifty keyboard garage. The OS was a bit (ok a LOT) unstable until
2.04.

> -Tim

```
/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter? |
|Pet, SuperPET, Vic, 64 *-------------------------------------|
|128D, 800XL, TI, //e * Good nighs and good newt - Ted Baxter |
\============================================================/
```

4660. Atari computer system forsale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 00:11:18 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2f5ev6$1fb@usenet.INS.CWRU.Edu>
Source record: 103817
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Atari 800 (48k), internal cards in metal cases, keyboard in great condition, card cover has latches instead of screws

Indus GT Disk drive (Single, Double, and 1050 Density) in great condition, includes all cables.

Atari 410 Cassette Recorder

Donkey Kong Cartridge
BASIC Language Cartridge
Summer Games (Disk) game

I will immediatly take an $150, or the best offer by Jan 1, in an case the stuff will be sold.

Shipping is included.

Steve

--
-- Video game playing, adventure junkie, choclate craving, woman loving, Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4661. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 00:29:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CID00v.E6n@utnetw.utoledo.edu>
Source record: 103819

Ricky (gumby@ace.com) wrote:
: M{> I'd be curious in some catchup myself on the 6502 layouts... what are SAM
: M{>ComputerFacts manuals? Who has them, and how much?

: Sams Photo Facts are available at most major libraries, and can be
: bought through some retail book stores, or direct from Sam's...

Help! What is this Sam's that all these people posting in this article thread
but me seem to know all about??? Are you talking about Sam's - the nationwide
bulk wholesaler/warehouse club (U.S.)?? Must be something overseas, right?

-Tim

4662. Re: Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 00:33:28 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CID07s.ELH@utnetw.utoledo.edu>
Source record: 103820

Michal Kurcewicz (mkur@mimuw.edu.pl) wrote:
: In article 3IA@cs.vu.nl, taaten@cs.vu.nl (Aaten T) writes:

: Pirate MAC65, Sparta X and Action! cartriges (without any docs) are avaiable
: in Poland, but I think ICD should still have them on the stock.
: Michal Kurcewicz (mkur@aster.mimuw.edu.pl)

ICD no longer sells items for the 8-bit Atari. If you can find SpartaDos-X cartridges (though they may not be legit, as long as they actually work), I'm sure SEVERAL people reading this msg might be interested in buying one!!! How much are they asking for X?

-Tim

PS: Please, please respond!

4663. HAPPY DRIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 01:58:55 UTC
From: ri702s7413@sycom.mi.org
Message-ID: <ri702s7413.2xkm@sycom.mi.org>
Source record: 103824

I need `Happy Drive' for an Atari 800XL... I don't know anything more as this
is a post for a friend I work with. Any responses or replies welcome, as I
will forward them to him! Thanks in advance!!

ri702s7413@sycom.mi.org

--
-=-=-=

4664. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 02:44:29 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931220.78269.KAMARO_KID@delphi.com>
Source record: 103821

I hope everyone enjoys that massive uploading I did.. There will be more forthcoming next weekend!

4665. Re: Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 02:49:57 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931220.78597.KAMARO_KID@delphi.com>
Source record: 103822

I'm looking for a program that will convert PIC (MicroILL, MicroP) images
into Koala format..

Anyone?

4666. Re: Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 02:51:23 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931220.78683.KAMARO_KID@delphi.com>
Source record: 103823

I have virtually everybook in existance for the 8bit Atari.

In addition, I have a SpartaDos X cartridge with manual that I may be talked out of.

What do you offer?

4667. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 06:32:48 UTC
From: u9012092@muss.cis.mcmaster.ca
Message-ID: <1993Dec21.063248.6456@muss.cis.mcmaster.ca>
Source record: 103825

Antic had an article on X-10 in the August 1988 issue (Volume 7, Number 4). There is a program for both ST and 8bit. The 8bit uses a product called "PowerManager". The addresses given at the end of the article are:

POWERMANAGER
Terrific Corp.
17 St. Mary's Court
Brookline, MA 02146
(617) 232-2317
$44.95, 48K disk (includes cable)
This device plugs into joystick port #2.

X-10 POWERHOUSE CP290
X-10 (USA) In.c
185A Legrand Avenue
Northvale, NJ 07647
(800) 526-0027
(201) 784-9700 - New Jersey

I haven't tried these addresses or phone numbers. I just typed 'em in from the magazine. Obviously, it's five years (plus!) out of date, so it might not be accurate. But these are the articles people are/were talking about, I think.

Also, for the real do-it-yourselfers, there is an article about X-10 in the December 1993 issue of Computer Craft. The article discusses the way X-10 works. A device that plugs into the parallel port of a PC is built. The schematic is supplied. The address for more X-10 info is given as:

X-10 USA Inc.
91 Ruckman Rd.
Box 420, Closter, NJ
07647-0420
(201) 784-9700

Hope this helps...

4668. Re: Fax Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 08:05:34 UTC
From: Bill Marcum <BMARCUM@delphi.com>
Message-ID: <931221.11134.BMARCUM@delphi.com>
Source record: 103826

There was some discussion of this possibility a while back, either here or on GEnie. I think the biggest problem was that a fax can take up several hundred kilobytes.

4669. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 09:01:52 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec21.090152.19720@coplex.com>
Source record: 103827

No, it's not connected to the Sam's chain of stores, named for Sam
Walton. Sams Computerfacts are published by Howard W. Sams & Co.
They're available from electronics parts distributors, and I think you
can order them at Radio Shack. If all else fails, the publisher's
address is:
Howard W. Sams & Co. Inc.
400 W. 62nd St.
Indianapolis, Indiana 46268 USA

4670. Re: Hardware specs & vendors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 09:03:43 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1993Dec21.090343.19802@coplex.com>
Source record: 103828

Oops. Correction: That address should have been
4300 W. 62nd St.

(lousy @#$%$%^ character dropping terminal)

4671. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 11:54:03 UTC
From: galamar9@teleport.com
Message-ID: <2f6o4r$pk6@kelly.teleport.com>
Source record: 103755

KAMARO_KID@delphi.com writes:

>I hope everyone enjoys that massive uploading I did.. There will be more
>forthcoming next weekend!

Yes, it wonderful, I don't suppose you could lend us descriptions? They
would be very helpful, if to nobody else then to me.

--
-- Chris
Galamar of the Guild
Intr : galamar9@teleport.com Fido: 1:105/19
Voice: (503) 241 - 2748 Fax : (503) 241 - 9641

4672. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 14:05:23 UTC
From: web@edsdrd.eds.com
Message-ID: <CIE1t0.C2I@edsdrd.eds.com>
Source record: 103849

I've been looking into using Atari 800s as part of my home automation project. There has already been a fair amount of discussion about the X10 modules, so I won't go into too much more detail on that. However, for the record, each module has a configurable address that consists of a letter A-P and a digit 1-16. The TW523 module is a BIDIRECTIONAL module. You can use it to send out X10 signals AND it receives X10 signals that are put out on the power line by other modules (controllers). Hence, when interfaced to your computer, you can determine what X10 signals are flying around. This can be handy if you want to set up logical devices. Say for example you send out A10 ON from the controller in your Family Room, the TW523 hands that off to the computer, the computer maps it to A1 ON, A2 On 50%, A5 Off and the all the lights in the room shift to a different configuration.

So, enough of that. The problem with the TW523 is that you need to do some serious bit banging on the input to it to get the X10 signals out on the power line. There is a company called MicroMint that produces a chip called PLIX. This gives a parallel interface to the TW523. They may also have a serial version now. Micromint's order number is 800/635-3355. Call and have them send you some information on it. Make your own decision. I have the parallel version, but have yet to hook it up with the Atari.

Anyway, here is my plan for using the Atari 800s in my home automation project. I want to be able to sense a number, say 100 or so, switch closures, read & write X10 signal from the power line, and produce contact closures. I may also want to add IR input and output as well.

The current plan is to dedicate an 800 for each of the input tasks and have one master 800 that gathers those inputs and inferences based on that. The output of the master controller will be available to any TV in the house by use of 5 input 3 output RF switchboxes located in the basement. These are switched using solinodes controlled by, yes, an 800. Hence, I can sit down and interact with menus that are built on the TV screen using my X10 remote control. I want to log all X10 traffic since I know that we get signals from the neighbors (I can turn their lights on too :-), log furnace/ac run time, well pump run time, water heater run time, etc.

The inputs into the 800s will be handled through the joystick ports and will probably involve some minimal hardware. I've already designed and built the switch sensing board, have

it working, and have tied it into a display of the house
floor plan so as doors and windows open the display changes
to reflect that. I also plan on using the joystick ports
to put each 800 on a common bus to handle communications
between them. Its possible to hook them together over the
SIO connection, but I don't know how to do that, so, one
falls back to what they are familar with. I've been dicussing
the SIO connection with someone though, so its still a
possibility.

Now all I need is an Uninterruptable Power Supply :-)
--
/ William E. Bejcek / /
/ Electronic Data Systems / Self starters - will not. /
\ web@edsdrd.eds.com \ UUCP ... uunet!edsr!edsdrd!web \
Hi! I'm an anti-virus utility! Install me in your .signature right away!

4673. Assembler/Editor Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 14:57:56 UTC
From: shunt@popeye.NoSubdomain.NoDomain
Message-ID: <1993Dec21.145756.22940@oracle.us.oracle.com>
Source record: 103830

I've got an Atari assembler/editor cartridge suitable for 800XL/130XE etc, still in box with supplied manual.

I sold my Atari 800XL a while ago to a games player, who didn't need the cartridge. If you want it, email me (shunt@uk.oracle.com) - I don't need any money for it.

A UK address would be an advantage as it would be cheaper for me to post it to you.

Simon Hunt (shunt@uk.oracle.com)

4674. Re: Matt Rattcliff (and other old timers)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 16:16:54 UTC
From: greg@duke.quotron.com
Message-ID: <CIE7w6.psL@quotron.com>
Source record: 103832

combee@prism.gatech.EDU (Ben Combee) writes:

>I remember him. He had lots of great articles in both _Antic_ and
>_A.N.A.L.O.G._ (10 points for the person who can post what that
>ancronym really stands for). I remember seeing a lot of IBM Turbo Pascal
>programs from him up in the Borland fourm on GEnie about 1990. That's
>the last thing I remember seeing from him. I know he also did a little
>work for the ST line.

(Atari Newsletter and Lots of Games. Had to get that in.)
I'd be curious to find out where a lot of the old-time 8-bit
magazine folk went. Tom Hudson, Charles Bachand, Kyle Peacock,
Mat*Rat, Brian Moriarty, Steve Panak, BBC, all them folk.
I heard Hudson was working for Autodesk, after doing Degas
and big pieces of CyberStudio for the ST. Brian Moriarty went on to
work for Infocom and then Lucas film, writing Trinity and Loom (among
others) in the process. James Hague is writing console games in
Seattle, the lucky bastard.
Anybody know about any others?
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

4675. Re: Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 17:38:28 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-211293104341@d19b_lab.sonoma.edu>
Source record: 103841

In article <1993Dec19.214741.27687@coplex.com>, bmarcum@coplex.coplex.com (Bill Marcum) wrote:

> In article <5F9iBwqw_YB@frederik.toppoint.de>,
> Frederik Holst <freddy@frederik.TOPPOINT.DE> wrote:
> >Hi !
> >
> >I am looking for a converter program which converts my PICs from the XL to
> >my PC and vice versa.
> >
> >Who knows a proggy which does this job for me ?
> >
> GIFNCODE will convert Atari picture files to GIFs. APCAVIEW converts
> GIFs to various formats that the Atari can handle. COLRVIEW lets you see
> .R, .G, .B picture files created by APACVIEW. These programs are all by
> Jeff Potter, and should all be in atari.archive.umich.edu. (They all run
> on the Atari. Does anybody know of a picture file converter that runs on
> MS-DOS?)
>

Well, if you don't mean as in an MS-DOS GIF->APAC or CV converter, there's always "alchemy" - I'm not sure if it's PD/Shareware/Freeware/etc., but my high school had it last year and it was a dandy program! :)

As for 8bit GIF viewing, there's also DEGASReaD, and JView (Jeff!? Is that out yet? What's its status?)

||| Bill Kendrick
/ | \ New Breed Software
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

4676. ATARI 800XL Software

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 19:11:03 UTC
From: csaddler@unlinfo.unl.edu
Message-ID: <csaddler-211293125208@129.93.55.136>
Source record: 103834

I have an Atari 800XL that I haven't used in years but am hoping that my children soon will become interested in more than just playing the games that I have for it. My daughter has been wanting to type her school projects using the computer and while I think the AtariWriter is nice, I got used to using another word processing software published by Sierra On-Line. This software used icons or pictures throughout and was able to show what the document layout prior to printing.

I can't remember the exact name of the word processing software, but I do know that it was published by Sierra On-Line.

I would appreciate any help in getting a copy of this. Thanks much!!

--
--Charline

4677. HELP!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 19:13:43 UTC
From: csaddler@unlinfo.unl.edu
Message-ID: <csaddler-211293132012@129.93.55.136>
Source record: 103835

I have an Atari 800XL that I haven't used in years but am hoping that my children soon will become interested in more than just playing the games that I have for it. My daughter has been wanting to type her school projects using the computer and while I think the AtariWriter is nice, I got used to using another word processing software published by Sierra On-Line. This software used icons or pictures throughout and was able to show what the document layout prior to printing.

I can't remember the exact name of the word processing software, but I do know that it was published by Sierra On-Line.

I would appreciate any help in getting a copy of this. Thanks much!!

--
--Charline

4678. LCD projectors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-21 20:50:33 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <931221224746.c9f@eruvin.jct.ac.il>
Source record: 103836

Hiya,
I'd like to know - before I think of buying one - what would an 8bit look
like through an LCD video projector.
Would it look good? Would it artifact colors like a TV? Would it be good
enough for 80-column work? (80-col on big-screen - cool, I think!)
What is the minimal horizontal resolution needed? Is 320 enough?
(the 320 ones are really cheap, and besides, the Atari can't be finer than 320
pixels per line.)
And, to be more specific: I want somebody's opinion on the Fujix P-40U, P-401,
and P-701, all within the $300-500 range. Especially, how the Atari composite
signal would look like through these things. (oh, one more: Sharp XV-310P -
I like it because it's portable and Multi-system - what's it like?)
thanx for info.
Please Email!!!!!!
-itay

4679. Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 03:01:16 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <98980@cup.portal.com>
Source record: 103838

Hey, it's Christmas time! So here's a bunch of wonderful xmas presents
for all you Atari-8-bit-die-hards...

All the following items are for instant sale at the listed prices, however,
feel free to make an offer, I'm trying to get rid of this stuff without
throwing it out. I also have other items including a lot of books, magazines,
and paperwork (schematics, upgrades texts, etc); if you're interested in
these, let me know.

Price Hardware Item
150 Magnavox RGB Display 80 Monitor
100 XEP 80 Column Interface

100 Indus GT Disk Drive with Write Protect Modification
100 XF551 Disk Drive with 3.5" switchable EPROM. (with addition of 3.5"
mechanism, you can use 3.5" diskettes at the flick of switch)
85 XF551 Disk Drive
65 1050 Disk Drive

70 Atari 800xl
50 Atari 800 (Axlon 32k ramboard, 65C02 CPU)
40 Atari 800 (48k)
30 Atari 800 (Rev 1, no right cart slot)
20 Atari 1200 Motherboards (4, price is for 1)
15 Atari 400 (2, price is for 1)

25 Seikosha Printer (Atari direct connect)
25 Sega Light Gun with Atari Cable Converter (home made, works great)
15 CX85 Keypad
15 CX22 Trackball (2, price is for 1)
15 Voice Box
10 XM301 Modem
10 1030 Modem
5 1010 Cass. Drive (2, price is for 1)
5 410 Cass. Drive (2, price is for 1)

Disk Software Item
20 Mail Order Monsters
20 Ghostbusters

Cartridge Software Item
40 SpartaDOS X 4.20
25 Rtime8 (needs new battery, has battery holder,
battery not SOLDERED in!)

20 Action
20 BasicXL

10 Atari Assembler/Editor
5 Atari Basic

15 Robotron
15 Adventure Creator
10 Serpentine
5 Computer Chess
5 Jumpman Jr.
5 Gridrunner
5 Submarine Commander
5 Atari Artist
5 Educational System

Prices do not include shipping. Shipping costs are rounded up to the nearest dollar. All items are for sale to the highest bidder, any offer will be considered, and any order must be sufficient to make me want to wrap it all up and bring it to the post office. (No, a $5 cart is not enough. :)

Feel free to contact me through one of the following:
Home phone: (203) 567-3082
Internet: OrdaniaDM@cup.portal.com
US Mail: Chuck Hughes
239 Brush Hill Rd
Litchfield, CT 06759

My home phone is the quickest way to reach me, but I do check my email about every other day.

Chuck Hughes

4680. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 03:26:24 UTC
From: David Hanley <U22015@uicvm.uic.edu>
Message-ID: <93355.212624U22015@uicvm.uic.edu>
Source record: 103837

In article <5FDkiT1B_YB@frederik.TOPPOINT.DE>, freddy@frederik.TOPPOINT.DE
(Frederik Holst) says:
>
>Hallo Leute !
>
>U22015@uicvm.uic.edu meinte am 20.12.93
>zum Thema "Re: Atari 8-bit emulator for IBM?":
>
>> I've got one about half written, if I ever get around to finishing
>> it, I'll make it pd. If I ever get time.
>>
>> dave
>
>DO IT !
>
>The whole ATARI&PC User community will thank you the rest of your life !!!
Well, I don't know about that, but I would like to ask one question:
How important is sound? Sound is proving to be a real bear to program,

Okay, two questions: what kind of programs would people be running
On an atari emulator? text mode is easy, but the more timing cririca l
it gets, the harder it will be to program.

Allright, allright. Could someone help me get 130xe roms? i havbe
a 130xe(somewhere..) but no easy way to get the roms into my peecee

Thanks a mil.

dave

4681. Re: Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 04:40:46 UTC
From: NOLRAM@delphi.com
Message-ID: <931221.85246.NOLRAM@delphi.com>
Source record: 103839

What I do is use the 8-bit gif viewer save each screen, ususlly in blue
and use MP program to draw over or
whatever.

4682. Merry Christmas and A Happy Prosperous New Year

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 13:17:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIFu39.G3z@westminster.ac.uk>
Source record: 103842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,alt.atari.2600,comp.sys.atari.advocacy

Dear Netters,

Here's wishing you all the best in the festive season, and for the coming New Year.

Christmas means different things to different people.....presents for some..... religion for others.......and party time for the rest.

I am not a Christian, but do believe in God. As this is a celebration for the birth of Jesus, I too celebrate Christmas. I believe that all the religions teach the same thing, and so there should be no difference between people of different religions.

Basically, all religious teachings come from the one great power, so all religions must be the same....just preach it differently.

So, let's celebrate Christmas, with love and goodwill for one another.

Peace.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

4683. Atari Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 13:48:40 UTC
From: j260@tcity.com
Message-ID: <j260.07ll@tcity.com>
Source record: 103843

I'm still looking for ANY old Atari equipment. Please e-mail me with your list. This ANY includes ANYTHING such as power supplies, books, magazines, etc.

4684. Old Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 14:02:11 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.7.000E0968@smail.srl.ford.com>
Source record: 103845

In cleaning out my Atari stuff, I found 4 books that may be of value to someone.

SAMS Computer Direct "Programmer's Reference Guide for the ATARI 400/800 Computers" 495 pages, spiral bound.

"The Master Memory Map for the ATARI" 361 pages, paperback.

"Games, Graphics and Sounds" 144 pages, paperback.

"Understanding Atari Graphics" 48 pages, paperback.

Anyone who is interested please leave E-mail to me by Jan. 5 (at which time I will return from Christmas vacation). I want at least the postal cost for these books. I can split them up if someone really needs just one.
Thanks

Larry Elie
lelie@smail.srl.ford.com

4685. Re: 2600 keypad

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 14:25:15 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.02js@crashb.megalith.miami.fl.us>
Source record: 103764
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

BTW, I forgot to mention a small point about actually reading the 7800 sticks. I belive it will involve changing the data direction of the ports. If you just try reading the paddles, you get no change of value. I'm not exactly sure at what the 7800 does at power-up, but it checks the ports, and determins what stick (true dual button system like a 7800 or compatable), or standard. And you can't change stick types mid-stream. So it does change something on the port depending on stick type.

One of these days, I've got to hook a logic probe up to the 7800, and see exactly what it's doing about data direction.

I've only had an 800 for abouy a year (give or take a month), and haven't done much programming. Only programming I've done is on the Commodore, and they don't have data direction options on the joy/pot ports.

** Artlover ** (C)(93)
Member of the International Association of United Poodles.
"We will not be shaved to look like balloon animals covered in lintballs!"

4686. test

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 14:57:31 UTC
From: ethtbe@duna.ericsson.se
Message-ID: <9312221454.AA07022@duna.ericsson.se.duna.ericsson.se>
Source record: 103840

```
test message
```

4687. Atari 800XL and expanded mem.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 17:54:45 UTC
From: cba@atl.hp.com
Message-ID: <2fa1l5$rsh@hpuerca.atl.hp.com>
Source record: 103844

I have an Atari 800XL with the 256K memory expansion. Please don't ask me what kind it was - I don't remember, but it was one of the more popular kits available at the time.

My question: Can I use this memory for anything more than a ramdisk? Can it be accessed from ROM Basic?

Brian Abernathy
Hewlett-Packard Company
Atlanta Response Center
Internet: cba@hpuerca.hp.com
CIS: 70223,167

4688. Hey! Modem knowledge needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 18:38:58 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <NZ3yec2w165w@cybernet.cse.fau.edu>
Source record: 103847

I have a 2400 baud USRobotics modem, and currently I am trying to
actually use it with my 850. Bobterm will load the handler from the 850,
so no software handler is necessary. I got a 9-pin to RS232 converter
leading from Port 1 to the modem's back.
Here are my symptoms:
Everytime I try to connect normally, the modem hangs up after the
call was placed.
The modem will not respond to any commands on screen in Terminal Mode,
but all AT commands are put through to the modem and executed (with no
reply on screen).
When I force a Carrier Detect and a DTR signal, the modem seems to
respond to a BBS alright, with the cicking and buzzing 'n all. But they
wont handshake... its tres annoying.

Any help appreciated! Email, please, as I dont get here often...

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

4689. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 19:08:18 UTC
From: zds@netsys.com
Message-ID: <1993Dec22.190818.24562@netsys.com>
Source record: 103846

David Hanley (U22015@uicvm.uic.edu) wrote:

:> In article <5FDkiT1B_YB@frederik.TOPPOINT.DE>, freddy@frederik.TOPPOINT.DE

:> How important is sound? Sound is proving to be a real bear to program,

Umm. Hugely? One of the best things about the Atari 8-bits is the 4-voice sound capability as well as all of the games which make use of it. Archon, and dozens of others really depend on it. Question: How do you plan to do the sound on a Unix box? Are you limiting it to PC-unix's? If you need some help with a RS/600 port, lemme know.

:> Okay, two questions: what kind of programs would people be running
:> On an atari emulator? text mode is easy, but the more timing cririca l
:> it gets, the harder it will be to program.

:> Allright, allright. Could someone help me get 130xe roms? i havbe
:> a 130xe(somewhere..) but no easy way to get the roms into my peecee

:> Thanks a mil.

Daniel Hoff
Zoller Data Systems
zds@netsys.com

4690. Help! (This is really embarassing)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-22 20:36:55 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2fab58$q51@gap.cco.caltech.edu>
Source record: 103850

I managed to trash my only SpartaDOS 3.2 floppy while trying to install it on
my hard drive before (this is a real no brainer) backing up the disk. I
basically put a comma in the copy command which for some reason trashed the
directory. I got my copy of 3.2 from Toad, who ended up sending me a copy
of the 3.2 disk on an unprotected floppy because they couldn't find the
original. I have the original 1.1 and 2.3 disks and the 2.3/3.2 docs.
I also didn't have the presence of mind to write protect the disk :(.
I was able to sit down with the Sparta manual and figure out enough about
the file format to be able to reconstruct the 3.2 binary, so I haven't been
totally sunk, although my Sparta 3.2 binary is now exactly 13000 bytes long.
(It apparently just loads zeros into memory location zero over and over
again for the extra bytes). Would anyone be so kind as to email me:

a) an arced and uuencoded set of 3.2 utilities
b) a diskcommed, arced, and uuencoded image of the 3.2 disk

or

c) a uuencoded copy of the first dozen sectors or so of the 3.2 disk?

(the last is the minimum I need to reconstruct the silly thing)

Brent

4691. Bunch of STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 00:14:00 UTC
From: james.alexander@canrem.com
Message-ID: <60.10116.4513.0N18F282@canrem.com>
Source record: 103760

Hi.

I don't know if you'll get this but I haven't seen any mention of Vanguard for the 8bit computers anywhere. I'd want it too if it did exist. As far as I know it was only produced by atari for the 2600, and maybe the 5200 as the game was licenced by atari in late '82 or in'83.

as for the game you couldn't remember I think it was called "spare change" and produced by broderbund if memory serves. It was about the player being an arcade owner trying to control some mischevious arcade machines of various types.

Bfn,
James
---
* RoseMail 2.10b: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4692. Re: Atari 800XL and expanded mem.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 02:38:25 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <q7oZec1w165w@cybernet.cse.fau.edu>
Source record: 103851

cba@atl.hp.com (Brian Abernathy) writes:

> I have an Atari 800XL with the 256K memory expansion. Please don't ask me
> what kind it was - I don't remember, but it was one of the more popular
> kits available at the time.
>
> My question: Can I use this memory for anything more than a ramdisk? Can it
> be accessed from ROM Basic?
>
BASIC XE has the ability to access your expanded memory for use in your
BASIC programs, especially when they get over 30k or use up a LOT of
variables.
I dunno with standard BASIc though.

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

4693. Graphics Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 02:47:39 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <5LPZec2w165w@cybernet.cse.fau.edu>
Source record: 103852

Well, damn, I picked a great time to get bac on this newsgroup...
<grin>
Anyhoo, I need some help. I have no knowledge of Atari memory mapping
and what not, and what I want to do is install a bit of BASIC code that
will allow me to write various bits of text in a top row of the screen
that isn't touched by the rest of the screen. (The type of thing you see
on Discomm 3.0 or Vidtex.) This needs to be done for both Gr.0 and GTIA
graphics modes, but I know that doing this in GTIA is very diffucult. Any
takers? Please Email!
Thankee..

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

4694. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 02:49:12 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d19d220552b8@anuurn.do.open.de>
Source record: 103762

In <93352.130505STIRRE31@MAINE.MAINE.EDU>,
Stirre31@Maine (STIRRE31@MAINE.MAINE.EDU) wrote:

>Branch Always Software, makers of the GEMulator, has just
>announced PC Xformer, an 8-bit emulator for the PC.

Is this a stand-alone product, or is it simply the special version
of ST XFormer that runs on top of GEMulator, Branch Always' Atari ST
emulator for PCs?
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

4695. Atari 800XL and expanded

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 03:24:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fb30v$69p@news.cs.tulane.edu>
Source record: 103853

C >I have an Atari 800XL with the 256K memory expansion. Please don't ask me
c >
c >My question: Can I use this memory for anything more than a ramdisk? Can it
c >be accessed from ROM Basic?

While there arn't that many, there are a few programs that do support the
added memory...PaperClip, SynFile+ and SynCalc+ to name a few (that I use).
There are several others, and a few shareware programs that use the
extra banks of memory for graphics storage.

You can get at the extra memory from basic, PabQwk v1.2 (written in Turbo
Basic) does it, using the added memory for indexing. Its just not easy...

There's been a number of articles in old issues of Analog and Antic as well
as newer stuff in Atari Classics...Also, there's a good overview in the
revised addition of Mapping the Atari....

Sorry I couldn't be much help.

Mike

---
* PabQwk 2.0 *

4696. Hey! Modem knowledge need

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 03:24:20 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fb314$69q@news.cs.tulane.edu>
Source record: 103854

m > I have a 2400 baud USRobotics modem, and currently I am trying to

m > Everytime I try to connect normally, the modem hangs up after the
m >call was placed.
m > The modem will not respond to any commands on screen in Terminal Mode,
m >but all AT commands are put through to the modem and executed (with no
m >reply on screen).
m > When I force a Carrier Detect and a DTR signal, the modem seems to
m >respond to a BBS alright, with the cicking and buzzing 'n all. But they

Hmmm, sounds like a problem I had when I added an Intel 14.4 to my 8bit...
When I'd try and connect to some boards, the modem would drop the line
at the first key press..., sound something like your problem.

In my case it turned out that some older modem just won't connect with
newer modems that try to connect with compression enabled. The answer
was to disable the compression when calling these boards (in fact the
one I'm calling now is one of those boards). To do this, in the term
mode type, AT\N0 This will turn you modems compression (V.32 and MNP) off.
To turn it on again, type AT\N3.

Now, something maybe others might like to know... I know alot of folks
who call board using one program (like Omnicom or K65) but like to switch to
another to do their downloading (like BobTerm for Ymodem). On some modems,
if you have to hit the reset (Omnicom) to exit the program (Omnicom Q command
locks up on me for some reason...) Newer modem will want to hang up... The
way around this is to disable the DTR... Again, in terminal mode, type
AT&D0 (owners of older modems may want to check there books for the proper code
here). Now you can login in Omnicom or K65, do all your reading in 80
column mode and switch to Bobterm for Ymodem downloads.

(I thought I was the only one who did this till I read Jeff McWilliams piece
in a past Atari Classics!)

Mike

---
* PabQwk 2.0 *

4697. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 06:40:30 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIH6JK.En6@utnetw.utoledo.edu>
Source record: 103756

KAMARO_KID@delphi.com wrote:
: I hope everyone enjoys that massive uploading I did.. There will be more
: forthcoming next weekend!

I certainly do! I've had to sit out a couple weeks here of uploading... financial problems... bought a silly "&("%)"(&! Black Box... it's being a real pain in the ASS! Sorry guys, but so far, it gets a big "thumbs down". For example, bet no one ever told you that if you want to run one, MAKE SURE YOU AREN'T USING A TV... MONITORS ONLY PEOPLE!!! If anyone's gotten one to look HALF-WAY decent (display-wise) using a TV, how'd you do it? Wrap the bottom of the TV and the end of the computer and black box in aluminum foil? Steel plate the desk top/hatch for the tv??? AAAArrrgh!!! This baby's getting dumped soon.

-Tim

4698. Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 11:26:18 UTC
From: mkur@mimuw.edu.pl
Message-ID: <1993Dec23.112618.9570@fuw.edu.pl>
Source record: 103757

Pirate Sparta X carts avaiable in Poland (without any docs, no warranty) are priced at 250 000 zl, what makes about 13 $. If anybody is interested in buying one please conntact me through:

mkur@aster.mimuw.edu.pl or
Michal Kurcewicz
ul. Grzybowska 9 m 1413
00-132 Warszawa
Poland

The above mentioned price does not include shipping.

4699. Re: Atari 800XL and expanded mem.

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 12:50:26 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2fc46i$hda@news.belwue.de>
Source record: 103758

Brian Abernathy (cba@atl.hp.com) wrote:

> I have an Atari 800XL with the 256K memory expansion. Please don't ask me
> what kind it was - I don't remember, but it was one of the more popular
> kits available at the time.

> My question: Can I use this memory for anything more than a ramdisk? Can it
> be accessed from ROM Basic?

Not without any assembler utility. Roland Buehler wrote a small
assembler program (I made it a bit faster), which helps you using the
extra RAM in blocks of 64K - you can copy it from the normal RAM into
the expansion with one 'USR'-command (the speed is about 40KB/s).

The final version is in a modified OS, so you don't have to load it
from disk (of course this OS has more features...).

Bye,
Jochen

4700. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 13:52:01 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1993Dec23.135201.22853@newshub.ists.ca>
Source record: 103759

In article 9570@fuw.edu.pl, mkur@mimuw.edu.pl (Michal Kurcewicz) writes:
>Pirate Sparta X carts avaiable in Poland (without any docs, no warranty) are
>priced at 250 000 zl, what makes about 13 $. If anybody is interested in
>buying one please conntact me through:
>

Sigh.

I've seen everything now. We had this discussion some months ago about the ethics of obtaining pirated software when it was no longer commercially available. I think the general concensus was that it's an extremely grey area. And then along comes this guy advertising pirate copies of a software package which is in extreme demand and which will, if all goes well, become commercially available yet again.

It was reported on the net a short while ago that someone had bought the rights to the 8-bit line from ICD, including SDX. Many people are bemoaning the fact that developers for the 8-bit are dropping like flies, and yet here's a guy who's willing to put his money on the line that the 8-bits are still commercially viable. If we start forking out money to software thieves, which is what all these guys are, his market will evaporate, another developer will drop by the wayside, and we will have helped drive another nail into the classic Atari coffin.

I would urge all of you not to support these leeches from Poland. If you really want to get a copy of SDX, wait. We've been waiting almost two years for someone to pick up where ICD left off; another couple of months ain't gonna kill anyone.

I feel very strongly about this subject and I would hope that many of you do as well. It's only by supporting *LEGITIMATE* 8-bit developers that we can hope to maintain the viability of our machines. Parasites like these will eventually sound the death knell of our computers.

All this, needless to say, IMHO.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

4701. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 14:43:45 UTC
From: billt@NeoSoft.com
Message-ID: <CIHswz.H4q@sugar.NeoSoft.COM>
Source record: 103767

In article <2epoq9$6t4@hpuerca.atl.hp.com> cba@atl.hp.com (Brian Abernathy) writes:
>Over the past few years, I have slowly propagated X10 devices throughout
>my house. Normally, the are controlled by timers, but I want more! For
>quite some time, I have coveted these "home control computers", which both
>monitor X10 signals, as well as transmitting them. I balked, however,
>at the megabucks these systems cost.

This has been done. I remember reading about X10 software in an old
Atari magazine once. Maybe analog?
--

4702. Re: Hey! Modem knowledge needed!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 14:55:46 UTC
From: j260@tcity.com
Message-ID: <j260.07nw@tcity.com>
Source record: 103763

It could be a bad 850 or as you might not be aware, the serial ports on the 850 are non-standard compared to todays standards for serial ports. I have constructed several cables to go from an 850 to a modem. Please email me if you are interested in one of these cables.

4703. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 16:41:51 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIHyDr.BoD@cbfsb.cb.att.com>
Source record: 103761

In article <CIH6JK.En6@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>KAMARO_KID@delphi.com wrote:
>: I hope everyone enjoys that massive uploading I did.. There will be more
>: forthcoming next weekend!
>
> I certainly do! I've had to sit out a couple weeks here of uploading...
>financial problems... bought a silly "&("%)"(&! Black Box... it's being a
>real pain in the ASS! Sorry guys, but so far, it gets a big "thumbs down".
>For example, bet no one ever told you that if you want to run one, MAKE SURE
>YOU AREN'T USING A TV... MONITORS ONLY PEOPLE!!! If anyone's gotten one to
>look HALF-WAY decent (display-wise) using a TV, how'd you do it? Wrap the
>bottom of the TV and the end of the computer and black box in aluminum foil?
>Steel plate the desk top/hatch for the tv??? AAAArrrgh!!! This baby's
>getting dumped soon.
>

On an old keyboard/terminal/rf modulator setup I had a lot of interference with, I ended up trying a CB interference filter in the rf line to the TV. It worked. Might be worth a try here. The one I see currently listed in Radio Scrap is different, coaxial, part number 15-579.

--
Richard Dell

4704. Re: Bunch of STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 21:14:51 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2fd1ob$5p1@gap.cco.caltech.edu>
Source record: 103765

james.alexander@canrem.com (James Alexander) writes:

>I don't know if you'll get this but I haven't seen any mention of
>Vanguard for the 8bit computers anywhere. I'd want it too if it did
>exist. As far as I know it was only produced by atari for the 2600, and
>maybe the 5200 as the game was licenced by atari in late '82 or in'83.

I have seen it and maybe even have a pirated copy somewhere (mea culpa).
It may have been a 5200 port though, anybody know for sure?

Brent

4705. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 21:32:10 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <Bo61ec3w165w@cybernet.cse.fau.edu>
Source record: 103766

galamar9@teleport.com (Chris Healy) writes:

> KAMARO_KID@delphi.com writes:
>
> >I hope everyone enjoys that massive uploading I did.. There will be more
> >forthcoming next weekend!
>
WHAT uploading?! Where?! Grin...

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

4706. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-23 23:57:17 UTC
From: trew@sna.co.umist.ac.uk
Message-ID: <1993Dec23.235717.20488@nessie.mcc.ac.uk>
Source record: 103768

In article <1993Dec23.135201.22853@newshub.ists.ca>, mjewison@nereid.sal.ists.ca (Mike Jewison) writes:
> In article 9570@fuw.edu.pl, mkur@mimuw.edu.pl (Michal Kurcewicz) writes:
> >Pirate Sparta X carts avaiable in Poland (without any docs, no warranty) are
> >priced at 250 000 zl, what makes about 13 $. If anybody is interested in
> >buying one please conntact me through:
> >
>
> Sigh.
>
> I've seen everything now. We had this discussion some months ago about the
> ethics of obtaining pirated software when it was no longer commercially
> available. I think the general concensus was that it's an extremely grey
> area. And then along comes this guy advertising pirate copies of
> a software package which is in extreme demand and which will, if all goes
> well, become commercially available yet again.
>
> It was reported on the net a short while ago that someone had bought the rights
> to the 8-bit line from ICD, including SDX. Many people are bemoaning the fact
> that developers for the 8-bit are dropping like flies, and yet here's a guy who's
> willing to put his money on the line that the 8-bits are still commercially
> viable. If we start forking out money to software thieves, which is what all
> these guys are, his market will evaporate, another developer will drop by the
> wayside, and we will have helped drive another nail into the classic Atari
> coffin.
>
> I would urge all of you not to support these leeches from Poland. If you really
> want to get a copy of SDX, wait. We've been waiting almost two years for someone
> to pick up where ICD left off; another couple of months ain't gonna kill anyone.
>
> I feel very strongly about this subject and I would hope that many of you do as
> well. It's only by supporting *LEGITIMATE* 8-bit developers that we can hope to
> maintain the viability of our machines. Parasites like these will eventually
> sound the death knell of our computers.
>
> All this, needless to say, IMHO.
>
> - Mike Jewison
> "The Fitting Room"
> Atari Classics
>
> mjewison@nereid.sal.ists.ca
>
>

>
>

Why is it more illegitimate for someone to copy cartridges and market them without paying fees than for someone to copy them because they have paid a fee? Legally, I know the answer. Also, I know that the Polish cartridges will be cheaper, which will mean (presumably) that more people will buy them, especially us folk in Europe who tend to get neglected on the Usenet. What my point is, some bloke has bought the license for a product, but he has not DEVELOPED the software any more than the Polish pirates: if the Polish had bought the license for a penny, they would not be pirates, and for some reason it is totally acceptable to buy a piece of software and market it to make a profit, regardless of how much you paid for the license compared to how much you're selling it for.

I hope this is a new slant on the argument and I shan't get the same normal moans, which I know about and generally agree with. Some of you will know that I produce PD software from time to time which generally is passed on without any money getting back to the club for which it was originally written, which might make your argument somewhat more interesting.

Simon.

UMIST, Manchester: trew@sna.co.umist.ac.uk Tel: 061-434 6975
British Aerospace Stevenage: Simon.Trew@def.bae.co.uk Tel: 0438 753663
NET: Any reticulated or decussated structure with interstices between
the intersections. - Johnson's dictionary.

4707. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 04:03:39 UTC
From: JG58@delphi.com
Message-ID: <931223.83019.JG58@delphi.com>
Source record: 103769

The PC Xformer is a stand alone product and is being advertized in ST Informer

It will come out in the Spring.

4708. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 04:31:14 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <99182@cup.portal.com>
Source record: 103770

Updated 12-23-93 (some stuff sold, more stuff added)

Hey, it's Christmas time! So here's a bunch of wonderful xmas presents
for all you Atari-8-bit-die-hards...

All the following items are for instant sale at the listed prices, however,
feel free to make an offer, I'm trying to get rid of this stuff without
throwing it out. I also have other items including a lot of magazines,
and paperwork (schematics, upgrades texts, etc); if you're interested in
these, let me know.

Price Hardware Item
150 Magnavox RGB Display 80 Monitor
100 XEP 80 Column Interface

100 Indus GT Disk Drive with Write Protect Modification
100 XF551 Disk Drive with 3.5" switchable EPROM. (with addition of 3.5"
mechanism, you can use 3.5" diskettes at the flick of switch)
85 XF551 Disk Drive
65 1050 Disk Drive

70 Atari 800xl
50 Atari 800 (Axlon 32k ramboard, 65C02 CPU)
40 Atari 800 (48k)
30 Atari 800 (Rev 1, no right cart slot)
20 Atari 1200 Motherboards (4, price is for 1)
15 Atari 400 (2, price is for 1)

25 Seikosha Printer (Atari direct connect)
25 Sega Light Gun with Atari Cable Converter (home made, works great)
15 CX85 Keypad
15 CX22 Trackball (2, price is for 1)
15 Voice Box
10 XM301 Modem
10 1030 Modem
5 1010 Cass. Drive
5 410 Cass. Drive

Cassette Software Item
10 Tanktics

Disk Software Item
20 Mail Order Monsters
20 Ghostbusters
20 Seven Cities of Gold
20 Ultima II (no cloth map)
20 Spy vs Spy I & II

15 Archon
10 Murder on the Zinderneuf
10 Antic Mapware
10 Antic Rambrandt
10 Visicalc
10 File Manager+
5 Lepus Revenge
5 Superman the Game

Cartridge Software Item
40 SpartaDOS X 4.20
25 Rtime8 (needs new battery, has battery holder,
battery not SOLDERED in!)

20 Action
20 BasicXL
10 Atari Assembler/Editor
5 Atari Basic

15 Adventure Creator
10 Serpentine
5 Computer Chess
5 Jumpman Jr.
5 Gridrunner
5 Submarine Commander
5 Atari Artist
5 Educational System

Books
20 Inside Atari DOS (2, price is for 1)
20 Atari Basic Source Book
15 The Atari Assembler
15 Hackerbook (EPROM Burner docs, DCB usage instructions)
15 Program Descriptions (for Hofacker software - EPROM burner, joystick
serial port, joystick printer port)
15 Compute's Second Book of Atari (Forced Read Mode, Display List
interrupts, Fun with scrolling)
10 Basic Exercises for the Atari
10 101 Basic Programming Tips & Tricks
10 Atari Programming with 55 programs
5 Understanding Atari Graphics (small booklet)
5 How to use Atari Computers (small booklet)
5 The book of Atari Software 1983

20 Second Book of Machine Language
15 Machine Language for Beginners (2, price is for 1)

20 6502 applications (Rodnay Zaks - hardware programming oriented,
includes info on 6520,6522,6530,6532, and MC1408 (DAC))
20 6502 assembly language subroutines (includes 6522 reference,
subroutines for interrupts, multipliation, division, etc)
20 6502 Assembly Language Programming (includes info on 6520,6522,6530,

6532, 6850, and 6800 (CPU))
20 Top-Down assembly language programming for the 6502 (including Atari)

Texts
30 Original 400/800 notes (2 inches thick, includes schematic of
'Colleen' original code name for Pokey.)
20 130XE Addendum
15 Atari XL Addendum

Prices do not include shipping. Shipping costs are rounded up to the
nearest dollar. All items are for sale to the highest bidder, any offer
will be considered, and any order must be sufficient to make me want to wrap
it all up and bring it to the post office. (No, a $5 cart is not enough. :)

Feel free to contact me through one of the following:
Home phone: (203) 567-3082
Internet: OrdaniaDM@cup.portal.com
US Mail: Chuck Hughes
239 Brush Hill Rd
Litchfield, CT 06759

My home phone is the quickest way to reach me, but I do check my email about
every other day.

Chuck Hughes

4709. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 05:54:31 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931224.03271.KAMARO_KID@delphi.com>
Source record: 103771

I did provide a .txt description file with every file I uploaded. Not sure what happened to them - but I know they were in the directory on UMICH after I did my massive PUT of files.

4710. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 05:56:25 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931224.03385.KAMARO_KID@delphi.com>
Source record: 103772

Well.. If you're sick of your BlackBox, I'll make you a trade for it...

How about say.. umm. My 256k MIO and a 30meg MFM hard drive and a MINT condition 130xe? That way, you still have a HD interface, additional ram, a print buffer, a modem port, more HD space and a shiney new computer.

No, I'm not kidding!

4711. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 06:00:52 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931224.03652.KAMARO_KID@delphi.com>
Source record: 103773

I'm just wondering how trustworthy it would be to mail ANY money to Poland in the hopes of even getting any type of product back.

Whats the chance that the money wont just be taken?

At any rate, I left that person mail indicating that the SDX cart would probably be released for commercial sale again. We'll have to see if this continues.

4712. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 06:57:54 UTC
From: galamar9@teleport.com
Message-ID: <2fe3ti$pe@kelly.teleport.com>
Source record: 103774

KAMARO_KID@delphi.com writes:

>I did provide a .txt description file with every file I uploaded. Not sure
>what happened to them - but I know they were in the directory on UMICH
>after I did my massive PUT of files.

Ah, I haven't an 8-bit, but forward messages to friends who do, I also check the archive for them ocasionally to see if there's anything new, they asked me for descriptions when I gave them your list. I'll go to the archive and get them for them. Thanks

--
-- Chris
Galamar of the Guild
Intr : galamar9@teleport.com Fido: 1:105/19
Voice: (503) 241 - 2748 Fax : (503) 241 - 9641

4713. Re: Atari 800XL and expan

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 07:50:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fe6vn$l4g@news.cs.tulane.edu>
Source record: 103775

m >> My question: Can I use this memory for anything more than a ramdisk? Can
m >> be accessed from ROM Basic?
m >>
m >BASIC XE has the ability to access your expanded memory for use in your

I'd completely forgotten this one, been a while since I last used it...nothing
like having 64k for your program and something like 32k for variables.

And you'll even be able to get BXE again in March from CSS, Tool kits
and books included!

Mike

---
* PabQwk 2.0 *

4714. Hey! Modem knowledge need

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 07:50:18 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fe6vq$l4h@news.cs.tulane.edu>
Source record: 103776

```
s >m > Everytime I try to connect normally, the modem hangs up after the
s >m >call was placed.
s >m > The modem will not respond to any commands on screen in Terminal Mode,
s >m >but all AT commands are put through to the modem and executed (with no
s >m >reply on screen).
s >m > When I force a Carrier Detect and a DTR signal, the modem seems to
s >m >respond to a BBS alright, with the cicking and buzzing 'n all. But they

You know, on second read, sounds like you've go a miss matched cable, the 850
has a non standard port, if you're trying to use off the shelf cables, likely
the system won't work. Either you're going to have to read the pin outs
in the book and build a cable of your own or you could just order one from
places like Best Electric and American Technavisions...Check out the
ventor's list that's posted from time to time.

Mike

---
* PabQwk 2.0 *
```

4715. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 07:50:22 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fe6vu$l4i@news.cs.tulane.edu>
Source record: 103777

t >financial problems... bought a silly "&("%)"(&! Black Box... it's being a
t >real pain in the ASS! Sorry guys, but so far, it gets a big "thumbs down".
t >For example, bet no one ever told you that if you want to run one, MAKE SURE
t >YOU AREN'T USING A TV... MONITORS ONLY PEOPLE!!! If anyone's gotten one to
t >look HALF-WAY decent (display-wise) using a TV, how'd you do it? Wrap the

Well, I too just got my hands on a BB/FB combo... and yeah, it's got a few problems that I didn't expect... Out of 6 system (3 800xl's and 3 130xe's) only one 130xe works right with the system. The other 5 can't call up the conf menu, task master, monitor, etc. Yeah, if I short the 3.5" drive, I can get the 800xl's to boot the conf menu, taskmaster, etc... Still, I get no noise on the Tv I'm using and I don't have any shielding...

Still, I do like the way it works, seems a bit faster getting data off the hard drive than the mio, and I can use the Syquest drives with it though, with 1.44 meg floppies, it's almost the same.

Mike

---
* PabQwk 2.0 *

4716. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 07:50:25 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fe701$l4j@news.cs.tulane.edu>
Source record: 103778

r >On an old keyboard/terminal/rf modulator setup I had a lot of interference
r >with, I ended up trying a CB interference filter in the rf line to the TV.
r >It worked. Might be worth a try here. The one I see currently listed in
r >Radio Scrap is different, coaxial, part number 15-579.

Ya know, I had the same problem with noise from the ATR8000, and untill
you brought this up, I'd forgotten how I solved the problem...its also
why I get no noise from my BB.

Mike

---
* PabQwk 2.0 *

4717. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 07:50:28 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fe704$l4k@news.cs.tulane.edu>
Source record: 103779

K >Well.. If you're sick of your BlackBox, I'll make you a trade for it...
K >
K >How about say.. umm. My 256k MIO and a 30meg MFM hard drive and a MINT
K >condition 130xe? That way, you still have a HD interface, additional ram,
K >a print buffer, a modem port, more HD space and a shiney new computer.
K >
K >No, I'm not kidding!

Da** that's a good deal...still, I'd keep my BB, I could get real used to
being able to read/write IBM/ST, and have a mini 1meg replacable...
Still, wish I had something to trade for the MUX...though I did tell Puff
that was next on my shopping list, might even pick up one of te R:P:
conections in March.

Take care

Mike

---
* PabQwk 2.0 *

4718. Atari Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-24 22:53:39 UTC
From: j260@tcity.com
Message-ID: <j260.07tm@tcity.com>
Source record: 103782

I'm STILL looking for ANY old Atari Equipment. I've gotton tons of email already. Please do not send me mile long lists that also include items for computers other than the Atari. It just wastes my time having to wade through all these printouts looking for something Atari. I could be spending this time typing in orders......
John

4719. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-25 02:59:28 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <99232@cup.portal.com>
Source record: 103780

Updated 12-24-93 (some stuff sold, more stuff added)

Hey, it's Christmas time! So here's a bunch of wonderful xmas presents
for all you Atari-8-bit-die-hards...

All the following items are for instant sale at the listed prices, however,
feel free to make an offer, I'm trying to get rid of this stuff without
throwing it out. I also have other items including a lot of magazines,
and paperwork (schematics, upgrades texts, etc); if you're interested in
these, let me know.

Price Hardware Item
150 Magnavox RGB Display 80 Monitor
100 XEP 80 Column Interface
100 XDM121 Atari Daisy Wheel Printer (direct connect - uses SIO cables)

100 Indus GT Disk Drive with Write Protect Modification
100 XF551 Disk Drive with 3.5" switchable EPROM. (with addition of 3.5"
mechanism, you can use 3.5" diskettes at the flick of switch)
85 XF551 Disk Drive
65 1050 Disk Drive

70 Atari 800xl
50 Atari 800 (Axlon 32k ramboard, 65C02 CPU)
40 Atari 800 (48k)
30 Atari 800 (Rev 1, no right cart slot)
20 Atari 1200 Motherboards (4, price is for 1)
15 Atari 400 (2, price is for 1)

25 Seikosha Printer (Atari direct connect)
25 Sega Light Gun with Atari Cable Converter (home made, works great)
15 CX85 Keypad
15 CX22 Trackball (2, price is for 1)
15 Voice Box
10 XM301 Modem
10 1030 Modem
5 1010 Cass. Drive
5 410 Cass. Drive

Cassette Software Item
10 Tanktics

Disk Software Item
20 Mail Order Monsters
20 Ghostbusters
20 Seven Cities of Gold
20 Ultima II (no cloth map)

20 Spy vs Spy I & II
15 Archon
10 Murder on the Zinderneuf
10 Antic Mapware
10 Antic Rambrandt
10 Visicalc
10 File Manager+
5 Lepus Revenge
5 Superman the Game
5 Timeworks Data Manager
5 Timeworks Electronic Checkbook
5 Timeworks Money Manager

Cartridge Software Item
40 SpartaDOS X 4.20
25 Rtime8 (needs new battery, has battery holder,
battery not SOLDERED in!)

20 Action
20 BasicXL
10 Atari Assembler/Editor
5 Atari Basic (4, price is for 1)

20 Ace of Aces
20 Ms. Pacman
20 Star Raiders
20 Miner 2049er
15 Adventure Creator
15 Defender
15 Qbert
15 Return of the Jedi
15 Donkey Kong
10 Pacman
10 Asteroids
10 Star Trek
10 Serpentine
10 Centipede
10 Mountain King
5 Computer Chess (2, price is for 1)
5 Jumpman Jr.
5 Gridrunner
5 Submarine Commander
5 Demon Attack
5 Atari Artist
5 Educational System

Books
20 Inside Atari DOS (2, price is for 1)
20 Atari Basic Source Book
20 SAMs Programmers Reference Guide for the Atari 400/800
15 The Atari Assembler

15 Hackerbook (EPROM Burner docs, DCB usage instructions)
15 Program Descriptions (for Hofacker software - EPROM burner, joystick serial port, joystick printer port)
15 Compute's Second Book of Atari (Forced Read Mode, Display List interrupts, Fun with scrolling)
10 Basic Exercises for the Atari
10 101 Basic Programming Tips & Tricks
10 Atari Programming with 55 programs (2, price is for 1)
5 Understanding Atari Graphics (small booklet)
5 How to use Atari Computers (small booklet)
5 The book of Atari Software 1983

20 Second Book of Machine Language
15 Machine Language for Beginners (2, price is for 1)

20 6502 applications (Rodnay Zaks - hardware programming oriented, includes info on 6520,6522,6530,6532, and MC1408 (DAC))
20 6502 assembly language subroutines (includes 6522 reference, subroutines for interrupts, multipliation, division, etc)
20 6502 Assembly Language Programming (includes info on 6520,6522,6530, 6532, 6850, and 6800 (CPU))
20 Top-Down assembly language programming for the 6502 (including Atari)

Texts
30 Original 400/800 notes (2 inches thick, includes schematic of Pokey.)
20 130XE Addendum
15 Atari XL Addendum

Prices do not include shipping. Shipping costs are rounded up to the nearest dollar. All items are for sale to the highest bidder, any offer will be considered, and any order must be sufficient to make me want to wrap it all up and bring it to the post office. (No, a $5 cart is not enough. :)

Feel free to contact me through one of the following:
Home phone: (203) 567-3082
Internet: OrdaniaDM@cup.portal.com
US Mail: Chuck Hughes
239 Brush Hill Rd
Litchfield, CT 06759

My home phone is the quickest way to reach me, but I do check my email about every other day.

Here's another section of stuff that someone may be interested in, I guess you could call it the "Where'd THAT come from?" section.

MAO Apple II with monitor, cpm card, and 80 column card, AND
Applesoft basic programming reference manual, AND
Applesoft tutorial, AND
Micro on the Apple volume 2 (no diskette), AND
Apple II programmers handbook

MAO Gemini printer USER's MANUAL (not the printer)

MAO MC6809 Cookbook

MAO Commodore 64 Users Encyclopedia

MAO stands for MAKE AN OFFER. I hate throwing stuff out, but I'll do it...I swear I will... :) [If nothing else, the Apple II is worth the chips. :)]

Chuck Hughes

4720. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-25 04:38:08 UTC
From: jharris@cup.portal.com
Message-ID: <99239@cup.portal.com>
Source record: 103781

>... I can use the Syquest drives with it
>though, with 1.44 meg floppies, it's almost the same.

We sure are on a different scale than most of the rest of the world. 1.44 meg is a lot of storage for an 8 bit. It really is the equivalent of a Syquest for other machines.

When I got my first XF551, I was pretty excited about getting 360K per floppy, and some IBM snob overhead me. He laughed histerically at me for being so excited over what he considered such a tiny amount. And yet, I could certainly stuff way more programs on these disks than he could put on one of his 1.44's.

I still like having a machine that doesn't take a 40Meg hard drive just to boot the operating system.

John Harris - jharris@cup.portal.com

4721. LCD projectors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 03:36:00 UTC
From: james.micallef@canrem.com
Message-ID: <60.10133.4513.0N18F4EE@canrem.com>
Source record: 103729

```
The best way to get and 8-bit with 80col and no artifacting (like I did)
is to get a 130 xe and hook it up via the chroma/luma lines in the
monitor port!
---
* RoseMail 2.10b: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
```

4722. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 04:04:09 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931225.83049.KAMARO_KID@delphi.com>
Source record: 103783

I know I'm planning on buying one of those R:P: interfaces.. I loose so much data now on my 850, PR: and MIO using my Hayes Ultra - that it just gets tiring trying to get a completely clean 19.2k connect.

4723. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 04:06:20 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931225.83180.KAMARO_KID@delphi.com>
Source record: 103784

I couldnt agree more. Sadly enough, I have a 386dx with a mere 40meg hard drive and you cant fit ANYTHING on 40meg on an IBM compat..

I put Windows 3.1 on that disk and now I'm down to a mere 22 or so remaining meg of hard drive space -- and thats just the GUI!!!! -- Not to mention sticking Procomm for Windows and other utilities on it.

To just get the "Basics" (term program, word processor, etc..) - you're looking at somewhere around 60+meg! Unreal!

4724. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 04:07:57 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931225.83277.KAMARO_KID@delphi.com>
Source record: 103785

Ug! Dont mean to be rude here, but your prices are a bit extreme.

A few weeks ago, I was asking $65.00 for 256k upgraded XL's and XE's, and here you are asking $70.00 for a stock 800xl and $100.00 for an INDUS GT - when I was selling my Indus's for around $35-40.

Hard to believe you're selling anything at those prices -- thats downright gouging!

4725. Looking for upgraded 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 04:10:32 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931225.83432.KAMARO_KID@delphi.com>
Source record: 103786

Even though I'm running 1meg upgraded XE's with Freezer switches and all the audio/video upgrades imaginable, I suddenly felt this overwhelming desire to get my paws on an old 800 - but preferably one with a bit more ram than 48k - as I'd like to use SpartaDos 3.2Z (MUX) and such.

I think I'd like to put one of those tanks to use as a dedicated MUX slave and use it only for word processing, etc..

Anyone having such, please contact me and we'll work something out -- cash or trades.

4726. Putting the 8bit to good use!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 04:13:36 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931225.83616.KAMARO_KID@delphi.com>
Source record: 103787

Talk about being "INTO" the Atari 8bit..

I'm running 4 8bits right now on a multiplexed system (all accessing the same peripherals [hard drive, printers, floppy drives, etc..])

And now I'm about to run about 40 foot of 34pin ribbon cable under my house so that I can have a dedicated recipe and shopping list machine for use by my wife.

Imagine it.. Built right into the counter top is a machine tied into a hard drive and database - and readily accessible for menu recipes, a shopping list database, etc.. -- all tied into my printers, etc..

Search for delicious dinners, check your kitchen food inventory, print out a price-list of groceries needed - all from the kitchen!

I'm going to be doing the install next weekend. Ought to be awesome!

4727. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 05:53:19 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fj8sf$rlh@news.cs.tulane.edu>
Source record: 103788

Quoting John Harris

j >We sure are on a different scale than most of the rest of the world. 1.44
j >meg is a lot of storage for an 8 bit. It really is the equivalent of a
j >Syquest for other machines.

If I've used 2meg on my 10 meg HD I'm luck... Every thing I use, Action!
lib's, Mac/65 lib's, TextPro, Speedcal, etc... AutoCad 12 on my clone
take up 30 meg just by itself and that's not counting the 20meg Windows's
takes up...and thats jsut the tip of the burg..

j >When I got my first XF551, I was pretty excited about getting 360K per
j >floppy, and some IBM snob overhead me. He laughed histerically at me for
j >being so excited over what he considered such a tiny amount. And yet, I

Felt the same way when I got the ATR with 4 drives, 2 360k and 2 720k 3.5's,
it's still a lot of space to me...

I see these guy's who go out to thier local CompUSA and pick 'em selves up the
lates super ultra max high speed wiz bang ram up to here computer...for what,
yeah, DOOM! Then they panic when it comes time to install that super sound
blaster card (lots of things to set in the config file). I guess what I'm n
getting at is, these same people that would look down there nose at an Atari
just because of it's name likely don't know the first thing about their owncomputer of
choise other than how to turn it on and who to call for help...
Yeah, me...a lowly Atari 8biter...can't tell ya how many times it's
happened. Optimizing an IBM system is just a bit harder than using the
setup found in Dos 6...Maybe being a small platform owner since 83
has help me to see things and be just a bit more system aware...Nah! ;>

j >I still like having a machine that doesn't take a 40Meg hard drive just to
j >boot the operating system.

Ah! A Mac person!... System 7.1.1 (the version that must be loaded from
cd)... I just love multimegabyte operating systems!

I had my 6.0.7 down to just 450k (only?).

Mikeonly O.S. I've not used is OS/2 2.1 - Did like NeXT step though, interested
to see what it's like on the 486 (another 20+ meg operating system!)

---
* PabQwk 2.0 *

4728. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 05:53:21 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2fj8sh$rli@news.cs.tulane.edu>
Source record: 103789

K >To just get the "Basics" (term program, word processor, etc..) - you're
K >looking at somewhere around 60+meg! Unreal!

As I've been lead to understand, the min rec-o-mended hard disk (Byte Mag)
is 210 or better... Just set up and office the other day, their system
only had an 80 meg drive, after Windows 3.1, WP 5.1, Twin, PeachTree 7,
and a few other misc programs (Norton, QD3, etc) there was something
like 15 meg left... If they upgrade to all windows compat software, we're
looking at needing at least a 210 and maybe a 370... (and all my stuff
fits in just 2 meg on my 8bit!)

Mike

---
* PabQwk 2.0 *

4729. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 06:30:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMq3C.M5t@utnetw.utoledo.edu>
Source record: 103791

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: On an old keyboard/terminal/rf modulator setup I had a lot of interference
: with, I ended up trying a CB interference filter in the rf line to the TV.
: It worked. Might be worth a try here. The one I see currently listed in
: Radio Scrap is different, coaxial, part number 15-579.

Thanks! I might give that one a try... but I have had it with the cheap
'ole Black Box. It's history as of Monday. It's just not worth the tv
interference problems, disk access slowdown, printer interference, etc...
it's an interesting piece of work, but far from worth the $309 asking price
with the floppy board. The plastic box is malformed, severely limiting
access to the power supply connector, edge connectors, etc. Doesn't even
sit flat... and he asks $39.95 for that piece-o-crap??? If you must get the
BB, DON'T buy the case! Also, be forewarned... he made this to be as
incompatible with existing cables as possible. You will have to custom make
all you own cables (or buy them for a fee...)! Ugh. BB-BB (Bye-bye-Black-Box)

-Tim

4730. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 06:34:17 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMq96.M95@utnetw.utoledo.edu>
Source record: 103792

KAMARO_KID@delphi.com wrote:
: How about say.. umm. My 256k MIO and a 30meg MFM hard drive and a MINT
: condition 130xe? That way, you still have a HD interface, additional ram,
: a print buffer, a modem port, more HD space and a shiney new computer.

An interesting offer... I'll consider it... but it cost me a whopping $372
for all the junk... I take a restocking cut by sending it back, but it's still
over $300 back into my pocket. I'd really recommend against it though! Hmm...

-Tim

4731. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 06:45:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMqs2.Mnu@utnetw.utoledo.edu>
Source record: 103793

KAMARO_KID@delphi.com wrote:
: Ug! Dont mean to be rude here, but your prices are a bit extreme.
:
: A few weeks ago, I was asking $65.00 for 256k upgraded XL's and XE's, and
: here you are asking $70.00 for a stock 800xl and $100.00 for an INDUS GT -
: when I was selling my Indus's for around $35-40.
:
: Hard to believe you're selling anything at those prices -- thats downright
: gouging!

Whew! And I thought I was the only one... this was just too outrageous for me to comment on. Some software sounds ok... although much of it sold NEW for the same price BACK IN THE OLDEN, GOLDEN DAYS OF ATARI. Ouch! The drives, ugh, close. The computers, hmm, I seem to recall them selling NEW for better prices in 1988/89! Wow, that's saying something. Some poor guy was having problems selling a 1200xl AND a 1050 drive a few weeks back for $65!!!

To be fair, recently I have seen new browsers/sellers to this group asking up to:
$40 for an 800xl
$30 for a 1050 drive
and yes, three, count 'em three people selling Indus GT's with case and all software for $49, 50 ,and 39 respectively.
Monitors ranging from $15 to $60 (possibly one 75 if I recall).

Wince... owww... please consider dropping the prices a bit, it hurts to watch these msgs, especially around Christmas time... wince...

-Tim

4732. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 06:57:24 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMrBp.n0u@utnetw.utoledo.edu>
Source record: 103794

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: In article 9570@fuw.edu.pl, mkur@mimuw.edu.pl (Michal Kurcewicz) writes:
: >Pirate Sparta X carts avaiable in Poland (without any docs, no warranty) are
: >priced at 250 000 zl, what makes about 13 $. If anybody is interested in
: >buying one please conntact me through:
: >

: I've seen everything now. We had this discussion some months ago about the
: ethics of obtaining pirated software when it was no longer commercially
: available. I think the general concensus was that it's an extremely grey
: area. And then along comes this guy advertising pirate copies of
: a software package which is in extreme demand and which will, if all goes
: well, become commercially available yet again.

: It was reported on the net a short while ago that someone had bought the rights
: to the 8-bit line from ICD, including SDX. Many people are bemoaning the fact

Whoa! Got your info wrong there fella... another user beat me to the punch
announcing the bulk-rights-purchase of ICD products... SpartaDos-X was NOT
included! They kept this one to themselves! The R-time cartridge may soon
be available in the U.S. through C.S.S. of New York (Bob), and he will be
releasing HIS own R:P: connection... SpartaDos-X by all accounts is dead.
If you're lucky enough to have a new version of the cartridge (the old ones
were chock-ful-o-bugs), or can find a "reproduced" cartridge version (plug
plug), more power to you!

: that developers for the 8-bit are dropping like flies, and yet here's a guy who's
: willing to put his money on the line that the 8-bits are still commercially
: viable. If we start forking out money to software thieves, which is what all
: these guys are, his market will evaporate, another developer will drop by the
: wayside, and we will have helped drive another nail into the classic Atari
: coffin.

: I would urge all of you not to support these leeches from Poland. If you really
: want to get a copy of SDX, wait. We've been waiting almost two years for someone
: to pick up where ICD left off; another couple of months ain't gonna kill anyone.

: I feel very strongly about this subject and I would hope that many of you do as
: well. It's only by supporting *LEGITIMATE* 8-bit developers that we can hope to
: maintain the viability of our machines. Parasites like these will eventually
: sound the death knell of our computers.

I soundly agree, too bad you missed out on the SDX info though. Please check
your sources again... SDX was not to be produced. If suddenly, the plans have
changed the last week or so, PLEASE LET ME KNOW WHO WILL BE CARRYING THE
CARTRIDGE! I would LOVE to be proven wrong on this accord, but sadly, as of

the time of purchase, SDX was still pronounced dead on the scene!

-Tim

4733. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 07:02:49 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMrKq.Ap@utnetw.utoledo.edu>
Source record: 103795

KAMARO_KID@delphi.com wrote:
: I'm just wondering how trustworthy it would be to mail ANY money to
: Poland in the hopes of even getting any type of product back.
:
: Whats the chance that the money wont just be taken?
:
:
: At any rate, I left that person mail indicating that the SDX cart
: would probably be released for commercial sale again. We'll have
: to see if this continues.
:

Nonono... ahhh... this is what I was afraid of... hopefully no one flamed him off just yet! There were no plans (unconfirmed, rumors, nothing) that SDX would be produced. Other ICD products were passed over in the sale. As of THAT point and time, SDX was dead. If someone else renegociated for the rights to SpartaDos-X for production, PLEASE LET ME KNOW WHO AND HOW TO CONTACT THIS PERSON! C.S.S. may be carrying the R-time cart. soon, but the P:R: connection, for instance is gone... Bob's coming out with his own R:P: box anyhow. He'll be working together with someone to produce a new copy of MY-DOS also.

-Tim

4734. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 07:17:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMs95.st@utnetw.utoledo.edu>
Source record: 103796

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: Well, I too just got my hands on a BB/FB combo... and yeah, it's got a few
: problems that I didn't expect... Out of 6 system (3 800xl's and 3 130xe's)
: only one 130xe works right with the system. The other 5 can't call up the
: conf menu, task master, monitor, etc. Yeah, if I short the 3.5" drive, I
: can get the 800xl's to boot the conf menu, taskmaster, etc... Still, I get
: no noise on the Tv I'm using and I don't have any shielding...

That's AMAZING! I've tried about everything I can think of... then I simply yank the bloody video leech from the back of my system, and whooosh - back to the world of READABILITY! No, not the contacts; no, doesn't matter what channel I have it set on; no, it's... scary.

Also, notice how it accesses your drive every time you go to dos, load... just about anything... well, if you have a hard drive, you won't notice BIG stall times as it checks your peripherals... if I had a HD hooked up, some of my problems would diminish (would still be annoying, but would stall for a second instead of several)!

-Tim

4735. Re: Putting the 8bit to good use!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 07:25:45 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIMsMy.17M@utnetw.utoledo.edu>
Source record: 103797

KAMARO_KID@delphi.com wrote:
: Talk about being "INTO" the Atari 8bit..
:
: And now I'm about to run about 40 foot of 34pin ribbon cable under my
: house so that I can have a dedicated recipe and shopping list machine
: for use by my wife.
:

Wow... I'd be VERY interested in hearing a little bit more on how you have everything communicating with each other!!! Now, in regard to this we-are-the-world, 40 footer... what size wire thickness are you using? Any kind of signal booster??? 18 gauge wires??? Whose mux are you using to chain the computers together? ICD's? Bob's (CSS)? Personal hardware hack???

(I'd love to do something like this if you couldn't guess...
albeit on a slightly... ok, much, smaller scale!!!)

-Tim

4736. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 09:00:25 UTC
From: gumby@ace.com
Message-ID: <1749.UUL1.3#25274@ace.com>
Source record: 103790

M{>I know I'm planning on buying one of those R:P: interfaces.. I loose so
M{>much data now on my 850, PR: and MIO using my Hayes Ultra - that it just
M{>gets tiring trying to get a completely clean 19.2k connect.
M{>

The 850 is an older design and the designers did not make it
realiable for current day data speeds, the P:R: has great preformance at
9600 bps, but at 19.9K I would be exsperiancing little charater loss,
but it was only when screen output was enabled, no probs during file
X-fers when screen output is suspened

4737. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 15:51:23 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CInG1n.484@cbfsb.cb.att.com>
Source record: 103798

In article <2fj8sf$rlh@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
>Quoting John Harris
>
>j >We sure are on a different scale than most of the rest of the world. 1.44
>j >meg is a lot of storage for an 8 bit. It really is the equivalent of a
>j >Syquest for other machines.
>
>If I've used 2meg on my 10 meg HD I'm luck... Every thing I use, Action!
>lib's, Mac/65 lib's, TextPro, Speedcal, etc... AutoCad 12 on my clone
>take up 30 meg just by itself and that's not counting the 20meg Windows's
>takes up...and thats jsut the tip of the burg..
>
>j >When I got my first XF551, I was pretty excited about getting 360K per
>j >floppy, and some IBM snob overhead me. He laughed histerically at me for
>j >being so excited over what he considered such a tiny amount. And yet, I
>
>Felt the same way when I got the ATR with 4 drives, 2 360k and 2 720k 3.5's,
>it's still a lot of space to me...
>
>I see these guy's who go out to thier local CompUSA and pick 'em selves up the
>lates super ultra max high speed wiz bang ram up to here computer...for what,
>yeah, DOOM! Then they panic when it comes time to install that super sound
>blaster card (lots of things to set in the config file). I guess what I'm n
>getting at is, these same people that would look down there nose at an Atari
>just because of it's name likely don't know the first thing about their owncomputer of
choise other than how to turn it on and who to call for help...
>Yeah, me...a lowly Atari 8biter...can't tell ya how many times it's
>happened. Optimizing an IBM system is just a bit harder than using the
>setup found in Dos 6...Maybe being a small platform owner since 83
>has help me to see things and be just a bit more system aware...Nah! ;>
>

I know this may get me flamed, but it seems that this thread is looking
it's nose down at the IBM systems. Maybe being interested in micros since
1978 (and computers since 1968) gives me a different perspective, but
it seems to me a given that the size of the operating system and available
hard drive space correlates much more with the cost of hardware than with
anything else. My first system (resting in the cellar for now) had
4 K memory boards which ran something like $200 each. Now less than that
gives you 4 megs of memory. It's floppy drives ran $900 for two drives
giving all of 90K each (or something like that), now $900 would buy
one gigabyte of hard drive space. Why shouldn't people USE the power
available to them at what seems to be the acceptable price tags of $500

to $1500 or so?

Sure, we may have more of a historical perspective on things than newcomers, but snearing back at people only alienates both sides. One uses what one is most familiar with, and whatever a person USES is the best system for him. I will admit that I am horrified at the install sizes of many DOS windows packages, but I keep reminding myself that a ten meg program is only using ten dollars worth of hard drive space. Lets see, at $900 for 180K on my first system, that would be the equivalent of a 2 K program on that operating system. And I recall having several programs as large as 16K or so. Nowadays that much hardrive space would buy a full development system for Windows with all the bells and whistles. Certainly much more bang for the buck.

>j >I still like having a machine that doesn't take a 40Meg hard drive just to
>j >boot the operating system.
>
>Ah! A Mac person!... System 7.1.1 (the version that must be loaded from
>cd)... I just love multimegabyte operating systems!
>
>I had my 6.0.7 down to just 450k (only?).
>
>Mikeonly O.S. I've not used is OS/2 2.1 - Did like NeXT step though, interested
>to see what it's like on the 486 (another 20+ meg operating system!)
>

Hmmm ... I am reminded .. that system was my first system ... my second was a Netronics Elf with 256 bytes of memory ... amazing what one can do in a tiny amount of memory if one doesn't have the luxury of floppy drives and secondary storage. All you people talking about actually having tape storage or <gasp, argh> floppy drive! With more storage than memory in the machine? What can you possibly do with all that space?

Now that system more than paid for itself, which is more than I can say for any of the other systems I own. Of course, if the money is plowed back into the system, does it really pay for itself?

--
Richard Dell

4738. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 16:08:42 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CInGuI.4En@cbfsb.cb.att.com>
Source record: 103799

In article <2fj8sh$rli@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
>K >To just get the "Basics" (term program, word processor, etc..) - you're
>K >looking at somewhere around 60+meg! Unreal!
>
>As I've been lead to understand, the min rec-o-mended hard disk (Byte Mag)
>is 210 or better... Just set up and office the other day, their system
>only had an 80 meg drive, after Windows 3.1, WP 5.1, Twin, PeachTree 7,
>and a few other misc programs (Norton, QD3, etc) there was something
>like 15 meg left... If they upgrade to all windows compat software, we're
>looking at needing at least a 210 and maybe a 370... (and all my stuff
>fits in just 2 meg on my 8bit!)
>

And 370 megabytes is about $300 dollars ... less than a single floppy drive was for the Atari in its hey day. Let's try to keep thing in perspective, hardware is getting cheaper every year.

Ponder this if you will. A video storage media uses something in the vicinity of 3 megs plus per second (net storage needed, after any compression, with an order of magnitude proviso). So a 90 minute feature uses 15.4 gigabytes of storage, yet we think absolutely nothing about it cause it fits on a $2 tape. Are we still going to be aghast at the size of operating systems in the megabyte range when hard drive storage is this cheap? And it will be. Right now cost is about $0.80 per meg (in the $400 range people seem to enter at), and still dropping at a rate of about 50 percent every 2 years. So in 20 years, when I am ready to retire, and my son is raising his family, cost will be about $0.80 per gigabyte. Or less (50 percent evey two years is conservative).

Heck, a single high quality GIF of Christie Brinkley takes up more storage space than ten Atari floppies. Does that mean that people who wish to store such GIFs have their priorities backwards? It is costing them less to store it on hard drive than it did for one third of a floppy disk back then (remember when Single Sided disks were $30 for ten?) Indeed, it is costing them about the same to store it on hard drive as it would to take the picture, process it, and have the print made.

--
Richard Dell

4739. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 16:45:52 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2fkf40$t20@cxc1.cl.msu.edu>
Source record: 103800

bmarcum@coplex.coplex.com (Bill Marcum) writes:

>X-10 is a remote control system for lights and other appliances that
>transmits signals through the AC power lines. It was originally made by
>BSR, but then X-10 became a separate company. Radio Shack sold X-10
>devices for years; maybe they still do.

I still buy X-10 products from Radio Shack, although they prefer it
big time if I refer to it as "Power House."
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4740. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 18:08:09 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931226.47289.KAMARO_KID@delphi.com>
Source record: 103801

You know whats really scary is that the IBM world just keeps getting bigger.

Word Perfect 6.0 takes 34meg of space ALONE -- can you imagine - 34 meg for a word processor??!?!?! ACK!

No wonder I stick to my 8bit at home - and make a living working on those peecee machines!

4741. Re: Putting the 8bit to good use!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 18:15:42 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931226.47742.KAMARO_KID@delphi.com>
Source record: 103802

I'm using Bob Puff's CSS Multiplexor.. I'm using standard gauge 34pin ribbon cable - and Bob tells me he's heard people running up to 60 foot of cable between slaves!

4742. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 18:18:49 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931226.47929.KAMARO_KID@delphi.com>
Source record: 103804

Make me a couter-offer trade for you black box combo.. How about if I throw in a Percomm drive with 360k mech installed?

Now my offer is up to:

256k MIO, 30meg MFM hard drive, mint condition 130xe and a Percomm w/360k

4743. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-26 18:20:37 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931226.48037.KAMARO_KID@delphi.com>
Source record: 103803

I was under the impression that all 8bit Atari ICD products were sold
to this guy in CA -- is that now incorrect?

4744. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 04:45:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIoFv8.5DI@utnetw.utoledo.edu>
Source record: 103710

KAMARO_KID@delphi.com wrote:
: I was under the impression that all 8bit Atari ICD products were sold
: to this guy in CA -- is that now incorrect?
:

I haven't heard anything else yet myself... I did some heavy checking late last night but couldn't turn up anything on it. There was another company kind of cross-marketting some of ICD's old stuff with Bob of C.S.S., but last I heard, the SpartaDos-X cartridge wasn't coming back. Could someone please contact this other person... I think the company name is "Fine Tuned Engineering"... and find out if he decided that he WILL be carrying that long gone item??? Does he have an email address??? (hopefully - most 8-bit supporters such as old retailers, developers, etc. never get into the world-wide internet... it's a shame... kind of limits support of those old workhorses!)

-Tim

4745. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:01:35 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIoGMo.6J0@utnetw.utoledo.edu>
Source record: 103711

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: happened. Optimizing an IBM system is just a bit harder than using the
: setup found in Dos 6...Maybe being a small platform owner since 83
: has help me to see things and be just a bit more system aware...Nah! ;>

Ah-ha! Someone else has noticed the big looming problems in the IBM and Mac world as of late. Optimization! The old Atari's and the like were severely limited by the small operating memory of a STANDARD machine (48 or 64k). Software designers had to limit some aspects of their design, but for the most part went ahead with the full implementation, choosing instead to reduce code size whenever and wherever possible. In most of the newer software packages I've come across on various multi-megabyte systems, the programs for the most part run quite fast and smooth, but take up several megs of storage space AND memory when running! They tend to be quite sloppy on exiting (windows for instance on a PC) leaving bytes set here and there, or entire code segments lying about, sometimes even ALLOCATED still! I've seen DOOM... for 320x200 graphics... ok... choppy still, but ok. But COMPRESSED it takes 2.6 Meg of space, and to run requires a 386 with 4meg of memory!!! Yiieeee... anyone remember Alternate Reality, from Datasoft? The Dungeon would run as much as it could (fairly efficiently too I might add) in a stock 48k 800 with one drive, BUT it would allow the user to add up to 3 additional disk drives AND would use 128k of memory if the system had it!

(Guess I wandered away from my original followup, sorry)... I HAVE a few demos on my machine that are simply incredible, phenomenal sound, graphics, and animation... but only take a couple K of disk space and 16k of memory to run... Anyone remember Lucasfilm?? Rescue on Fractilus? Ballblazer? Very good, well-thought-out programming - tight code! I could see something like this taking 300-500 k using the "modern" patch-code programming styles I've become familiar with seeing on the IBM's and Mac's... ugh... getting tired, rambling again... sorry...

-Tim

4746. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:03:31 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2flqb3$t0k@news.cs.tulane.edu>
Source record: 103705

t > Thanks! I might give that one a try... but I have had it with the cheap
t >'ole Black Box. It's history as of Monday. It's just not worth the tv
t >interference problems, disk access slowdown, printer interference, etc...
t >it's an interesting piece of work, but far from worth the $309 asking price

Man, I'm sorry to hear that things didn't work out for you, one thing though,
printer interference? I've been using mine for a while and (while I still
can't get the conf menu to come up...) I don't seem to be having any problems
with the printer or the spooler... Let me know what is happening so I can
keep an eye out for it.
I'd heard the story's of the plastic black box, I think it was in znet
around 89/90 or so. Mine is just the bare board, in the not too dist.
future it should end up inside a mini tower case along with an expanded
XE and a 40 meg drive.

I did notice the stall as the system checks the drive, but it's not bad when
using the 3.5 or the Hd... its kinda like what SDX does when you have
the prompt set to $L:$P>... we've called it "Burping the drive"

Mike

---
* PabQwk 2.0 *

4747. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:03:33 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2flqb5$t0l@news.cs.tulane.edu>
Source record: 103706

r >I know this may get me flamed, but it seems that this thread is looking

Don't know about "Flamed", not one of the things I'm really good at, but
ya might of missed the point...

r >it's nose down at the IBM systems. Maybe being interested in micros since
r >1978 (and computers since 1968) gives me a different perspective, but

no, not the systems, its the folks that don't take the time to learn...
it sounds like you, John, and myself have worked our way up with these
systems, not just 8bit, but computer systems in general... Yeah, I don't
take it well (that may not be the right way to say it) when someone who
really dosn't know what there talking about comes down on something just
because of system name... Windows and Atari are two examples...and yeah,
I use both...(as well as a Mac+, II, 610 & 950, a NeXT cube, a IIe, C=128
C=128D etc.)...ya know, I got too many computers here maybe I should pitch
my TRS80 mod3... Nah! ;>

r >it seems to me a given that the size of the operating system and availabler >hard drive
space correlates much more with the cost of hardware than with
r >anything else. My first system (resting in the cellar for now) had
r >4 K memory boards which ran something like $200 each. Now less than that
r >gives you 4 megs of memory. It's floppy drives ran $900 for two drives
r >giving all of 90K each (or something like that), now $900 would buy
r >one gigabyte of hard drive space. Why shouldn't people USE the power
r >available to them at what seems to be the acceptable price tags of $500
r >to $1500 or so?

All of this is true, still, just because the cost per meg has droped as
production of drives has increased, does not mean that every program needs
to become 10 times its original size. Having been a Mac developer, I can tell
some of the code produced was quite sloppy...(Med software for the Med
schools here in Louisiana).

I don't know, I started with the old A65 board computer...no drives, an 8
character display and a thermolprinter...yeah, it did have a build in e-prom
burner...guess that was kinda like a drive...and only 256 bytes of memory...
it made ya learn how to work with-in limits.

r >Sure, we may have more of a historical perspective on things than newcomers,
r >but snearing back at people only alienates both sides. One uses what one

You make this sound like the days when an Atari owner would look at a C= 64
owner and kringe... That's not what I ment to say... What bug's me is
people who will put down a thing with out knowing anything about the subject.
If this only alienates people, then I don't know what to do, but I da** sure
am not going to listen to this person or give any weight to what they have

to say...guess is some folks eyes that makes me short sighted...then so be it.

r >Hmmm ... I am reminded .. that system was my first system ... my second was
r >a Netronics Elf with 256 bytes of memory ... amazing what one can do in a
r >tiny amount of memory if one doesn't have the luxury of floppy drives and

Didn't-cha just love 'em days, a group of us expanded the A65 to handel
4 K-bytes...Yeah, we were taking about making a database program cause
we had so much memory. The whole program took up just under 2K, but ya
couldn't really update your data once you'd burned it on the second
prom... Dumb, I know

Mike

--- * PabQwk 2.0 *

4748. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:03:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2flqb8$t0m@news.cs.tulane.edu>
Source record: 103707

r >And 370 megabytes is about $300 dollars ... less than a single floppy
r >drive was for the Atari in its hey day. Let's try to keep thing in
r >perspective, hardware is getting cheaper every year.

and the cost of the 486 I just got droped $200 30days later... so?
people who've not come from the same background as you, John or I
also thing that the size of programs has just gotten out of hand...
Yeah, you're right, there's nothing we can do about it. Still jst
because the cost per meg has droped below a buck, I don't need some
developer setting back and writing 100meg programs because it's easer
for 'em and what the heck, you can by bigger stuff...after all, computer
folk can afford storage at $1.50 or $2 per meg... thats the same logic
they use for gas prices

(very true stuff about vcr tapes cut)
doing a backup to video tape in 6hr mode is a drag...I've done it...

r >space than ten Atari floppies. Does that mean that people who wish to
r >store such GIFs have their priorities backwards? It is costing them
r >less to store it on hard drive than it did for one third of a floppy

Yeah, I wish they wern't so big too... then I could fit a few more of 'em
on disk... Okay I'm guilty :>

APAC is nice, and it will bring the size of a gif to just over 7k but,
for gif viewing... Hay, I did say I use and enjoy all systems....

Mike

---
* PabQwk 2.0 *

4749. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:03:38 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2flqba$t0n@news.cs.tulane.edu>
Source record: 103708

K >You know whats really scary is that the IBM world just keeps getting bigger.

Hay, you can use Double space or Stacker 3.x and get back about 30% of
your HardDisk... True, I've bad memories of Stacker 2.x...

I guess, to kick my own self in the butt, that if Atari still had a number
of comerical developers supporting and updating there programs, they'd have
to get larger (banked modules) just to be able to add the features everyone
wants... case in point, Zip. One person has said that such a program
would require an expanded machine...320k or better...
Hay, the upgrade's only a hundred bucks, everyone can afford that...then
we'd all be able to zip/unzip when the programs done...

Okay, okay, so this is bleed-over from the last message...it helps me make
my point. Just because something seems cheap (it may not be for some folk),
(look how many collage folks don't subscribe to AC because of the cost...(from
postings here, on GEnie, CIS, IceNet, RIME, and Vnet)).
that doesn't mean people want to waste it.
Sorry Jim, I got a bit off topic...

Mike
too short sighted for his own good

---
* PabQwk 2.0 *

4750. Re: Putting the 8bit to g

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:03:40 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2flqbc$t0o@news.cs.tulane.edu>
Source record: 103709

K >I'm using Bob Puff's CSS Multiplexor.. I'm using standard gauge 34pin ribbon
K >cable - and Bob tells me he's heard people running up to 60 foot of
K >cable between slaves!

He's told me the same thing. Let me know how the project goes...Sherry
was reading over my sholder and kinda liked the Idea...I may have to
do the same thing for her (thanks a lot dude..)

Will this mean that I'll have the beginings of a smart house run on
low cost 8bit computers???

As the kids at computer camp say..."Too Kewl, Mr. Todd"...

Mike

---
* PabQwk 2.0 *

4751. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:12:04 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIoH45.7G9@utnetw.utoledo.edu>
Source record: 103716

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: And 370 megabytes is about $300 dollars ... less than a single floppy
: drive was for the Atari in its hey day. Let's try to keep thing in
: perspective, hardware is getting cheaper every year.

Pretty much... but to keep things in perspective, in 1988, a 1050 sold for about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big a couple years before that... they sold for nearly $169! (some poor saps bought 'em for $189!!!)

-Tim

4752. Re: Looking for upgraded 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:16:16 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIoHB4.7M8@utnetw.utoledo.edu>
Source record: 103718

Ricky (gumby@ace.com) wrote:
: And still have memory banking and Antic access...

800's banked rather well... ok, a bit painfully, but it worked once you hacked at it a bit. For fun, try getting the 800 upgraded with a 256k or 1meg Axlon compatible ramdisk! MY-DOS should have no problem using it as a RAMDISK if you don't want to mess with bank switching/swapping yourself!

-Tim

4753. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:26:05 UTC
From: jharris@cup.portal.com
Message-ID: <99349@cup.portal.com>
Source record: 103712

My perspective was not to intentionally look down upon those newer systems. Only to point out that the perception of what constitutes 'a lot of space' sure has changed. People who didn't grow up with the early machines don't have a comparison point to realize how things used to be.

Although, I do have a problem with the current society, and their conditioning that bigger is better. People use these huge MB numbers almost as a bragging point. "See how much stuff you're getting for your money?" Or worse, "See how good it is." I was disgusted to see people's comments in the Amiga newsgroup over a new game called Frontier. It was supposed to be an extensive space exploration and combat game, but when people found out it might only be on one 880K disk, you wouldn't believe how disappointed they were. I heard things like, "Well, obviously this one won't be any good." "This will be a waste of time." "It can't possibly be do very much in that small amount of space." Then someone posted, "It's okay guys, I just found out the program comes out on three disks. It should be great then." Argghhh... The fact is, it did come out on only one disk, is unbelievably extensive with 100's of thousands of light years worth of worlds to explore, and the programmer had to do a lot better work than is normally done these days in order to keep the product to a single disk. I enjoy seeing quality work like this, because all other things being equal, the smaller the better, and the better written it is. Not many people realize this any more.

The points about $$ cost per equivalent storage are partly valid, except that they only mean it isn't imperative anymore to worry about file sizes, like it used to be. It doesn't change the fact that it would still be beneficial. Technology has gotten better and cheaper, and if programs were written the same way as they used to be, all of those advances would be passed on the the end user. Instead, most current generation programmers are using the faster machines and cheaper storage costs as an excuse for getting away with much sloppier programming. Thus, they are wasting much of the advantage that we should have been getting.

John Harris - jharris@cup.portal.com

4754. Re: Putting the 8bit to good use!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 05:26:14 UTC
From: jharris@cup.portal.com
Message-ID: <99350@cup.portal.com>
Source record: 103713

I had an old style satellite system that had separate units, (and remotes) for 3 pieces of equipment. It was a real pain to keep track of all of those, so I stuck an 8 bit in the front room, and taught all of the IR remote codes to it. (Like one of those learning remotes). I also did some IR receive stuff with it, so that I could talk to the 8 bit with one of the remotes. From there, I could issue a single function to the computer, and it would in turn send all the codes necessary to the individual units to do what I wanted. It worked pretty neat.

I almost took it one step further, because one of my commercial 8 bit related products is an on screen TV guide. I could have selected a program from the listing, and automatically set the system to the location of the program. Or recorded in on the VCR at the correct time! This was never worth developing commercially, because our TV guide service is non-interactive, only having a single 8 bit at the cable system itself, broadcasting a continuous display of current programming info.

John Harris - jharris@cup.portal.com

4755. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 06:51:17 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIoLpI.CEx@utnetw.utoledo.edu>
Source record: 103717

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: Man, I'm sorry to hear that things didn't work out for you, one thing though,
: printer interference? I've been using mine for a while and (while I still
: can't get the conf menu to come up...) I don't seem to be having any problems
: with the printer or the spooler... Let me know what is happening so I can
: keep an eye out for it.

I was just getting some sort of printer ignorance... I had the printer hooked through my Astra "The One" monster drive and it didn't acknoledge the printer. I ran it through the box, and it worked fine. Disconnected the box, and it worked fine through the drive. Tried it another time and I think it worked WITH the BB connected... not sure what I had to change. The Astra's one of those "intelligent" drive controllers: run up to 4 drives, built in printer interface... nice. It was sold as a single drive unit, but you could run 3 more drives from it if you knew how. They also sold a double drive... "The Big D" I think it was called.

: I'd heard the story's of the plastic black box, I think it was in znet
: around 89/90 or so. Mine is just the bare board, in the not too dist.
: future it should end up inside a mini tower case along with an expanded
: XE and a 40 meg drive.

Smart move. I had assumed for the whopping $39.95, that it was a quality case... not even CLOSE!

: I did notice the stall as the system checks the drive, but it's not bad when
: using the 3.5 or the Hd... its kinda like what SDX does when you have
: the prompt set to $L:$P>... we've called it "Burping the drive"

I was thinking about that... almost bought a 3.5" drive too. I was SOOOO close to actually hooking it all up, but the screen really was quite hideous to look at... readable? Barely! But VERY, VERY fuzzy, almost a hexagonal (???) distortion effect!!

-Tim

4756. DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 06:55:22 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIoLwA.CHv@utnetw.utoledo.edu>
Source record: 103719

I was just over a friend's place as he was playing Blakestone, another of Apogee's newest releases for the IBM-compatible world, and started thinking... these guys really have the 3-d perspective engine running quite well, with the new release of Doom1.1 and Blakestone and all... hmm, I recall Datasoft and Philip Price kind of pioneering that work back in the heyday of Alternate Reality, Mercenary, Wayout, etc... wonder if ID/Apogee would be interested in a new twist to their shoot-em-all-till-everything's-dead-hahaha-games and try to resurrect not just the old Alternate Reality: The City and Dungeon for the PC, but to actually bring back to life the old FULL idea of the game... 6 main sections starting with the City, branches to the Dungeon, Wilderness, Palace, Arena, and the "final confrontation/escape home". They've released 6-parters before: Keen and Wolfenstein for instance... they could release a WEAK demo of the City version for sharware... they have the 3-d view already working perfectly... some old work WAS already done for the IBM PC versions by Datasoft YEARS ago on the City and the Dungeon...

Anyone know how to contact ANYONE from the defunct Datasoft company? Anyone know Philip Price? Gary Gilbertson did most of the musical composition for the work if I recall correctly. How about good old Gary? I believe I can make a strong sell to the guys at ID/Apogee, in fact, I think I went to school with one of the main programmers a few years back (college). I assume they'd have to get the rights from Philip Price since Datasoft's long gone... he'd be my best contact. Also, he had the entire story-line laid out... specifics, no, but concept, a BIG yes!

Heck even with 320x200 graphics, it would look wonderful... the Atari version used a full 128 color palette, could switch EASILY to 256 color VGA on an IBM compatible... would work even on the old 256k VGA cards! A sound card would be mandatory... well, maybe not. But sounds WERE VERY IMPORTANT to game play, remember trying to triangulate a smithy's banging off hidden corridors? Some sounds announced the amount of "EVIL" in your foe. Other sounds were just entertaining: walking near the arena, you could hear the fighting; by the palace, the "royal serenades"; the lightning and rains out in the open areas of the city. Man, that game had some really nice touches to it! The rising and setting sun, weird multi-color pools after toasting a baby dragon, etc. AS LONG AS THEY KEPT TO THE ORIGINAL GAME CONCEPT, little combat menus, banks, inns, taverns, guilds... wow, what a progressive step for ID/Apogee to make! They have some phenominal shoot-em-up combat games, this would add more of a real-life or thinking aspect in one of their games... it'd throw most of their followers for a loop! I'd pressure all the people I know that had the old 8-bit Atari's to register for an IBM ID/Apogee release of it!!! I'm sure it'd make some profits for them! Heck, Philip Price might even agree to work on it with them!??!??!

ID/Apogee's typical games last 20 minutes to a couple hours start-to-finish, even full-length registered versions. This was more of a several day, 24 hour straight type of venture... you could keep going MUCH longer if you wanted. This game had a couple tricky puzzles, but more of a "building" game... you just don't start out with a mega-powerful character and go through the maze-like streets (sewers for the dungeon) blasting everything you encounter. Had a huge randomness factor I liked too! Some stats kept on your character could be seen, many more were kept as the computer/game monitored your character play and adjusted encounters accordingly... nice touch! I know this might sound more in the line of an established strategy/RPG company such as Origin, SSI, or the like, but with their continued good showing in the 3-d viewport arena and their proven soundcard support in the games, ID/Apogee may be the best place to start my quest! I figure they'd love a chance to expand their field of expertise into a new realm. The City could be a trial run, with the Dungeon being worked on at the time of release... if it goes well and they get a lot of positive feedback (and registrations), I bet they'd go for it! As long as it's not a rush job on the 4 unfinished parts (are they? Philip Price thought a LOT of this out in advance, I wonder...), I'd bet it would make a dent into the big RPG market!

Any leads would be appreciated! I don't know why this urge to see this game played around the globe again has come over me... maybe that's just it. I remember years back when most people in the city were working together to get through the game... Atari, Commodore, Apple, IBM PC and PCjr... weird... maybe I just need more sleep. But I AM serious about trying to acquire some info on the author and the company. Can I make a difference? Can I help bring that time-killer Alternate Reality back from the grave? Who knows! But I'm certainly going to give it one heck of a try!!!!!

-Tim
(timuszyn@jupiter.cse.utoledo.edu)

PS: I have the following outdated info already:
Datasoft (also IntelliCreations, Inc.)
19808 Nordhoff Place
Chatsworth, CA 91311-9969
(818-886-5922)
Author: Philip Price, Music: Gary Gilbertson
(work by Paradise Programming, Inc.)
Guidebook: Kathi B. Tremblay

Also, the Dungeon weilds a load of names:
Programmed by: Dan Pinal, Ken Jordan, Jim Ratcliff, Rick Mirsky
Original concept by: Philip Price
Music composed by: Gary Gilbertson
Graphical art by: Benita Long-Hemsath, Steve Hofmann

(for all the good it'll do me)

4757. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 07:18:46 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIoMzB.K12@cbfsb.cb.att.com>
Source record: 103714

In article <2flqba$t0n@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
>K >You know whats really scary is that the IBM world just keeps getting bigger.
>
>Hay, you can use Double space or Stacker 3.x and get back about 30% of
>your HardDisk... True, I've bad memories of Stacker 2.x...
>
>I guess, to kick my own self in the butt, that if Atari still had a number
>of comerical developers supporting and updating there programs, they'd have
>to get larger (banked modules) just to be able to add the features everyone
>wants... case in point, Zip. One person has said that such a program
>would require an expanded machine...320k or better...
>Hay, the upgrade's only a hundred bucks, everyone can afford that...then
>we'd all be able to zip/unzip when the programs done...
>

This touches on one of the components of application growth ... everyone wants to add every feautre avaialable in every competing program. Even the concept of a word processor .. originally one did text editing, and then fed the result to a text processor for formatting and printing or viewing. Then someone though .. hey with a nifty display I can try to show what the output might look like on the screen ... and with this graphics display .. make it look exactly like the printout .. and lets merge some gifs with the text .. just like a publisher would! Wow!

And of course all these added modules take space ... and the interactions between modules take more space .. and the fact that one moved from assembly code to compiled higher level code in order to manage the increased complexity ... and then moved again to a higher level language .... and so it goes .. each step of abstraction could easily double the size of the resulting code.

Trouble is .. someone can afford it ... and so it sells. And efficency without the bells and whistles doesn't .. at least not sell as widely or as profitably.

--
Richard Dell

4758. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 07:31:29 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIonKI.L9E@cbfsb.cb.att.com>
Source record: 103715

In article <99349@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>My perspective was not to intentionally look down upon those newer systems.
>
<deletions>

>The points about $$ cost per equivalent storage are partly valid, except
>that they only mean it isn't imperative anymore to worry about file sizes,
>like it used to be. It doesn't change the fact that it would still be
>beneficial. Technology has gotten better and cheaper, and if programs were
>written the same way as they used to be, all of those advances would be
>passed on the the end user. Instead, most current generation programmers
>are using the faster machines and cheaper storage costs as an excuse for
>getting away with much sloppier programming. Thus, they are wasting much
>of the advantage that we should have been getting.
>

And the thing is ... sloppy programming techniques don't need to be
that hard to overcome the trade offs are reasonabbly well understood.
I think part of the problem may be that people learn programming, in
general, on a college campus on a large mainframe/mini/workstation/network
environment and unless they end up in a controller oriented job, have
little incentive to optimize code, or learn to structure things inherently
efficently.

And every trend towards programmer efficency leads directly to space
inefficency (though not necessarily too much performance inefficency,
other than the IO bandwidth constraints, as optimizing compilers can
be very smart). Reminds me of driving the car to the corner store ...
pretty soon our kids will be driving the 747 to the corner store ...
and not even know that they could walk there in 5 minutes, less time
than it take to warm the engines.

--
Richard Dell

4759. Re: Picture Converter PC-XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 14:27:47 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CIp6uC.6v5@sunblossom.ge.com>
Source record: 103720

In article <kendrick-211293104341@d19b_lab.sonoma.edu>, kendrick@vax.sonoma.edu (Kendrick) writes:
|>
|> As for 8bit GIF viewing, there's also DEGASReaD, and JView (Jeff!? Is that
|> out yet? What's its status?)
|>

Sorry not to jump in sooner...I've been out on vacation. You got most of them right, but DEGASRD only views Atari ST Degas pics (.PI1/2/3 and .PC1/2/3) in ColrView format. JView XL is in beta test and doing nicely. The first release will only work with MyDOS (and probably DOS 2.0/2.5) since it must use the RAM under the OS that some versions of Sparta depend on. But it will decode direct from GIF to ColrView at much the same speed that APACVIEW decodes to APAC mode.

Send requests/questions to my GEnie address below...

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4760. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 14:58:41 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIp89t.G6@cbfsb.cb.att.com>
Source record: 103721

In article <CIoH45.7G9@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
>: And 370 megabytes is about $300 dollars ... less than a single floppy
>: drive was for the Atari in its hey day. Let's try to keep thing in
>: perspective, hardware is getting cheaper every year.
>
> Pretty much... but to keep things in perspective, in 1988, a 1050 sold for
>about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big a
>couple years before that... they sold for nearly $169! (some poor saps
>bought 'em for $189!!!)
>
I seem to remember .. (gee, the soft state memory gets dim) that when i
bought my 400 for $299 or so, the 850 disk drive was about the same price.
I talked myself into affording the 400 as a graphics peripheral for my
6800 system ....

gee .. a color graphics board is $200, for only a little
more I can get this, and play games with it as well! ... all I have to
do is tie the two together ... of course, the 400 took on a life of its
own as a second computer, especially after expanding its memory.
aIt was, after all, the only computer I had that was usable while listening
to short wave radio .. if Apple hadn't had the political clout to
have the FCC relax the specs, the Apple versus Atari battle would
have been completely different.
>

What I should do now is tie an SS-30 bus from the 6800 systems to the
PBI bus of the Atari 800XL ... 8 expansion slots ... video digitizer ..
floppy controller ...D/A and A/D converters ... hmmmmm.

--
Richard Dell

4761. Wanted: 5 1/4 floppy drive for Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 15:51:37 UTC
From: tap@src.honeywell.com
Message-ID: <TAP.93Dec27095137@aristotle.src.honeywell.com>
Source record: 103722

I would like to purchase a new 5 1/4 floppy drive for my Atari 1200XL but I have no idea where I would find one these days, could someone please clue me in?

Thanks, Tom

4762. VANGUARD

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 16:54:00 UTC
From: james.alexander@canrem.com
Message-ID: <60.10150.4513.0N18F69C@canrem.com>
Source record: 103609

I'm glad to see my message got out. I was thinking this newsgroup was read only (a Pcboard setup going through .ca.canrem.com).

As far as vanguard goes I think that it could have been a 5200 port. I've heard that somebody was doing this with a number of 5200 games in the mid '80's. I saw it available rarely in a few dealers and was fortunate to pick up a 2600 version. Definately one of my favorite games from the early '80's. Now, if atari'd done me the favor of porting tempest to the 8bit I'd be walking on the ceiling.
---
* RoseMail 2.10b: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4763. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 18:58:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931227135837MIS0160@MVS.UDEL.EDU>
Source record: 103723

In article <CIp89t.G6@cbfsb.cb.att.com>,
rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

>In article <CIoH45.7G9@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit)
writes:
>>richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
>>: And 370 megabytes is about $300 dollars ... less than a single floppy
>>: drive was for the Atari in its hey day. Let's try to keep thing in
>>: perspective, hardware is getting cheaper every year.
>>
>> Pretty much... but to keep things in perspective, in 1988, a 1050 sold for
>>about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big a
>>couple years before that... they sold for nearly $169! (some poor saps
>>bought 'em for $189!!!)

Try $249 (and it came with the ill-fated DOS 3.0). It's still plugging
away, though.

4764. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 19:18:18 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2fncdq$k55@gap.cco.caltech.edu>
Source record: 103724

Philip Price posted here a while back and volunteered to put some
Alternate Reality source code on the archive. Haven't checked to
see if it's there or not.

Brent

4765. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 20:16:50 UTC
From: zds@netsys.com
Message-ID: <1993Dec27.201650.14509@netsys.com>
Source record: 103725

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
:> I know this may get me flamed, but it seems that this thread is looking
:> it's nose down at the IBM systems. Maybe being interested in micros since
:> 1978 (and computers since 1968) gives me a different perspective, but
:> it seems to me a given that the size of the operating system and available
:> hard drive space correlates much more with the cost of hardware than with
:> anything else. My first system (resting in the cellar for now) had
:> 4 K memory boards which ran something like $200 each. Now less than that
:> gives you 4 megs of memory. It's floppy drives ran $900 for two drives
:> giving all of 90K each (or something like that), now $900 would buy
:> one gigabyte of hard drive space. Why shouldn't people USE the power
:> available to them at what seems to be the acceptable price tags of $500
:> to $1500 or so?

I think that there's an unnecessary apples vs. oranges aspect to this thread.
I work on PC's using Operating Systems which range from 2 megs (DOS 5.0) to
over 30 megs for the full package (OS/2 2.1 and Windoze NT). I also work
on AIX (RISC/6000) systems where the operating system and information system
alone can easily exceed 200 megs (AIX 3.2.5 + InfoExplorer). I can tell
you first and foremost, however, that I much prefer to hack on my old Atari
800 and 800XL (both unexpanded, with some Happy and unHappy drives).

However, to be fair, the AIX box (a 64-bit RISC processor with a 128-bit bus)
can run huge circles around the PC and the Atari, in sheer power, yes, but
also because it has a full multitasking, multiuser operating system. I can
run huge processes in the background with a few keystrokes and create
three-dimensional solid object models to beat God. But I pay the price in
size and storage capacity. It's that simple. These O.S.'s, as well as
their corresponding applications have a complexity not possible or necessary
on the Atari. It doesn't make them inherently better or worse - they were
created with different objectives in mind.

I think that what really makes Atari stand out in the crowd is the charm
of their products and the style, which is something no other manufacturer
will ever match.

Daniel Hoff
Zoller Data Systems
zds@netsys.com

4766. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 20:29:13 UTC
From: zds@netsys.com
Message-ID: <1993Dec27.202913.14812@netsys.com>
Source record: 103726

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
:> Ah-ha! Someone else has noticed the big looming problems in the IBM and
:> Mac world as of late. Optimization! The old Atari's and the like were
:> severely limited by the small operating memory of a STANDARD machine (48 or
:> 64k). Software designers had to limit some aspects of their design, but for
:> the most part went ahead with the full implementation, choosing instead to
:> reduce code size whenever and wherever possible. In most of the newer
:> software packages I've come across on various multi-megabyte systems, the
:> programs for the most part run quite fast and smooth, but take up several
:> megs of storage space AND memory when running! They tend to be quite

If there is one thing in the PC world that bugs me, that is it. Have you ever seen a book or even a magazine article on "How to code tightly on x86 architecture" ? You probably won't. The Atari programmers knew they had very tight practical contraints on the memory and CPU time their code could use... PC'ers generally don't. The upgrades, of memory, disk space, and even motherboards, are so cheap and quick that the cart really does lead the horse. The hardware industry has been fueled incredibly by the relentless expansion of software, even the games! How many times have you heard an Atarian say "Oh heck, I wanna play Alternate Reality faster, I think I'll go get a Black Box and a 2-meg upgrade...". However, I've watched my friends swap out Sound cards, Hard drives, controllers, video cards, motherboards, 256K/1Mb/4Mb SIMMs, and even CD-ROM drives on a regular basis because it was so cheap, and so necessary to keep up with the advances. Think how much power you could squeeze out of modern 32-bit, 50 and 66MHz processors (and sundry support chips) if the PC programmers wrote as tightly and efficiently as the Atari developers have to...

Food for thought.

Daniel Hoff
Zoller Data Systems
zds@netsys.com

4767. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-27 22:54:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5FgC3NP7rfB@doom.toppoint.de>
Source record: 103733

>Philip Price posted here a while back and volunteered to put some
>Alternate Reality source code on the archive. Haven't checked to
>see if it's there or not.
>
>Brent

Could you please tell me his e-mail address ?

Thanks much :) !

Ulf


```
=========================================================================
= Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de =
= FAX/MAILBOX/BBS: 04381/4739 SevenNet: BEAVIS@POLARIS =
= UUCP: uunet!mersys!ulf.petersen FIDO-Classic: 2:242/257.26 =
= MHS: upeterse@merlin (via cserve) Z-Netz: ULF PETERSEN@1ST-TRAC.ZER =
=-----------------------------------------------------------------------=
= "One should eat to live, not live to eat" (Benjamin Franklin) =
=========================================================================
```


CrossPoint v2.93

4768. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 01:07:07 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.757040827@ilces>
Source record: 103727

web@edsdrd.eds.com (Bill Bejcek) writes:

>I've been looking into using Atari 800s as part of my home automation
>project.

[...]

>Its possible to hook them together over the
>SIO connection, but I don't know how to do that, so, one
>falls back to what they are familar with. I've been dicussing
>the SIO connection with someone though, so its still a
>possibility.

I'm planning to use 8bits in my own HA system, although in a somewhat different capacity than you plan; mine will have them as I/O terminals scattered throughout the house - an IR receiver plugs into one joystick port, the A/V (baseband or RF) output runs to a nearby TV for use as a display device, and everything is linked together via RS-485 multidrop serial TP wiring. I'm working on a design for an SIO-to-RS-485 interface which would appear to the Atari as a more or less standard R: device (with appropriate driver software); a couple chips, some resistors, and an SIO connector should be all it takes. If I can only get around to actually doing it...

In any case, an SIO-to-RS-485 interface may be just the ticket for you.

Does anyone remember a little gadget called the R-Verter? Back in the mid 80s when 850 interfaces sold for over $100, these little buggers could be had at retail for less than half that, and although they were a bit kludgy (e.g. it didn't generate true RS-232 signal levels) they did the job. The R-Verter came with software, R: handlers, and complete schematics (even PCB tracings!) By substituting an RS-485 driver chip the same basic design and software can probably be used to connect an 8bit to an RS-485 net for a few $. If there's interest, I can perhaps whip up a schematic in a suitable format (.GIF picture, perhaps?) of something which might work. Input from those more hardware-literate than I would definitely be appreciated; I'm a software type, so my knowledge of hardware design principles is severely limited.

Interested parties, please email me.

--

4769. Re: Putting the 8bit to g

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 02:11:44 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931227.76304.KAMARO_KID@delphi.com>
Source record: 103728

Yes, with the CSS MUX, you can have your entire house linked together. Right now, I have two rooms tied into a central server and by next weekend, I'll have my kitchen tied in.

4770. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 02:53:51 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <2fo73v$oqe@oak.oakland.edu>
Source record: 103730

This sounds like a great idea. IMHO, Alternate Reality was the bes
game ever made for the Atari, by far. The sheer complexity of it, the
attention to every minor detail, it was unlike anything else made at the
time. Best of all, it fully exploited the graphics and sound capabilities
of the Atari. I couldn't understand why they didn't continue the series;
Didn't it sell very well? I'd be very interested in any future work on this.

4771. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 03:20:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIq6M5.9ID@utnetw.utoledo.edu>
Source record: 103731

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: >>about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big a
: >>couple years before that... they sold for nearly $169! (some poor saps
: >>bought 'em for $189!!!)

: Try $249 (and it came with the ill-fated DOS 3.0). It's still plugging
: away, though.

Sorry to hear that! I nearly bought another when they dropped to $99. Came with DOS 2.5 by that time also... argh! Great to hear it's still working! I FINALLY had the 810 blow on me I received back in 1982 or so... cost about $368 at the time! Now, you want to talk about getting ripped off! Ouch! It sold in other computer stores in a couple months for about $270... man was I mad!

Remember when 800xl's ran somewhere around $79-$119 new also?

-Tim

4772. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 03:50:17 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIq7zu.Bo0@utnetw.utoledo.edu>
Source record: 103732

In article <2fncdq$k55@gap.cco.caltech.edu> you wrote:
: Philip Price posted here a while back and volunteered to put some
: Alternate Reality source code on the archive. Haven't checked to
: see if it's there or not.

Do you happen to know his email address??? I'd be VERY interested in contacting him directly. He had a great dream for the mega-part Alternate Reality... sorry to see it never panned out... yet... (???) The last official release I ever saw of Alternate Reality was the Dungeon.

-Tim

4773. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 08:33:00 UTC
From: ScottM@cup.portal.com
Message-ID: <99425@cup.portal.com>
Source record: 103734

```
>if Apple hadn't had the political clout to have the FCC relax the specs,
>the Apple versus Atari battle would have been completely different.
>
How, why and when did Apple do that? Sounds interesting.

>Richard Dell

/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor          |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter?             |
|Pet, SuperPET, Vic, 64 *------------------------------------|
|128D, 800XL, TI, Apple * Good nighs and good newt - Ted Baxter |
\============================================================/
```

4774. 2600/7800 carts FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 09:16:22 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <931228091441_71450.1050_EHB27-1@CompuServe.COM>
Source record: 103735

Atari 2600/7800 cartridges FOR SALE:
(All cartridges are BRAND NEW in factory boxes w/manuals unless otherwise noted. Multiple quantities available unless indicated with a (1).)

2600 Video Game Cartridges-

$1 EACH titles:

Crystal Castles *No manual* (1)

$2 EACH titles:

Asteroids, Circus Atari (1), Crystal Castles (1), Ms. Pac Man, Missile Command (1), Pole Position (1), Realsports Football, Solaris, Space Invaders, Venture (1)

7800 Video Game Cartridges-

$1.25 EACH titles:

Dark Chambers *Used w/manual and box* (1)
Dark Chambers *No manual or box* (1)
Karateka *No manual or box* (1)

$2.50 EACH titles:

Asteroids, Ballblazer, Choplifter!, Crack'ed (1), Crossbow, Dark Chambers, Dig Dug (1), Donkey Kong (1), Food Fight, Hat Trick, Jinks, Joust, Karateka, One-On-One Basketball, Pole Position II, Realsports Baseball (1), Robotron:2084, Xevious

If interested in any of these cartridges, contact Lawrence Estep by CompuServe Mail at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM.

Prices include shipping & handling. All orders will be shipped via USPS. This list was updated on 12/28/93.

4775. Atari 8-bit Software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 09:24:58 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <931228092246_71450.1050_EHB27-2@CompuServe.COM>
Source record: 103736

Atari 8-bit Software FOR SALE:

(All software new in original packaging)
The Bookkeeper (Atari) $3.99
Megafont II, Megafont II+, Font Downloader package (XLent Software) $5.00
Winter Challenge (Thunder Mountain) $5.00
Get Rich! Insurance Planning (Arrays Software $5.00
F-15 Strike Eagle (Microprose) $6.00
Silent Service (Microprose) $6.00
Computer Ambush (SSI) $4.00
50 Mission Crunch (SSI) $4.00
Panzer Grenadier (SSI) $4.00
Reforger '88 (SSI) $4.00
Warship (SSI) $4.00

If interested in any of the above titles, contact Lawrence Estep via CompuServe Mail at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM.

4776. Re: [--- RN Help ---]

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 09:36:24 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2foumo$jhv@charm.magnus.acs.ohio-state.edu>
Source record: 103737

In article <CIA8Lt.6K1@merk.com> winston@merk.com (Winston Smith) writes:
> My problem is that the news reader that I am using can only
>hold 1499 NewsGroups in its ".newsrc" file. The problem is that in
>attempting to keep all of the "COMP", "GNU", and "BBS" groups together, I
>continuously run out of space. I see about twenty new "add" groups every
>time I start up "RN" on "comp.sys.atari.8bit". When the groups are added
>beyond 1499, "RN" crashes and I have to edit out new NewsGroups and store

You can edit .newsrc with a text editor such as emacs (don't use fse
if you have it; I hear it does nasty things to .newsrc).
Delete all the lines for groups you don't read and never will.

> Could anyone please offer me some advice? Should I have --SEVERAL--
>startup files and use a shell script to move the "domain" I want into a
>".newsrc" file and use ".newsrc" as a temporary working file instead of
>keeping it as a permanent file? Is a shell script hack the wrong approach
>to take? Is there some obscure "builtin" command in RN that aids the user

Somebody at Ohio State wrote a PERL script called newsclean to pare
down .newsrc; it can either delete all the message numbers from
unsubscribed newsgroups or delete all the unsubscribed newsgroups.
I use it in my .logout to chop my .newsrc after every session.
For more info about that, send mail to
consult@magnus.acs.ohio-state.edu.
I don't know if they'll help or not, but they do have the knowledge to
help.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

4777. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 16:09:18 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIr67I.I9H@cbfsb.cb.att.com>
Source record: 103738

In article <99425@cup.portal.com> ScottM@cup.portal.com (Scott - Maxwell) writes:
>>if Apple hadn't had the political clout to have the FCC relax the specs,
>>the Apple versus Atari battle would have been completely different.
>>
>How, why and when did Apple do that? Sounds interesting.
>

The original FCC specs for home use were very tight, I don't recall
any of the numbers, but the Atari 400 and 800 were on the drawing
board while the specs were being proposed. Hence the cast metal cases
around everything. Hence the series resistors and bypass capacitors
on every line going in or out of the metal case.

The Apple II had already been around a while, and would have required
complete redesign to meet the specs. After Apple (and probably one
or two other computer companies) complained it would to be impossible
for them to meet the specs (sure .. and here the Atari 800 met the specs
as written), they were relaxed.

By the way, for those of you who suscribe to Atari Classics. In my
opinion, the reason for the capacitor rolloff of the video signals
discussed in the video mod articles was to meet these FCC specs, though
I could be convinced that they were there to help the display fit
into the RF channel for the modulator.

--
Richard Dell

4778. Power supply for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 17:34:41 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2fpqnh$5s0@cnn.sim.es.com>
Source record: 103739

Hey fellow 8-bitters,
I recently acquired an Atari 1200XL (sans power supply). The
power supply connect appears to be the same as the 800 and 400.

Q: Can I use my 800/400 9vac power supply for the 1200? Or does
it use a different voltage?

I checked the FAQ and it said that all but the the 800/400 use the
din power supply connector.

Thanks in advance,
Greg Bennett

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

4779. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 18:07:54 UTC
From: maddox@ottoman.saigon.com
Message-ID: <VJ60ec1w165w@ottoman.saigon.com>
Source record: 103750

jharris@cup.portal.com (John D Harris) writes:

> >>> Pretty much... but to keep things in perspective, in 1988, a 1050 sold f
> >>>about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big
> >>>couple years before that... they sold for nearly $169! (some poor saps
> >>>bought 'em for $189!!!)
> >
> >Try $249 (and it came with the ill-fated DOS 3.0). It's still plugging
> >away, though.
>
> Didn't anyone here pay $700+ for an 810? :-(
>
> John Harris - jharris@cup.portal.com

I remember going into Computer Land with my mother and watching her plunk down $1500 for my first 800 and 810 combo. I went back for a printer a month later, don't remember how much I spent on that though.

I think that was back in 1980 or so, sheesh. Those were the days, the thing still works though, I've gone through three power supplies of course, but I think anyone will an 800 this old will have a few fizzled power supplies.

4780. Re: Matt Rattcliff (and other old timers)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 21:10:29 UTC
From: eliassen@gomez.jpl.nasa.gov
Message-ID: <eliassen-281293140728@chovitmac.jpl.nasa.gov>
Source record: 103740

In article <CIE7w6.psL@quotron.com>, greg@duke.quotron.com (Greg Knauss)
wrote:
>
> combee@prism.gatech.EDU (Ben Combee) writes:
>
> >I remember him. He had lots of great articles in both _Antic_ and
> >_A.N.A.L.O.G._ (10 points for the person who can post what that
> >ancronym really stands for). I remember seeing a lot of IBM Turbo Pascal
> >programs from him up in the Borland fourm on GEnie about 1990. That's
> >the last thing I remember seeing from him. I know he also did a little
> >work for the ST line.
>
> (Atari Newsletter and Lots of Games. Had to get that in.)
> I'd be curious to find out where a lot of the old-time 8-bit
> magazine folk went. Tom Hudson, Charles Bachand, Kyle Peacock,
> Mat*Rat, Brian Moriarty, Steve Panak, BBC, all them folk.
> I heard Hudson was working for Autodesk, after doing Degas
> and big pieces of CyberStudio for the ST. Brian Moriarty went on to
> work for Infocom and then Lucas film, writing Trinity and Loom (among
> others) in the process. James Hague is writing console games in
> Seattle, the lucky bastard.
> Anybody know about any others?
> --
> Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

You forgot Ian Chadwick & Bill Wilkinson.

The Insane 0ne by any other name.
Anyone seen D. Who?
1040ST/130XE/800XL/800/Jaguar/et.al.

4781. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-28 23:15:00 UTC
From: ab588@yfn.ysu.edu
Message-ID: <2fqelk$iha@news.ysu.edu>
Source record: 103741

Ok, ok...its probably already been posted but C.C.S. (Bob Puff) bought
ICDs 8 bit line now and all you leaches from Polland are breaking
the copyright law (or whoever is making and selling pirated x carts)
Bob plans on selling the R-time8 and and OSS/ICD carts around March 93.
R-time8 is going for 49.95.. He's also selling something called the
R:P: (not PR) Interface that goes up to 38.4k for 9600 and 14.4 baud
modems--selling for 59.95.
Oh well I guess you all know by now.
--
Joe Sabatino -->ab588@yfn.ysu.edu

4782. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 02:21:53 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931228.76913.KAMARO_KID@delphi.com>
Source record: 103620

Bob Puff must have bought SOME of the ICD product line while someone in CA bought the remainder.

4783. Re: LCD projectors

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 02:24:12 UTC
From: KAMARO_KID@delphi.com
Message-ID: <931228.77052.KAMARO_KID@delphi.com>
Source record: 103619

Wrong! The BEST way to get 80 column is the buy an XEP80 interface AND
have a split chroma/luma monitor for the 40 col. resolution.

That's what I've got.. An XEP80 AND a Commodore 1702 - but
I use the XEP80 on a SAKATA SG-1000 mono-chrome monitor for PERFECT
80 col. resolution.

4784. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 02:34:37 UTC
From: jharris@cup.portal.com
Message-ID: <99462@cup.portal.com>
Source record: 103742

>Yeah, I wish they wern't so big too... then I could fit a few more of 'em
>on disk... Okay I'm guilty :>

Yeah, me too. Uh, that Christie Brinkly GIF someone was talking about,
that isn't by any chance... :-)

John Harris - jharris@cup.portal.com

4785. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 02:34:44 UTC
From: jharris@cup.portal.com
Message-ID: <99463@cup.portal.com>
Source record: 103743

>Trouble is .. someone can afford it ... and so it sells. And efficency
>without the bells and whistles doesn't .. at least not sell as widely
>or as profitably.

I really wish more people would write efficiently and with bells and whistles, if for no other reason, to prove it can be done (without having to bring up examples from the early 80's).

John Harris - jharris@cup.portal.com

4786. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 02:34:51 UTC
From: jharris@cup.portal.com
Message-ID: <99464@cup.portal.com>
Source record: 103744

```
>>> Pretty much... but to keep things in perspective, in 1988, a 1050 sold for
>>>about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big a
>>>couple years before that... they sold for nearly $169! (some poor saps
>>>bought 'em for $189!!!)
>
>Try $249 (and it came with the ill-fated DOS 3.0). It's still plugging
>away, though.

Didn't anyone here pay $700+ for an 810? :-(

John Harris - jharris@cup.portal.com
```

4787. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 02:43:35 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.02m1@crashb.megalith.miami.fl.us>
Source record: 103649

To say the least, the Black Box is flaky. When you buy one, there is a darned good chance that it: 1) won't work from the on-set at all; 2) will work, but not correctly; 3) will work for a while, then work unreliably; and 4) won't be compatable with your computer.

Bob Puff basicly has a no-questions asked, unlimited 100% complete repare/replacement policy for the Black Box (Gee, I wonder why?).

Actually, to be fair...Bob is hand assembling this stuff basicly by himself. Tough job. Really no way he can check everything completely.

Things can be done to make it work. Send it back to Bob, or if it's the Computer, send it to Bob. He's get it working for you (Computers do cost to repair thou. Also, if you got a known good 97antic in anything you send I'd suggest sawpping it out with an old 96 if you have one. 97's are like gold now adays, so you better hang on to what you have.)

Interference. Yup. That sums up Atari nicely. Both giving and recieving. You throw in a non-shielded BB, maybe you did upgrades to the computer and left the RF shield out (like I did when I did the Stereo, 512K and US+/OS in my 800xl), you'll get some RF. It's not as bad a Commodore thou (even with an RF shield. My C-128 with Stereo upgrade can cause interference on the Cable TV!)

```
==============================================================================
==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(93) ====
==============================================================================
========= Member of the International Association of United Poodles. =========
= "We will not be shaved to look like balloon animals covered in lintballs!" =
==============================================================================
```

4788. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 04:11:18 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIs3Mu.GJx@cbfsb.cb.att.com>
Source record: 103745

In article <99463@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Trouble is .. someone can afford it ... and so it sells. And efficency
>>without the bells and whistles doesn't .. at least not sell as widely
>>or as profitably.
>
>I really wish more people would write efficiently and with bells and
>whistles, if for no other reason, to prove it can be done (without having
>to bring up examples from the early 80's).
>

Speaking purely from heresay, and not from actual hands on experience,
I suspect (from a PC world point of view) that GEOS is what Windows
would be if it was written efficently .. much smaller, much quicker,
runnning well on machines with much less in the way of resources.

But I've never used it ... nor do I use Windows except for a few
Windows applications that I toy with, and to learn enough to help
people out with problems. I guess I am just a keyboard kinda guy,
all this mouse/graphics stuff is for the birds <grin>. It'll never
last!! <big grin>

--
Richard Dell

4789. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 04:13:39 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIs3qr.Gur@cbfsb.cb.att.com>
Source record: 103746

In article <99464@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>>> Pretty much... but to keep things in perspective, in 1988, a 1050 sold for
>>>>about $99 (Toys 'r Us and other outlets)... When the Atari was REALLY big a
>>>>couple years before that... they sold for nearly $169! (some poor saps
>>>>bought 'em for $189!!!)
>>
>>Try $249 (and it came with the ill-fated DOS 3.0). It's still plugging
>>away, though.
>
>Didn't anyone here pay $700+ for an 810? :-(
>

Not me, but I came close to paying $400 for a 400! Bought one for
something in the low $300s right after they dropped the price, as
I recall.

My boss, however, I think did pay big bucks for an 810.

--
Richard Dell

4790. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 06:41:12 UTC
From: jharris@cup.portal.com
Message-ID: <99479@cup.portal.com>
Source record: 103747

>if Apple hadn't had the political clout to have the FCC relax the specs,
>the Apple versus Atari battle would have been completely different.

Boy, I had almost forgotten about this. One of the other reasons I disliked the Apple II system at the time.

Another was because I had a roommate with an Apple II, and everytime he turned it on my screen display was full of trash. This was before I got a monitor.

One more piece of info that I can recall about this, was that at one point it became clear that when these FCC specs went into effect, the Apple II was going to have to be pulled off the market. I remember them trying to shield everything, to no avail, there was quite a bit of buzzing around On-Line Systems at the time, wondering what was going to happen to the machine. I of course, was somewhat pleased that the machine was going to disappear for awhile. :-) Ok, I was just a kid. Anyway, I remember it getting very close to the wire when the FCC changed the specs. There was never any question in my mind that Apple convinced the FCC somehow to relax the specs.

I'm sure Atari was really pissed, after spending all the effort and money to create a really clean machine. I wonder if Atari would have used a parallel access floppy drive if it weren't for the FCC specs. Those 'antennas' on the Apple II were probably the worst offender.

Of course, even if the specs hadn't been changed back then, something would have had to be done well before now, because today's machines with much higher clock speeds could never pass the specs the 800 had to endure. Does anyone know whether the specs were ever relaxed even further between now and then?

John Harris - jharris@cup.portal.com

4791. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 14:46:33 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIsx1M.9yz@cbfsb.cb.att.com>
Source record: 103748

In article <99479@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>if Apple hadn't had the political clout to have the FCC relax the specs,
>>the Apple versus Atari battle would have been completely different.
>
>Boy, I had almost forgotten about this. One of the other reasons I
>disliked the Apple II system at the time.
>
<deletions>
>
>Of course, even if the specs hadn't been changed back then, something would
>have had to be done well before now, because today's machines with much
>higher clock speeds could never pass the specs the 800 had to endure. Does
>anyone know whether the specs were ever relaxed even further between now
>and then?
>

Ummm ... sorta relaxed .. in a user sorta way. Remember there are two
specs .. a class A spec for office use only, and a class B, tighter, spec
for home or office use. Most of the PCs being sold only meet the class A
spec, and should never be used in the home (at least according to the FCC).
I suspect that the only equipment really meeting the class B spec are video
games.

I do not know whether the details of class A or class B have changed since
the initial release of the specs, however. But effectively, if people
are using class A equipment in the home, the specs have been relaxed.
Although, if you are a victim of RF interference from class A equipment
in the home from a neighbor, you are going to be able to cause someone
some very expensive modifications to eliminate the interference.

--
Richard Dell

4792. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 16:48:59 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <2fscdr$kbr@oak.oakland.edu>
Source record: 103749

I remember when my 400 went for $450.. My parents bought it for me, I was only 9 at the time.. :)

4793. Shielding in the 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-29 22:28:26 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2ft0aa$79c@gap.cco.caltech.edu>
Source record: 103751

You know, I just had a goofy thought: I wonder how well an 800 would stand up (especially compared to any non-military system) to a massive EMF pulse?

Brent

4794. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 00:45:17 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <99514@cup.portal.com>
Source record: 103752

Updated 12-28-93 (some stuff sold, some stuff about to be sold, and more stuff added)

BIG NOTE: The prices listed below are automatic-sale prices, if you offer that price, I'll sell you the item. The prices are close to list price in many cases, mainly because I haven't been 'in' the Atari scene for several years. Feel free to make any offer on anything I won't be nasty if I don't like it, I'll just say no. And who knows, if the item doesn't sell, I may send you mail and accept your offer. However, some items have a value beyond what they originally sold for - notably the ICD items, some of the books, and upgraded items. These special items will not be sold cheaply, though you might be able to buy them from me for less than what is listed below.

Here's a bunch of stuff for all you Atari-8-bit-die-hards...

All the following items are for instant sale at the listed prices, however, feel free to make an offer, I'm trying to get rid of this stuff without throwing it out. I also have other items including a lot of magazines, and paperwork (schematics, upgrades texts, etc); if you're interested in these, let me know.

Price Hardware Item
150 Magnavox RGB Display 80 Monitor
100 XEP 80 Column Interface
100 XDM121 Atari Daisy Wheel Printer (direct connect - uses SIO cables)
100 Panasonic KXP 1091i Printer (parallel printer interface)

100 Indus GT Disk Drive with Write Protect Modification
100 XF551 Disk Drive with 3.5" switchable EPROM. (with addition of 3.5" mechanism, you can use 3.5" diskettes at the flick of switch)
85 XF551 Disk Drive
65 1050 Disk Drive

70 Atari 800xl
50 Atari 800 (Axlon 32k ramboard, 65C02 CPU)
40 Atari 800 (48k)
30 Atari 800 (Rev 1, no right cart slot)
20 Atari 1200 Motherboards (4, price is for 1)
15 Atari 400 (2, price is for 1)

25 Seikosha Printer (Atari direct connect)
25 Sega Light Gun with Atari Cable Converter (home made, works great)
15 CX85 Keypad
15 CX22 Trackball (2, price is for 1)
15 Voice Box

10 XM301 Modem
10 1030 Modem
5 1010 Cass. Drive
5 410 Cass. Drive

Cassette Software Item
10 Tanktics

Disk Software Item
20 Mail Order Monsters
20 Ghostbusters
20 Seven Cities of Gold
20 Ultima II (no cloth map)
20 Spy vs Spy I & II
15 Archon
10 Murder on the Zinderneuf
10 Antic Mapware
10 Antic Rambrandt
10 Visicalc
10 File Manager+
5 Lepus Revenge
5 Superman the Game
5 Timeworks Data Manager
5 Timeworks Electronic Checkbook
5 Timeworks Money Manager

Cartridge Software Item
40 SpartaDOS X 4.20
25 Rtime8 (needs new battery, has battery holder,
battery not SOLDERED in!)

20 Action
20 BasicXL
10 Atari Assembler/Editor
5 Atari Basic (4, price is for 1)

20 Ace of Aces
20 Ms. Pacman
20 Star Raiders
20 Miner 2049er
15 Adventure Creator
15 Defender
15 Qbert
15 Return of the Jedi
15 Donkey Kong
10 Pacman
10 Asteroids
10 Star Trek
10 Serpentine
10 Centipede
10 Mountain King
5 Computer Chess (2, price is for 1)

5 Jumpman Jr.
5 Gridrunner
5 Submarine Commander
5 Demon Attack
5 Atari Artist
5 Educational System

Books
20 Inside Atari DOS (2, price is for 1)
20 Atari Basic Source Book
20 SAMs Programmers Reference Guide for the Atari 400/800
15 The Atari Assembler
15 Hackerbook (EPROM Burner docs, DCB usage instructions)
15 Program Descriptions (for Hofacker software - EPROM burner, joystick serial port, joystick printer port)
15 Compute's Second Book of Atari (Forced Read Mode, Display List interrupts, Fun with scrolling)
15 The Musical Atari
10 Basic Exercises for the Atari
10 101 Basic Programming Tips & Tricks
10 Atari Programming with 55 programs (2, price is for 1)
5 Understanding Atari Graphics (small booklet)
5 How to use Atari Computers (small booklet)
5 The book of Atari Software 1983

20 Second Book of Machine Language
15 Machine Language for Beginners (2, price is for 1)

20 6502 applications (Rodnay Zaks - hardware programming oriented, includes info on 6520,6522,6530,6532, and MC1408 (DAC))
20 6502 assembly language subroutines (includes 6522 reference, subroutines for interrupts, multipliation, division, etc)
20 6502 Assembly Language Programming (includes info on 6520,6522,6530, 6532, 6850, and 6800 (CPU))
20 Top-Down assembly language programming for the 6502 (including Atari)

Texts
30 Original 400/800 notes (2 inches thick, includes schematic of Pokey.)
20 130XE Reference Manual
15 Atari XL Addendum

Antic Magazines ($1 unless noted otherwise)
Nov 88 (Dr. Brilliant "All about 8-bit memory upgrades),
Aug 88 (X-10 Control), Jun 88,
May 88 (6th Anniversary issue, Antic Spooler),
Apr 88, Mar 88, Jan 88, Nov 87, Oct 87, Sep 87, May 87,
Jan 87 (Your Atari Speaks - how to build a speech synthesizer using the SP0256 chip. I have a few of these chips :).
Sep 86 (Wefax decoder), Aug 86, Jul 86 (2), May 86.
Mar 86 (Build your own lie detector), Feb 86, Jan 86,
Nov 85, Oct 85, Aug 85 (1030 Modem commands), Jul 85,
Jun 85, May 85,

Mar 85 (Parallel bus revealed part 3)
Feb 85 (Parallel bus revealed part 2)
Jan 85 (Parallel bus revealed part 1)
Dec 84, Nov 84 (2), Oct 84, Sep 84, Aug 84, Jul 84,
Apr 84, Mar 84, Feb 84 (410 Hi-Reliability modification) (2),
Dec 83, Nov 83, Oct 83, Aug 83, Jul 83 (Upgrade your 400)

5 Dec 85 (Build your own eprom burner)
20 Jan, Feb, Mar, Apr 85 (Parallel bus revealed 1-4)
(sold as set for $20)

Analog Magazines
Feb 89 (Build a UPS for the Atari) (2), Nov 88 (POPs device),
Sep 88, Aug 88, May 87, Feb 87 (6th Anniversary Issue),
Aug 86 (Arm your atari part 2),
Jul 86 (Arm Your Atari part 1, Build a parallel interface)
May 86, Jan 86,

5 Apr 85 (Cheap Talk - build a speech synthesizer using the SP0256
chip)
15 Apr, May, Jul 88 (Zucchini interface for multiple atari's)
(Sold as set for $15)

10 SoftSide Magazines (All 8bit computers represented,
25 Issues 1980-1982)

Compute Magazines
Dec 87, Oct 86, Jun 86, May 86, Mar 86, Jan 86, Dec 84, Nov 84

Creative Computing, Byte, and Computer Shopper Magazines
(lots, I'll post the issue numbers later)

Atari Explorer Magazine May/June 1988 issue

Current Notes
Dec 87, Oct 87, Jul-Aug 87, Mar 87

Prices do not include shipping. Shipping costs are rounded up to the
nearest dollar. All items are for sale to the highest bidder, any offer
will be considered, but any order must be sufficient to make me want to wrap
it all up and bring it to the post office. (No, a $5 cart is not enough. :)

Feel free to contact me through one of the following:
Home phone: (203) 567-3082
Internet: OrdaniaDM@cup.portal.com
US Mail: Chuck Hughes
239 Brush Hill Rd
Litchfield, CT 06759

My home phone is the quickest way to reach me, but I do check my email about
every other day.

Here's another section of stuff that someone may be interested in, I guess you
could call it the "Where'd THAT come from?" section.

MAO Apple II with monitor, cpm card, and 80 column card, AND
Applesoft basic programming reference manual, AND
Applesoft tutorial, AND
Micro on the Apple volume 2 (no diskette), AND
Apple II programmers handbook

MAO Gemini printer USER's MANUAL (not the printer)

MAO MC6809 Cookbook

MAO Commodore 64 Users Encyclopedia

MAO stands for MAKE AN OFFER. I hate throwing stuff out, but I'll do it...I swear I will... :) [If nothing else, the Apple II is worth the chips. :)]

Chuck Hughes

4795. Re: Shielding in the 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 02:45:59 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CItuCo.8s6@cbfsb.cb.att.com>
Source record: 103753

In article <2ft0aa$79c@gap.cco.caltech.edu> buescher@ugcs.caltech.edu (Brent Buescher) writes:
>You know, I just had a goofy thought: I wonder how well an 800 would
>stand up (especially compared to any non-military system) to a massive
>EMF pulse?
>

Not too well if any wiring is connected to it, ie joysticks or power supply
or monitor lead. If not hooked up though .. hmmmm ... just a few inches
of wiring for the keyboard and the various jacks ..... most of the lines with
series resistors and bypass caps .... hmmmm ...

--
Richard Dell

4796. Q: whither Sparky Starks and Dis(kette Access and Repair)Key ?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 04:19:04 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <99531@cup.portal.com>
Source record: 103754

Hello, all...

As I type this, I am on the phone with a friend, and we've just resurrected the memory of a software product whose current status we would like to know. We're looking at a boot disk of "Diskey" -- short for "Diskette Access And Repair Key" -- by a fellow named Sparky Starks. The boot says "copyright 1982 by Adventure International." Reading through various sectors on the same boot disk, Sparky personally promises several additional products -- "Starcruiser Atari," "Printer Fix" -- which, as far as either of US know, NEVER appeared.

Does anyone know what ever became of Sparky Starks, "Diskey," and/or Adventure International? Does anyone know the preferred legal status of "Diskey" at this late date (a friend wants a copy)? Did any of the sub-sequent products ever come out? What's THEIR status/availability?

Chris
Chris_F_Chiesa@cup.portal.com

4797. Re: Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 05:12:34 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIu14z.297@utnetw.utoledo.edu>
Source record: 103605

joseph sabatino (ab588@yfn.ysu.edu) wrote:
: Ok, ok...its probably already been posted but C.C.S. (Bob Puff) bought
: ICDs 8 bit line now and all you leaches from Polland are breaking
: the copyright law (or whoever is making and selling pirated x carts)
: Bob plans on selling the R-time8 and and OSS/ICD carts around March 93.
: R-time8 is going for 49.95.. He's also selling something called the
: R:P: (not PR) Interface that goes up to 38.4k for 9600 and 14.4 baud
: modems--selling for 59.95.
: Oh well I guess you all know by now.

Yes, yes, we DO know about this... you're almost correct though...
and easy on the leech thing accusation... sheesh, like you're all fine and
moral! At least someone was TRYING to keep that product in distribution.
Too bad they didn't contact ICD, they might've sold the rights for a couple
bucks then the cart really would've been legit. Hard to contact defunct
companies out of the country though, wouldn't you think?

C.S.S. is a partner with another company "Fine Tuned Engineering" in the
transfer. The last I heard C.S.S. will be producing SOME of the hardware
products that ICD used to carry, and F.T.E. will be producing a COUPLE of
ICD's cartridges. This did not include SpartaDos. Whether or not Sparta
ever again sees the light of day is probably up to you. Anyone interested
in buying legit copies of SpartaDos, the best thing I can tell you is to
try and contact this new distribution company, Fine Tuned Engineering...
it sounds as if they'll be reproducing software other firms created long
ago and have since gone "belly up". I don't have any more info on that
company to help you though, sorry. Maybe C.S.S. can provide the details if
you call them up???

(Four DEFINITE products FTE has announced are Basic XL, Basic XE, MAC/65,
and Action! To support SpartaDos is a major undertaking, you're going to
have to PROVE to them that enough users are out there who will financially
support that DOS!)

(Side note: Bob and another unnamed party are working these days for a
forthcoming version of MY-DOS! Should allow for the max drive size to go
as high as 48 or 64 Meg as opposed to the current 16 Meg limit... (partition
size that is!) Hopefully fixing any other floating bugs as well!!! If you
any MY-DOS BUGS to report, PLEASE post them or write/call Bob. If we get a
few bugs posted, maybe one of us can compile a list of them and let Bob know
before the release! I know of only a couple, but never experience them since
I lack a hard drive!)

-Tim

4798. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 05:16:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIu1C3.2pp@utnetw.utoledo.edu>
Source record: 103610

Otto Maddox (maddox@ottoman.saigon.com) wrote:
: I think that was back in 1980 or so, sheesh. Those were the days, the
: thing still works though, I've gone through three power supplies of
: course, but I think anyone will an 800 this old will have a few fizzled
: power supplies.

Wow! I must be one of the lucky ones! My old 800, circa 1982, SAME
power supply! Scary, eh? (Though it was out of commission for about 2
years with no use)

-Tim

4799. Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 05:47:28 UTC
From: combee@prism.gatech.EDU
Message-ID: <129054@hydra.gatech.EDU>
Source record: 103606

In <1993Dec27.202913.14812@netsys.com> zds@netsys.com (Zoller Data Systems) writes:
>If there is one thing in the PC world that bugs me, that is it. Have you ever
>seen a book or even a magazine article on "How to code tightly on x86
>architecture" ? You probably won't.

I've got in front of me the most recent issue of _PC Techniques_, a IBM
programmer's magazine. In it is an article on code optimization techinques
at the assembly level for the 386 and 486 using the cellular automata
Life as an example. What is most surprising is that the best techniques
didn't just optimize the code but also rearranged the whole data structures
to make things efficient. While not all PC programmers are optimization
freaks, the best programs are profiled so that the parts executed the most
are given the most attention.
--
Benjamin L. Combee (forceful newtons) | Missing 4th line of signature.
Internet: combee@prism.gatech.edu | If found please return to ~combee
1993 junior, gatech.edu ACM chair | on the gatech prism filesystem.

4800. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 07:18:27 UTC
From: jharris@cup.portal.com
Message-ID: <99551@cup.portal.com>
Source record: 103607

```
>>Didn't anyone here pay $700+ for an 810? :-(
>>
>
>Not me, but I came close to paying $400 for a 400! Bought one for
>something in the low $300s right after they dropped the price, as
>I recall.

I can't remember how much 400's were. But the 800, with 8K, cost me $1100.
Yikes.

John Harris - jharris@cup.portal.com
```

4801. Re: Atari 8-bit emulator for IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 07:55:33 UTC
From: David Hanley <U22015@uicvm.uic.edu>
Message-ID: <93364.015533U22015@uicvm.uic.edu>
Source record: 103608

Well, I wasn't really planning on how to work the sound emulation. :0.
I was planning to tackle that last.. Way last.

Help with the RS600 port would be cool. I'm going to try to put the
machine dependant code in one place. This would be keyboard access,
screen writes, and sound...

EMulating the sound is a nightmare.. Some programs used the interference
between voices to make nice effects. I am beginning t o think that will
be IMPOSSIBLE to emulate.

dave

4802. Happy Hacker

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 12:24:16 UTC
From: dda3742@dcsc.dla.mil
Message-ID: <1965@dcsc.dla.mil>
Source record: 103622

Does anyone know the e-mail where-abouts of "The Happy Hacker?" Tim Patrick is his real name and his claim to fame was programming for the Atari 8-bit floppy drive "Happy" enhancement. Last I saw him, he lived in Hawaii and he used to be on CompuServe. Anybody with Compu$erve access that could look him up for me?

Reply here or via e-mail (agill@dcsc.dla.mil)

Happy hacking to all the 8-bitters and former 8-bitters (I'm more a former one myself since I haven't really touched my 8-bit since I got my 486....)

Andy Gill AKA German Monk
--
****************** Why do I need a disclaimer? Everyone knows
* Andrew J. Gill ****************************** govt employees
* Financial Systems Specialist - extraordinaire! * are not allowed
** to think!

4803. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 13:03:02 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIuMx2.MK7@cbfsb.cb.att.com>
Source record: 103611

In article <129054@hydra.gatech.EDU> combee@prism.gatech.edu writes:
>In <1993Dec27.202913.14812@netsys.com> zds@netsys.com (Zoller Data Systems) writes:
>>If there is one thing in the PC world that bugs me, that is it. Have you ever
>>seen a book or even a magazine article on "How to code tightly on x86
>>architecture" ? You probably won't.
>
>I've got in front of me the most recent issue of _PC Techniques_, a IBM
>programmer's magazine. In it is an article on code optimization techinques
>at the assembly level for the 386 and 486 using the cellular automata
>Life as an example. What is most surprising is that the best techniques
>didn't just optimize the code but also rearranged the whole data structures
>to make things efficient. While not all PC programmers are optimization
>freaks, the best programs are profiled so that the parts executed the most
>are given the most attention.

Which is part of the problem .. I would tend to take the same approach,
these days, and all that does is optimize a program for speed. It does
nothing for the size crunch problem, as it only examines the 10 percent
of a program where it spends 90 percent of its time.

WHich is the problem .. there is little incentive to optimize for size.
Some incentive to optimize for speed, as that will make your product
snappier in comparason to others.

--
Richard Dell

4804. Re: 800XL and expanded memory

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 14:19:43 UTC
From: hoosier@rider.cactus.org
Message-ID: <4972@rider.UUCP>
Source record: 103612

This address didn't seem to work, so the only way I know to reach
Jochen is via the newsgroup. Sorry for the improper use of band-
width.

--Jerry

While talking to /lusr/lib/mail/nmail.uucp ...

----- Transcript of session follows -----
Unknown host: PROBLEM_WITH_INEWS_GATEWAY_FILE
550 PROBLEM_WITH_INEWS_GATEWAY_FILE!jscharrl... Host unknown

----- Unsent message follows -----
Subject: Re: Atari 800XL and expanded mem.
To: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE (Jochen Scharrlach)
Date: Wed, 29 Dec 93 12:00:30 CST
In-Reply-To: <2fc46i$hda@news.belwue.de>; from "Jochen Scharrlach" at Dec 23, 93 12:50 pm
From: hoosier@rider.cactus.org (Jerry Dunham)

]From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE (Jochen Scharrlach)
]Newsgroups: comp.sys.atari.8bit
]Subject: Re: Atari 800XL and expanded mem.
]Date: 23 Dec 93 12:50:26 GMT
]Organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
]NNTP-Posting-Host: grey.t-informatik.ba-stuttgart.de
]
]Brian Abernathy (cba@atl.hp.com) wrote:
]
]> My question: Can I use this memory for anything more than a ramdisk? Can it
]> be accessed from ROM Basic?
]
]Not without any assembler utility. Roland Buehler wrote a small
]assembler program (I made it a bit faster), which helps you using the
]extra RAM in blocks of 64K - you can copy it from the normal RAM into
]the expansion with one 'USR'-command (the speed is about 40KB/s).
]
]The final version is in a modified OS, so you don't have to load it
]from disk (of course this OS has more features...).

What is this OS of which you write? Is it available somewhere? What
are it's features?

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

4805. Looking for speech program written in basic

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 15:14:42 UTC
From: jeffj@cbnewsm.cb.att.com
Message-ID: <CIut0M.KxG@cbnewsm.cb.att.com>
Source record: 103613

I am looking for a program that is written in basic that will let my
800 talk. It doesn't have to be great just enough so that I can understand
it. I want to send DTMF tones over the air to my 800 and have it talk back
to me verifing the commands I sent. Thanks for any and all help!

Jeff
--
Jeff Jones AB6MB | Vote out those who voted for the North American
jeffj@seeker.mystic.com | Free Trade Agreement!
Infolinc BBS 510-778-5929 |

4806. Typos In The December AC (re-send)

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 15:24:02 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9312301521.AA27194@phinet.smithkline.com>
Source record: 103614

From: INET::"MAILER-DAEMON" "Mail Delivery Subsystem" 29-DEC-1993 20:06:37.84
To: <phvax::poehland>
CC:
Subj: Returned mail: Cannot send message for 30 minutes

----- Transcript of session follows -----
421 cs.utexas.edu.tcp... Deferred: Connection timed out during user open with
cs.utexas.edu

----- Unsent message follows -----
Received: by phinet.smithkline.com (5.57/ULTRIX-az-040392);
id AA22187; Wed, 29 Dec 93 19:21:00 -0500
From: phvax::poehland
To: INET::"comp-sys-atari-8bit@cs.utexas.edu"
Cc: INET::"71450.1050@compuserve.com", INET::"j.king73@genie.geis.com",
INET::"kamaro_kid@delphi.com"
Subject: Typos In The December AC

[ATTN: AC Staff, please post to all nets & BBS's! -BP]

A few minor typographic errors in the hardware construction projects presented
in the December issue of ATARI CLASSICS have been brought to my attention. A
full errata will be published in the forthcoming February issue now in
production. The errors are minor in nature & should not seriously affect
anyone's ability to perform the video upgrade modifications. The typos
appeared in "Super Video 2.1XL" & in "Super Video For The 130XE", as follows:

1.) Page 9, Step 3: the text should read R52, not R53.
2.) Page 23, Step 5: the text should read Q2, not Q3.

With such an enormous amount of technical detail presented in one issue, I
suppose it was inevitable a few bloopers would sneak in. I will be most
grateful if anyone out there finds additional errors, please report them to me
so we can get the info out to the community as fast as possible.

Please note that, due to a large shortfall in subscription renewals, I was
forced to order a cutback in our December press run.
The special video issue is now in short supply & will not be included in
subscription renewals that failed to reach my hands as of Dec. 5, 1993.

Further, due to the extra length of the special December issue, the price
for a back issue of the December AC has been raised to $5.00 postpaid.

Finally, i regert to announce that beginning in 1994 ALL back issues of AC will
be priced at $5.00 each for mag or disk, inside or outside the USA. It would
appear a number of individuals have taken adfvantage of the former low $3 price
for back issues & have not subscribed but only bought individual back issues at

the low price, thereby saving money over the normal $25 subscription price. I suppose I could have tolerated this, but at least one of these people went bragging about it to his friends & made them feel like chumps for paying the full subscription price. I guess this riled me a little. With the increase in back issue prices it will now be cheaper to subscribe than to just buy back issues. Sorry, folks, as usual the many suffer for the sins of a few.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

poehland@sb.com or poehland%phvax.dnet@sb.com

****

4807. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 18:14:27 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1993Dec30.181427.25301@austin.onu.edu>
Source record: 103615

John D Harris (jharris@cup.portal.com) wrote:
: >... I can use the Syquest drives with it
: >though, with 1.44 meg floppies, it's almost the same.

: We sure are on a different scale than most of the rest of the world. 1.44
: meg is a lot of storage for an 8 bit. It really is the equivalent of a
: Syquest for other machines.

: When I got my first XF551, I was pretty excited about getting 360K per
: floppy, and some IBM snob overhead me. He laughed histerically at me for
: being so excited over what he considered such a tiny amount. And yet, I
: could certainly stuff way more programs on these disks than he could put on
: one of his 1.44's.

: I still like having a machine that doesn't take a 40Meg hard drive just to
: boot the operating system.

: John Harris - jharris@cup.portal.com

I am glad someone agrees with me! My friend (who won't run anything
less than a 486dx66) screams at me every time I even mention my
1.79 MHz Classic. 360K may not be great, but I look at it this way,
all I had before that was 90K (times two of course!)

4808. Vanguard, tempest, 5200 ports, the GUMBY upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 19:23:26 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2fv9re$9cd@gap.cco.caltech.edu>
Source record: 103616

james.alexander@canrem.com (James Alexander) writes:

>As far as vanguard goes I think that it could have been a 5200 port.
>I've heard that somebody was doing this with a number of 5200 games in
>the mid '80's. I saw it available rarely in a few dealers and was
>fortunate to pick up a 2600 version. Definately one of my favorite
>games from the early '80's. Now, if atari'd done me the favor of
>porting tempest to the 8bit I'd be walking on the ceiling.

Yup- I have a copy of xevious hanging around somewhere. I recall
reading some statement somewhere from an Atari corporation rep.
that it was ok to copy and pass around ports of 5200 games. Can
anyone confirm this?

Now, I think there is a PD or magazine version of tempest that I wasn't
really terribly impressed with... it may even be on the archive.
I don't remember the name, but I do remember it was written by one
of the PD/magazine heaviweights- I'm thinking Tom Hudson or James
Hague for some reason.

Now, Xevious in the arcade was (and is) one of my favorite games but the
port of it to the 8-bit had one major flaw- it needed two buttons. I
don't remember how the guy who ported it solved this problem- whether
the bombs just fell every so often or the bombs and missiles were
syncronised, but I do remember it was pretty unsatisdactory and became
a real problem as you got even moderately into the game.

I have a couple of 5200 motherboards salvaged from thrift store 5200s that
were without controllers or power supplies. They do not have a PIA so I
imagine all the joystick input was through the POKEY. I have thought for
a while that it would be interesting to use the extra POKEY provided by
the GUMBY upgrade to hook up 5200 controllers (or homemade facsimiles)
to the 8-bit. Anybody have docs on the 5200 controllers? I know I
saw a file here years ago on how 5200 ports were done... (The reason an
extra POKEY would be necessary would be to connnect the keypad)

Brent

4809. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 19:35:58 UTC
From: zds@netsys.com
Message-ID: <1993Dec30.193558.4226@netsys.com>
Source record: 103617

Ben Combee (combee@prism.gatech.EDU) wrote:
:> In <1993Dec27.202913.14812@netsys.com> zds@netsys.com (Zoller Data Systems) writes:
:> >If there is one thing in the PC world that bugs me, that is it. Have you ever
:> >seen a book or even a magazine article on "How to code tightly on x86
:> >architecture" ? You probably won't.

:> I've got in front of me the most recent issue of _PC Techniques_, a IBM
:> programmer's magazine. In it is an article on code optimization techinques
:> at the assembly level for the 386 and 486 using the cellular automata
:> Life as an example. What is most surprising is that the best techniques
:> didn't just optimize the code but also rearranged the whole data structures
:> to make things efficient. While not all PC programmers are optimization
:> freaks, the best programs are profiled so that the parts executed the most
:> are given the most attention.

Let me qualify my above statement. It has more to do with the business of developing PC software than with actual ill or good intent/competence of the programmers involved. In the highly competetive and fast-moving PC software market, software is usually (this comes from verified experience with, for instance, Fifth Generation Systems - now Norton/Symantec FGS) shoved out the door to meet critical marketing points regardless of the actual completeness or stability of the product. There is essentially NO time or thought or effort expended towards code optimization except between revisions, at which time the performance itself is set forward as the major goal of the revision in some cases. Usually, however, the primary goal is addition of catchy features. A notable exception to this mentality is ID Software (who were or are somewhat related to Apogee Software - I've lost track :), who have made some truly revolutionary advances in the state of gaming performance, technology, and feel. (i.e. They've rolled back the clock 10 years and made software that plays like Atari 8-bit/ST games, only with more A/V resources to take advantage of...)

Back to the main point: To quote the director of development for a rather large PC software firm who shall remain nameless, "Speed and size of code is the compiler's job" in the PC world. <sigh>

Daniel Hoff
Zoller Data Systems
zds@netsys.com

4810. HELP!!! Atari withdrawal!! Please respond!!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 19:45:17 UTC
From: LEIST@engvax.picker.com
Message-ID: <1993Dec30.194517.12437@picker.com>
Source record: 103618

I sold my Atari 800XL and Indus GT disk drive many years ago to pay for tuition one quarter. Now I want them back!! I've got all my software.

Anyone know where I can get an 800XL(or equivalent) and a compatible disk drive? Please email me directly: leist@engvax.picker.com

Thanks!!!!!!!!!!

4811. Sparta X carts

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-30 21:58:01 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <757356269.AA03894@rochgte.fidonet.org>
Source record: 103629

I don't think trying to convince the company that there are enough people out here that use SpartaDOS is going to be all that hard. Ther are appx. 400 PRO sysops for one that are still active and have boards up and running. If we have to give up our active boards for another dos, forget it!! Besides, that, there are many loyal SpartaDOS users that don't run any kind of bbs that use and like SpartaDOS, and will support it. I've read alot of different things about SpartaDOS and what it has done to some user's system. I guess I'm one of the lucky ones that hasn't experienced any of these things. I have been using SpartaDOS/X since 1987, and have not had any of the problems mentioned in these posts. I'm not saying that I haven't had computer problems, but I tracked it to OLD hard drives, and brownouts/blackouts and nothing more, but then again, I always double check my keypresses before hitting the return key.

Amos Jackson

4812. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 05:10:11 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIvvp1.664@utnetw.utoledo.edu>
Source record: 103621

Charles K Hughes (Ordania-DM@cup.portal.com) wrote:
: BIG NOTE: The prices listed below are automatic-sale prices, if you offer
: that price, I'll sell you the item. The prices are close to list price in
: many cases, mainly because I haven't been 'in' the Atari scene for several
: years. Feel free to make any offer on anything I won't be nasty if I don't
: like it, I'll just say no. And who knows, if the item doesn't sell, I may
: send you mail and accept your offer. However, some items have a value
: beyond what they originally sold for - notably the ICD items, some of the
: books, and upgraded items. These special items will not be sold cheaply,
: though you might be able to buy them from me for less than what is listed
: below.

Wow, nice comeback... sorry about my earlier msg. The prices were a bit high, though. It was just that many of the items on your list sold near the same price (some actually lower) in the heyday of Atari years back. Now-a-days, quite a few things have sold on this group for half your list price. I understand you'd like to get the most for your old Atari equipment, I know I sure would. As long as people know this is your "first asking price", which is generally higher than anyone would like to spend before haggling a bit on the price, sounds like a fair idea to me!

Good luck on the sales...
Happy New Year! (in a good mood tonight)

-Tim

4813. Re: Shielding in the 800

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 06:03:34 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2g0fbm$5db@usenet.INS.CWRU.Edu>
Source record: 103623

In a previous article, buescher@ugcs.caltech.edu (Brent Buescher) says:

>You know, I just had a goofy thought: I wonder how well an 800 would
>stand up (especially compared to any non-military system) to a massive
>EMF pulse?

Like from nucular blasting? :)

Those cases ARE pretty tough.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

4814. Black Box Comments!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 06:36:52 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIvzpI.9w2@utnetw.utoledo.edu>
Source record: 103624

Just had a question pop up to me in email on the Black Box... whoa... keep forgetting not many news group readers watch all the groups they're subscribed to every week. Thanks for the reminder Mike... even though you probably didn't mean for it to be!

I've been asking various questions on the Black Box (available from C.S.S. in NY, U.S.A.) in this group since around October. I was REALLY in the dark as to the quality of this unit, and wondered how well it worked out for everyone who bought one... for the most part, reviews are quite good! Recently, I myself decided to join the ranks of the Black Box w/Floppy Board owners. Ouch, big mistake for me. A couple msgs I posted last week made a couple brief comments that I was encountering a few frustrating problems. Since I did not "elaborate" much, a couple users were curious... I thank all who asked. It turns out there are a few known problems/irks with the 'box. If you're the "average" Atari user, which now-a-days amounts to being a bit of a systems hacker, you'll love the box. Me, I've done a bit more tinkering, plus I've got a couple old peripherals that aren't all that umm, standard. One name: ASTRA. I've got one, more specifically, "The One" - a 360k drive with printer interface built in. It has some VERY handy features which aren't too well known. I could run up to 3 additional 5.25" drives, 3.5", 8", 3" (remember good old Amdek's 3 inch drives!?!), or any combination thereof. A few SPECIAL feautures include: forcing you to hook this drive up as D1:... if not, certain things won't work correctly - I won't get into this. Ignores the P:R: connection... or any other printer interface. Well, not quite ignore... more like "generally-ignores" with spurts of random problems during long print sessions. Argh... this is getting longer than I had expected, have to cut this short.

Another hardware problem, the PBI port on my 800xl seems to disagree with the 'box. I've experienced some SEVERE display interference! Readable? Sure, but barely. Would give ANYONE a healthy case of eyestrain trying to use this system. I've tried switching my RF cable around, changing channels 3-2-3, limited shielding, etc. to no avail. I've talked to Bob, and all he could tell me is that it was "common if you are using a television as your display". The fixes he mentioned I tried, and are described above... your best bet is to buy a monitor!

Next, drive "burping". This is a "feature" of the 'box I could do without. If you have a hard drive attached, this is nearly instant so you might not even notice. It checks the

drive several times for defaults/configs or just to see if the drive is still active or SOMETHING like that... just slows down my access an extra couple seconds when rebooting, going to DOS when using my faithful 'ole BASIC installed on the system, etc.

The Black Box plastic case... just one word, one contraction: DON'T
(It's not that it's that poorly made, or... well, let me just say Bob at C.S.S. does NOT make it - he sends out to another company for them... costs him about $35 for it! Not buying it really won't hurt his sales/profits and will save you trouble! SUCH AS: the power cord clip that you insert into the 'box doesn't fit if you have the case on. You physically have to bend the connector pins! The circuit board with or without the floppy board attached really doesn't fit in the case. I can see some ends of the case bending "just enough" to encompass the poor thing.

Originally, I was against the cabling idea - you know, having to buy all new printer and modem cables to use with the 'box. BUT: they are quite easy to make or replace if need be! The floppy drive connector is a STANDARD IBM-type edge connector. Won't cost you that much to make! It's even better for the hard drive - the connector's identical to the socket most controller cards use on the IBM! The only thing here is that you will most likely have to make it yourself... most existing cables (if you plan on canabalizing an old IBM-type system) are far too short unless you plan on placing your hard drive right behind your 'box.

Soooo...

If you are considering purchasing the Black Box,
and you are going to use a hard drive immediately,
and you have or plan to buy at the time a monitor,
and you do not have a smart drive (such as an ASTRA),
I will venture to say you would be QUITE happy in purchasing the Black Box w/Floppy Board! (I'd recommend the Floppy Board, it's not that much more, and I'm sure you'll want to hook up a 3.5" drive for quick swapping of files to an IBM-format or just as a "mini hard drive". Sun Sparc's, Mac's, Atari, Amiga, ST, and of course IBM read files stored in an IBM-format rather well.

If you do not have a monitor... I've had one good report of a user successfully using the 'box and a TV. Although he went through about 6 computers to find one with the least distortion. Radio Shack also has some device which will eliminate SOME of fuzzy-effect... not sure what it's called.

If you have a smart drive... ASTRA's one brand... forget what the other one was... argh... I knew someone here in town who ran a few quad 5 1/4" off it, TRUE quad 5 1/4"'s that is (720k)!!!

It will work, just have patience. Keep configuring away, you'll find a setup that's livable.

For me, the big issue was interference. On my system, it was beyond "how BAD is it?". It was more like, "WOW - HOW CAN YOU READ TEXT!?!" The other quirks wouldn't have bothered me much in the long run. The reason I returned it: simple system incompitibility - I don't have the money to drop on a new monitor and hard drive at the moment.

Soooo... (take two)

For a new printer/modem interface that does A LOT MORE...
For a HD controller with a few EXTRAS...
For a card allowing you to connect a few MODERN slave drives (floppy) to your system with minimal effort...

The Black Box is a fine piece of engineering!

sleepy time all...
Happy New Year!!
-Tim...ZZZzzzzz

4815. MyDOS-Bug

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 13:00:07 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2g17on$pa4@news.belwue.de>
Source record: 103625

Hi there!

In the 'SpartaDOS-X'-article someone wanted to know the known bugs
from MyDOS. I mentioned it before but I found a very nasty one when
using subdirectories (I use MyDOS 4.50). Sometimes it happened that
two different files used the same sectors!

Not much, but better than nothing...
Jochen

--

Please use: jscharrl@ba-stuttgart.de

4816. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 16:51:07 UTC
From: cba@atl.hp.com
Message-ID: <2g1l9r$6d1@hpuerca.atl.hp.com>
Source record: 103626

Scott Coleman (genghis@ilces.ag.uiuc.edu) wrote:
: web@edsdrd.eds.com (Bill Bejcek) writes:

: Does anyone remember a little gadget called the R-Verter? Back in the
: mid 80s when 850 interfaces sold for over $100, these little buggers

Not only do I remember them, but I have one! That is probably what I will be using for my TW523 -> Atari interface. Unfortunately, the company went belly-up (I think) shortly after I bought the gadget. I tried calling their number once, and got a Wal Mart! (sigh).

By the way: I once wrote a clock program for the Atari that didn't suffer from slowdown due to disk I/O. As soon as I can get everything dusted off, if anyone is interested, I will post the details.

Brian Abernathy
Hewlett-Packard Company
Atlanta Response Center
Internet: cba@hpuerca.hp.com
CIS: 70223,167

4817. Re: Black Box Comments!

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 17:09:42 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2g1mcm$buq@gap.cco.caltech.edu>
Source record: 103627

I had a fair amount of interference on my commodore color monitor- when I first got my BB I had the monitor hooked up to the composite output of my XL to play some game or another that used artifacting. When I went back to split video the problems vanished. Strange.

Brent

4818. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 18:24:03 UTC
From: RICORTES@delphi.com
Message-ID: <931231.48243.RICORTES@delphi.com>
Source record: 103628

I don't think this is really bashing the big boys anymore then they bash themselves. They had the annual "West Coast vs East Coast" computer trivia contest & when Bill Gates posed the question, "There is a contest on Internet to write the most obsc, arcane
progam in C that still actually does something. Nae that contest!" Philipe Gasse <sp?> responded "Microsoft Windows!"

4819. Re: Even more stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1993-12-31 23:54:20 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <99639@cup.portal.com>
Source record: 103630

Updated 12-31-93 (some stuff sold, some stuff about to be sold, and more stuff added)

BIG NOTE: The prices listed below are automatic-sale prices, if you offer that price, I'll sell you the item. The prices are close to list price in many cases, mainly because I haven't been 'in' the Atari scene for several years. Feel free to make any offer on anything I won't be nasty if I don't like it, I'll just say no. And who knows, if the item doesn't sell, I may send you mail and accept your offer. However, some items have a value beyond what they originally sold for - notably the ICD items, some of the books, and upgraded items. These special items will not be sold cheaply, though you might be able to buy them from me for less than what is listed below.

Price Hardware Item
150 Magnavox RGB Display 80 Monitor
100 XEP 80 Column Interface

100 Panasonic KXP 1091i Printer (parallel printer interface)
100 XDM121 Atari Daisy Wheel Printer (direct connect - uses SIO cables)
25 Seikosha Printer (Atari direct connect)

100 Indus GT Disk Drive with Write Protect Modification
100 XF551 Disk Drive with 3.5" switchable EPROM. (with addition of 3.5" mechanism, you can use 3.5" diskettes at the flick of switch)
85 XF551 Disk Drive
65 1050 Disk Drive

70 Atari 800xl
50 Atari 800 (Axlon 32k ramboard, 65C02 CPU)
40 Atari 800 (48k)
30 Atari 800 (Rev 1, no right cart slot)
20 Atari 1200 Motherboards (4, price is for 1)
15 Atari 400 (2, price is for 1)

25 Sega Light Gun with Atari Cable Converter (home made, works great)
15 CX85 Keypad
15 CX22 Trackball (2, price is for 1)
15 Voice Box (photocopied docs & software)
10 XM301 Modem
10 1030 Modem
5 1010 Cass. Drive
5 410 Cass. Drive

Cassette Software Item
10 Tanktics

Disk Software Item
20 Mail Order Monsters
20 Ghostbusters
20 Seven Cities of Gold
20 Ultima II (no cloth map)
20 Spy vs Spy I & II
15 Archon
10 Murder on the Zinderneuf
10 Antic Mapware
10 Antic Rambrandt
10 Visicalc
10 File Manager+
5 Lepus Revenge
5 Superman the Game
5 Timeworks Data Manager
5 Timeworks Electronic Checkbook
5 Timeworks Money Manager

Cartridge Software Item
40 SpartaDOS X 4.20
25 Rtime8 (needs new battery, has battery holder,
battery not SOLDERED in!)

Following Cartridges have no documentation unless specified
20 Action
20 Basic XL (photocopied docs)
10 Atari Assembler/Editor
5 Atari Basic (4, price is for 1, docs not included)

20 Ace of Aces (docs & box)
20 Ms. Pacman
20 Star Raiders (docs & box)
20 Miner 2049er
15 Adventure Creator (docs & box)
15 Defender
15 Qbert
15 Return of the Jedi
15 Donkey Kong
10 Pacman
10 Asteroids
10 Star Trek
10 Serpentine
10 Centipede
10 Mountain King (short docs)
5 Computer Chess (2, price is for 1)
5 Jumpman Jr.
5 Gridrunner
5 Submarine Commander
5 Demon Attack
5 Atari Artist
5 Educational System

Books
20 Inside Atari DOS (2, price is for 1)
20 Atari Basic Source Book
20 SAMs Programmers Reference Guide for the Atari 400/800
15 The Atari Assembler
15 Hackerbook (EPROM Burner docs, DCB usage instructions)
15 Program Descriptions (for Hofacker software - EPROM burner, joystick serial port, joystick printer port)
15 Compute's Second Book of Atari (Forced Read Mode, Display List interrupts, Fun with scrolling)
15 The Musical Atari
10 Basic Exercises for the Atari
10 101 Basic Programming Tips & Tricks
10 Atari Programming with 55 programs (2, price is for 1)
5 Understanding Atari Graphics (small booklet)
5 How to use Atari Computers (small booklet)
5 The book of Atari Software 1983

20 Second Book of Machine Language
15 Machine Language for Beginners (2, price is for 1)

20 6502 applications (Rodnay Zaks - hardware programming oriented, includes info on 6520,6522,6530,6532, and MC1408 (DAC))
20 6502 assembly language subroutines (includes 6522 reference, subroutines for interrupts, multipliation, division, etc)
20 6502 Assembly Language Programming (includes info on 6520,6522,6530, 6532, 6850, and 6800 (CPU))
20 Top-Down assembly language programming for the 6502 (including Atari)

Texts
30 Original 400/800 notes (2 inches thick, includes schematic of Pokey.)
20 130XE Reference Manual
15 Atari XL Addendum

Antic Magazines ($1 unless noted otherwise)
Nov 88 (Dr. Brilliant "All about 8-bit memory upgrades),
Aug 88 (X-10 Control), Jun 88,
May 88 (6th Anniversary issue, Antic Spooler),
Apr 88, Mar 88, Jan 88, Nov 87, Oct 87, Sep 87, May 87,
Jan 87 (Your Atari Speaks - how to build a speech synthesizer using the SP0256 chip. I have a few of these chips :).
Sep 86 (Wefax decoder), Aug 86, Jul 86 (2), May 86.
Mar 86 (Build your own lie detector), Feb 86, Jan 86,
Nov 85, Oct 85, Aug 85 (1030 Modem commands), Jul 85,
Jun 85, May 85,
Mar 85 (Parallel bus revealed part 3)
Feb 85 (Parallel bus revealed part 2)
Jan 85 (Parallel bus revealed part 1)
Dec 84, Nov 84 (2), Oct 84, Sep 84, Aug 84, Jul 84,
Apr 84, Mar 84, Feb 84 (410 Hi-Reliability modification) (2),
Dec 83, Nov 83, Oct 83, Aug 83, Jul 83 (Upgrade your 400)

5 Dec 85 (Build your own eprom burner)
20 Jan, Feb, Mar, Apr 85 (Parallel bus revealed 1-4)
(sold as set for $20)

Analog Magazines
Feb 89 (Build a UPS for the Atari) (2), Nov 88 (POPs device),
Sep 88, Aug 88, May 87, Feb 87 (6th Anniversary Issue),
Aug 86 (Arm your atari part 2),
Jul 86 (Arm Your Atari part 1, Build a parallel interface)
May 86, Jan 86,

5 Apr 85 (Cheap Talk - build a speech synthesizer using the SP0256
chip)
15 Apr, May, Jul 88 (Zucchini interface for multiple atari's)
(Sold as set for $15)

10 SoftSide Magazines (All 8bit computers represented,
25 Issues 1980-1982)

Compute Magazines
Dec 87, Oct 86, Jun 86, May 86, Mar 86, Jan 86, Dec 84, Nov 84

Creative Computing Magazines
1985 - Jan, Apr, May, Jun, Jul
1984 - Feb, Mar, Apr, May, Jul, Aug, Sep, Oct, Dec
1983 - Feb, Mar (Build a lightpen part 1), Apr,
May (Build a lightpen part 2), Jun, Jul, Aug, Sep, Dec
1982 - Jan, May, Jun, Sep, Oct (2), Nov,
Dec (Build a real keyboard for your atari 400) (2)
1981 - Jan, Feb, Mar, Apr, May, Jun, Jul, Oct, Not, Dec (2)
1980 - Mar, May, Jun, Jul, Sep, Oct, Nov, Dec

Byte Computer Magazines (before they became an IBM-only mag)
Dec 81, Sep 82, Mar 84,
Sep 85 (Quarter-Meg 800xl upgrade by Claus Bucholtz),
Dec 85, Feb 86, Apr 86, Mar 89

Computer Shopper Feb 1987 (800 Memory mod by D.G. Byrd)

Atari Explorer Magazine May/June 1988 issue

Current Notes
Dec 87, Oct 87, Jul-Aug 87, Mar 87

Prices do not include shipping. Shipping costs are rounded up to the
nearest dollar. All items are for sale to the highest bidder, any offer
will be considered, but any order must be sufficient to make me want to wrap
it all up and bring it to the post office. Minimum order is $20.

Feel free to contact me through one of the following:
Home phone: (203) 567-3082
Internet: OrdaniaDM@cup.portal.com
US Mail: Chuck Hughes
239 Brush Hill Rd
Litchfield, CT 06759

My home phone is the quickest way to reach me, but I do check my email about every other day.

Here's another section of stuff that someone may be interested in, I guess you could call it the "Where'd THAT come from?" section.

MAO Apple II with monitor, cpm card, and 80 column card, AND
Applesoft basic programming reference manual, AND
Applesoft tutorial, AND
Micro on the Apple volume 2 (no diskette), AND
Apple II programmers handbook

MAO Gemini printer USER's MANUAL (not the printer)

MAO MC6809 Cookbook

MAO Commodore 64 Users Encyclopedia

MAO stands for MAKE AN OFFER. I hate throwing stuff out, but I'll do it...I swear I will... :) [If nothing else, the Apple II is worth the chips. :)]

Chuck Hughes